



LEAGUE GENERAL RULES

1. PLEASE COUNT YOUR STROKES ACCURATELY
2. IF SOMEONE GIVES YOU A PUTT, YOU MUST COUNT THAT AS A STROKE
3. THIS LEAGUE PLAYS WINTER RULES THROUGH THE GREEN
 - a. **YOU MAY MOVE YOUR BALL 12 INCHES NO NEARER THE HOLE WITHOUT GOING FROM ROUGH TO FAIRWAY, FAIRWAY TO GREEN, ETC.**
 - b. **YOU MAY NOT MOVE YOUR BALL IN SAND, OR RED STAKED HAZARD AREAS**
4. RED STAKED AND LONG GRASS AREAS ARE NOT OUT OF BOUNDS, THEY ARE CONSIDERED A LATERAL HAZARD, PROCEED AS FOLLOWS:
 - a. **EXCEPT FOR RIGHT OF #12, AND RIGHT OF #13 YOU CAN PLAY IT BUT IF YOU DO YOU CANNOT:**
 1. LET YOUR CLUB TOUCH THE GROUND WHEN YOU ARE TAKING YOUR STANCE BUT YOU CAN HIT THE GROUND IN YOUR SWING
 2. MOVE ANY STICKS, GRASS OR ROCKS
 3. IMPROVE YOUR LIE
 4. IF YOU HIT IN THE HAZARD ON THE RIGHT OF #12, OR #13 YOU MAY NOT PLAY IT, YOU MUST DROP OUT OF THAT AREA (GREEN TOPPED STAKES) UNDER A ONE STROKE PENALTY.
 - b. **DROP YOUR BALL WITHIN 2 CLUBLENGTHS OF WHERE YOUR BALL CROSSED THE RED HAZARD LINE- NOT EVEN TO WHERE YOUR BALL ENDED UP- ONE STROKE PENALTY**
 - c. **IF ON HOLES 5, 6, AND 13 YOU MAY DROP ON THE DROP AREA- ONE STROKE PENALTY**
5. THE ONLY OUT OF BOUNDS ON THE COURSE IS THE FENCE ON HOLES 2 AND 3- YOU MUST HIT ANOTHER BALL UNDER 1 STROKE PENALTY AND LOSS OF DISTANCE FROM THE SAME SPOT.
6. CART PATHS, SPLIT RAIL FENCES, AND GAZEBOS ARE OBSTRUCTIONS- FREE RELIEF OF SWING ONLY -2 CLUBLENGTHS NO NEARER THE HOLE
7. PLEASE TOTAL ALL SCORES WHEN FINISHED AND TURN IN THE CARD
8. RAIN POLICY
 - a. **IF THE LAST GROUP OF LEAGUE FINISHES THE 6TH HOLE BEFORE CANCELLATION OF PLAY IT IS CONSIDERED AN OFFICIAL NIGHT AND REMAINING HOLES WILL SPLIT POINTS- WE WILL CALCULATE A TOTAL STROKES SCORE USING THE WSGA GUIDELINES**
 - b. **IF THE LAST GROUP DOES NOT FINISH THE 6TH HOLE, THE ENTIRE LEAGUE IS CONSIDERED A RAINOUT AND WILL BE MADE UP AT THE END OF THE REGULAR SCHEDULE BEFORE PLAYOFFS**
 - c. **DECISIONS TO CANCEL LEAGUE WILL BE MADE BY 3:30**
9. SUBSTITUTES ARE YOUR RESPONSIBILITY, PLEASE INFORM US IN ADVANCE
10. POINTS- THERE ARE 9 POSSIBLE POINTS PER PLAYER OR 18 PER TEAM.
MATCHES ARE PLAYED AT 80% OF THE STROKE DIFFERENTIAL-**ONE POINT WILL BE AWARDED FOR EACH HOLE WON AND ½ FOR EACH HOLE TIED**
11. NO SHOWS: IF YOUR OPPONANT DOESN'T SHOW YOU WILL NOT RECEIVE FREE POINTS. YOU WILL PLAY AGAINST THE NO-SHOW'S AVERAGE +10%
E.G. THE NO SHOW'S AVERAGE IS 40 AND YOUR AVERAGE IS 40. YOU WILL PLAY THE NO SHOW EVEN BUT THE NO SHOW WILL POST A SCORE OF 44(+10%) WITH AN EXTRA SHOT ADDED ON THE 4 TOUGHEST HOLES GIVING THE PERSON WHO SHOWS UP A DISTINCT ADVANTAGE BUT NO "FREE" POINTS- THIS REMAINS UNCHANGED.
12. LATE ARRIVALS: IF YOU ARRIVE TO THE TEE AFTER ANYONE IN YOUR GROUP HAS HIT THEIR 2ND SHOT YOU WILL INCUR A 2 STROKE PENALTY. IF YOU ARRIVE AFTER THEY HAVE FINISHED THE FIRST HOLE YOU WILL LOSE THAT HOLE AND LOSE THE TOTAL STROKES POINTS BUT CAN STILL COMPETE FOR HOLE POINTS
13. PLAYOFF SUBSTITUTES-
 1. **SUBSTITUTES FOR PLAYOFF MATCHES MUST HAVE PLAYED AT LEAST 2 ROUNDS IN ANY DV LEAGUE THROUGHOUT THE SEASON**
 2. **EMPLOYEES OF DEER VALLEY MAY NOT SUB IN PLAYOFF MATCHES. IF THEY ARE A REGULAR LEAGUE PLAYER, THEY CERTAINLY MAY PLAY ON THEIR OWN TEAM FOR PLAYOFFS**

PLEASE ASK WITH ANY QUESTIONS- THANK YOU FOR PLAYING