

GENERAL INFORMATION

9-Hole League Play

- Play is on Tuesday, with different formats for each week. Winners will receive Pro Shop credit prizes. USGA Rules apply except for local rules. Common golf etiquette is honored and is included in this handbook.
- A \$2 prize fee and \$1 Tip is charged.
- Members are responsible for membership fees at the beginning of the season commencing November 1, or when arriving in Florida and starting play.
- Signup for weekly play opens one week prior -- up until Sunday preceding the date of play.
- If unable to play, please contact the Pro Shop which may need to rearrange pairings.
- Pairings are in the Pro Shop and on the CC web site preceding Tuesday's play.

Please **arrive 30 minutes** before scheduled tee time.

- **New** members must establish a USGA handicap before being eligible for prizes in league play (54 holes), ONE of which must be played with the League. For the purposes of the "game of the day", the Pro Shop will enter a Blind Draw during the establishing rounds. The player is responsible for telling the Pro Shop that her round is a "qualifying" game

GOLF ETIQUETTE/PACE OF PLAY

- Don't move, **talk** or stand close to a player addressing the ball or making a stroke.
- Don't step on the line of another's putt.
- Play "Ready Golf", where order of play is based on who is ready, rather than who is away.
- All team members must tee off before anyone enters the fairway.
- Rake sand bunkers and leave rakes in the sand.
- Repair ball marks on the green and divots on fairways.
- Park carts with all four wheels on the path at tee and green. Take clubs, putter, markers, extra ball with you so as not to waste time having to return to cart.
- Always keep up with the group ahead of you.
- Observe 90 degree rule at all times. 90 degree area begins 30 feet in front of tee and ends 30 feet in front of green.
- On the green, always mark behind the ball before picking up.
- Cell phone use on the course is prohibited except for emergencies or rule clarification.
- Quickly leave green after putting out. To save time, put your clubs away and mark scorecard at next tee.
- Work on a concise pre shot routine. Limit practice swings to one or two.

Keeping and Posting Scores

- **ALL strokes must be counted and recorded as gross scores** on the scorecard (includes whiffs and ground hits which miss ball)
- **Turning in scorecards.** All score cards must be signed **by the captain** and another player and returned to the Pro Shop at the end of the 9 holes of play. Please cross check scores and totals with the card recorded in the second cart. If the card is not turned in within 15 minutes of completion of play, that team will be eliminated.
- **Pro Shop enters scores**
- **Birdies should be circled. Eagles should be squared.**
- The computer determines handicaps and flights.

General Rules

Teeing Area and Teed Ball

- Do not share clubs during league play.
- #4 Tee markers may not be relocated for the purpose of avoiding interference with a player's stance.
- A ball must be teed on a line between the markers or the equivalent of two club lengths behind that line.
- Ball is placed on a tee or on the teeing ground surface, or sand or a natural substance placed on the teeing ground.
- A player may stand outside the teeing ground to play a ball within it.
- A ball falling off a tee, or knocked off a tee when player is addressing, may be re-teed without penalty. However, if a stroke is made in these circumstances, the stroke counts, but no penalty.
- If a ball is hit only a few inches from the tee, it may not be re-teed. It must be hit where it lies and counts as a stroke.
- A two-stroke penalty is given for a ball teed up and played from outside the designated teeing ground, and then must be played from within.
- No player is allowed on the course until all players have teed off.

Putting and Putting Greens

- Before making a stroke, a player may have the flagstick in or out of the hole, attended, or held up to indicate position of the hole. If tended, the flag is removed immediately at stroking.
- Player's ball must not strike
 - Flagstick when attended, removed or held.
 - Person holding or tending the flagstick.
- Ball wedged against flagstick and side of hole is now deemed as holed.
- The line of putt must not be touched except:
 - To remove loose impediments without pressing down on the line.
 - To place a club in front of the ball when addressing – again, not pressing down.
- The line of putt may be touched only for:
 - Measuring distance.
 - Marking a ball – which is always behind the ball.
 - Lifting a ball.
 - Removing obstructions
 - Repairing hole plugs or ball marks.
- On the green, a ball may be marked and picked up to clean and/or align. It must be marked before lifting. It may be temporarily moved and marked away from the line of putt for another player, and repositioned in the original spot. Failure to re-position is a one stroke penalty against ball owner.
- On the green, **all balls must be holed out.**
- Putts are initiated by having feet on same side of the ball being putted – do not stand opposite side of the hole to “drag” ball into hole. Two stroke penalty.
- Once a putt is initiated (hit), a flagstick may be moved without penalty if a player's ball is moving in the direction where the flagstick is laying. If hit, 2 stroke penalty on player.
- When on the green, **2 pt penalty** for hitting another ball on the green, your responsibility to request player to mark their ball.

- If a ball overhangs the lip of the cup, she is allowed enough time to reach the hole plus ten seconds to determine if the ball is at rest.

Identifying, Playing, Striking, Searching for Ball

- Player is responsible for identifying ball and may place mark on ball to assist in identification.
- Ball must be struck with a club – not pushed, scraped or spooned.
- If club strikes ball with a double hit– no penalty, counts as one stroke.
- Player may lift ball for identification after declaring her intent. **It may not be cleaned or substituted.** It must go back to original spot, with the owner ensuring no improvements have been made.
- Ball must be played as it lies with exceptions as listed.

Unplayable lie. A player may declare any ball unplayable (**one stroke penalty**). Then

- Lift and clean
- (a) Play as near as possible to spot from which original ball was hit, OR
- (b) Drop within 2 club lengths, no closer to the hole, OR
- Keeping the unplayable lie between you and the hole, go back as far as you wish on a straight line, and drop, and play the ball.
- Before striking the ball, player's club may not touch ground when in sand trap or water hazard.
- Must use ball played from tee unless that ball is lost, out of bounds, or not retrievable. Substitution is according to USGA substitution rules.
- **Provisional.** If she believes her ball is lost outside a water hazard or is out of bounds, to save time, she should play a provisional ball, declaring it as such. If the original ball is found, she must play it and no penalty is counted. If original is not found or is outside boundaries or unplayable, a penalty must be counted and provisional ball becomes ball of play.
- If player plays wrong ball, she incurs a **penalty of two (2) strokes**. The wrong ball must be returned to spot it was mistakenly hit and then hit her own ball. Applies to both fairways and greens.
- **Do not search for lost ball for more than three minutes.** If it is lost, return to the location where it was hit, drop a ball, and add a stroke.

Bunkers

- Loose impediments may be removed
- Within the bunker, you may move the ball back or to the side, **one stroke penalty**.
- **2 stroke penalty**, keep the playable lie between you and the hole, go back as far as you wish on a straight line outside bunker, drop and play ball.
- You may go back to original spot and hit the ball for a **two stroke penalty**

Local (Cross Creek) Rules

USGA rules of golf govern all play with the exception of local rules

Play the ball as it lies unless the Rules state otherwise.

Embedded ball: Anywhere on the course (the whole area from tee to putting surface, **except bunkers and hazards**), a ball which is embedded in its own pitch-mark in the ground, may be lifted without penalty, cleaned and dropped as near as possible to the spot where it lay, but not nearer the hole.

Lateral Hazards: Here, all Water Hazards are Lateral Hazards and marked with Red Stakes or Red Painted Lines. If a ball is **in** or **touches** the hazard, **it is in the hazard**. Cypress trees on #8 are a lateral hazard.

Options:

A Provisional Ball may be played from the tee or Drop Area if player is unsure if the ball is in or out of the Hazard.

If **original** ball is found **outside** of the Hazard, it must be played. If ball is inside the Hazard, the Original or Provisional ball may be played.

You may drop a ball 2 club lengths from the point where the ball crossed the margin of the Hazard, no closer to the hole. **One stroke penalty.**

You may go to the opposite side of the Hazard, no closer to the hole, **one stroke penalty**

You may take a drop as far back as you like, keeping the point of entry and the pin in a straight line. **One stroke penalty**

The ball may be placed in the drop area, with a **one stroke penalty.**

If ball rests in a playable part of the Hazard, it may be played with **no penalty**. Do not ground the club or move anything in the Hazard.

Pine Straw – If ball lands in bounds, but in Pine Straw at base of trees, you may take relief – one club length, no closer to the hole.

Drop Areas: No tees. If ball is actually dropped, it must be done from knee height, and must stay where it lies.

Out of Bounds: Is defined by White Stakes, White Lines or street curbs (on #6, #7, and #12). These are “immoveable obstructions.” If you hit the ball out of bounds:

Options under one-stroke penalty are:

- **Tee Shots.** You re-tee and hit again from tee box.
- All other out of bound shots must be played from where the original ball was last hit

Option for a two-stroke penalty

- Drop ball 2 club lengths in the fairway from a position no closer to the pin from where the ball last crossed the OB stakes.

Immovable Obstruction: If a man-made object (cart path, electrical equipment, etc.) interferes with stance, swing, or line of flight, you may take relief with no penalty through the green. (Example: Electrical equipment on #7). Lift and drop the ball within one club length of a point that is nearest to where the ball was and:

- Is not nearer the hole
- Avoids interference with the condition

Water on Fairway: If water is above the sole of your shoes, the ball may be lifted and moved no closer to the hole. **No penalty.**

Ball Lying on the Cart Path: Balls which stop on or touch the cart path may be dropped into the closest playable area, no more than one club length away from the cart path and no closer to the hole. Balls may be moved one club length away from the resting spot and no closer to the hole when that player's stance is on the cart path at address.

Lost Ball: Stroke and distance. Ball must be re-played from original spot. Player may choose to play a Provisional. **One stroke penalty.**

Flower Beds & New Plantings: To be played as “Ground Under Repair”, nearest point of relief, no closer to the hole, and one club length. (no penalty) This includes: Plantings on right side of cart path on #18, right side of green behind bunker on #17, right side of fairway on #16, beyond green on #13, and right side of green on #12.