



# LEAGUE GENERAL RULES- 2019 UPDATE

**PLEASE SEE THE USGA NEW RULES SUMMARY CHART FOR ALL RULE UPDATES FOR 2019**

1. PLEASE COUNT YOUR STROKES ACCURATELY

2. IF SOMEONE GIVES YOU A PUTT IN MATCH PLAY, YOU MUST COUNT THAT AS A STROKE BUT :

*When a player is beaten on a hole, they are not required to finish out. They must, however, write down the score they would most likely make. For example, your opponent makes a 2 on a hole and you have a putt for 4 from 12 feet. You are not required to continue but you must write down a 6 because you would most likely 2 putt from 12 feet. If a player has picked up and conceded the hole, you should write down the score you would most likely make as well. This will maintain the integrity of the scoring system.*

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 NOW CONSIDERED **PENALTY AREAS**, PROCEED AS FOLLOWS:

a. EXCEPT FOR RIGHT OF #12, AND RIGHT OF #13 (red stakes with green tops) YOU CAN PLAY IT AND:

1. **YOU CAN NOW GROUND YOUR CLUB, BUT YOU CAN'T IMPROVE YOUR SWING PATH BY BENDING OR PUSHING GRASS OVER, THE BALL MUST NOT MOVE OR YOU WILL INCUR A PENALTY**

2. **YOU CAN NOW MOVE LOOSE IMPEDIMENTS SUCH AS STONES, BRANCHES, TWIGS AND CLIPPINGS BUT THE BALL MUST NOT MOVE OR YOU WILL INCUR A PENALTY**

b. YOU MAY DROP YOUR BALL OUT OF THE PENALTY AREA WITHIN 2 CLUBLENGTHS OF WHERE YOUR BALL CROSSED INTO THE PENALTY AREA, (NOT EVEN TO WHERE YOUR BALL ENDED UP) UNDER A 1 STROKE PENALTY

c. IF ON HOLES 5, 6, 13 AND VALLEY 2 & 3, YOU MAY DROP IN THE DROP AREA UNDER A 1 STROKE PENALTY

d. THERE IS NO PENALTY FOR ACCIDENTALLY MOVING YOUR BALL DURING A SEARCH, JUST REPLACE IT

5. **OUT OF BOUNDS AND LOST BALL NOT IN A PENALTY AREA**- THE ONLY OUT OF BOUNDS ON THE COURSE IS THE FENCE ON HOLES 2 AND 3 OF THE RIDGE COURSE, #10 OF THE PRAIRIE COURSE WHEN PLAYING VALLEY #1 AND RIDGE #8 WHEN PLAYING VALLEY #8- YOU NOW HAVE 2 OPTIONS FOR ***OUT OF BOUNDS*** AND ***BALL LOST*** NOT IN A PENALTY AREA:

a. **HIT ANOTHER BALL FROM THE ORIGINAL SPOT UNDER 1 STROKE PENALTY AND LOSS OF DISTANCE.**

b. **DROP THE BALL IN THE VICINITY OF WHERE THE BALL IS LOST OR WENT OUT OF BOUNDS UNDER A TWO-STROKE PENALTY.**

6. **DROPPING:** WHEN DROPPING A BALL, IT MUST NOW BE FROM KNEE HEIGHT

7. **SEARCH TIME:** WHEN LOOKING FOR A BALL, YOU ARE ONLY ALLOWED 3 MINUTES MAX

8. **PUTTING:** THERE IS NOW **NO PENALTY** FOR HOLING PUTTS WITH THE FLAGSTICK IN

9. CART PATHS, SPLIT RAIL FENCES, AND GAZEBOS ARE OBSTRUCTIONS- FREE RELIEF OF SWING ONLY -2 CLUBLENGTHS NO NEARER THE HOLE

10. PLEASE TOTAL ALL SCORES AND VERIFY WITH OPPONANTS WHEN FINISHED AND TURN IN THE CARD

11. **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

12. **SUBSTITUTES** ARE YOUR RESPONSIBILITY, PLEASE INFORM US IN ADVANCE, DOING SO AT CHECK-IN GREATLY SLOWS DOWN THE CHECK-IN PROCESS AND MAY CAUSE TEE TO RUN BEHIND.

- 13. 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
- 14. 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.*
- 15. LATE ARRIVALS:** IF YOU ARRIVE TO THE TEE AFTER ANYONE IN YOUR GROUP HAS HIT THEIR 2<sup>ND</sup> SHOT YOU WILL HAVE LOST THE HOLE. IF NO ONE HAS HIT THEIR 2<sup>ND</sup> SHOT, YOU WILL RECEIVE A 2 STROKE PENALTY.
- 16. 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 SEE THE "USGA NEW RULES SUMMARY CHART" FOR CHANGES TO USGA RULES FOR 2019**

**PLEASE ASK WITH ANY QUESTIONS- THANK YOU FOR PLAYING**