Need To Know Rules

- 14 Club limit
- All yardage and range finders are legal, the slope option on some needs to be turned off.
- No Gimmies. All putts, no matter how close will be needed to be made in order to finish the hole.
- Players must exchange scorecards at the beginning of the round. At the end of the tournament the player must have his scorecard signed by the scorekeeper and himself. Once the card is in the tournament directors hand then this is considered a turn in. If there has been a mistake make to the score, that players will have a two-stoke penalty added onto his final score. Please check your card before turning in!
- When on the tee box a player must tee his ball on the line or behind the tee marker played. If he has hit his ball in front of the tee markers he will be incurred a two stroke penalty.
- A player must complete a hole with the same ball he tee'd off with. He may switch balls in between holes. If a ball is badly damaged (gashed) during a hole he may ask his group for a ruling that the ball is unplayable and may replace it with another.
- There are no penalties for playing out of turn, we play as a ready golf tour for speed of play.
- Balls that have crossed a hazard line may be dropped two club lengths from where the ball had crossed the line. Or he may take the point where it crossed and the line of the flagstick, as far back as he wishes.
- If a players is needing to take a drop for whatever reason and the ball rolls past the two club length area, the players must pick up his ball and drop again. If the 2nd drop rolls past the two club length again he must then place the ball exactly where the ball first touched the ground.
- A player must drop a ball anywhere from knee to below shoulder level. Any lower and the drop will not count.
- If another ball comes into contact with your own and moves you ball from its original spot. Then you must place your ball back to its original spot. There is no penalty
- *if a ball, when replace on the putting green moves(either by player or wind) then the player must place the ball back to where it originally was. This is the same rule if the player is at address.*
- Not every golf course has areas marked for ground under repair. A player may ask his group if he is allowed relief. If the group agrees that it is ground under repair, the player is allowed relief of one club length to the nearest point of relief. If the player's ball is in rough or hazard (bunker) he must not improve his lie so he must drop with in the same rough and/or bunker. If it is deemed the entire bunker is not playable, he may drop outside the hazard.
- If your ball comes to rest beside a man made immovable object and interferes with your stance or swing you may take relief with no penalty. Fences that define OB on the course are not considered obstructions and must be played as it lies.

- If a players ball has landed in casual water a player is allowed a drop at the nearest point of relief from that area. When a player takes his stance and water is visible at his feet then it is considered casual water.
- As of 2019 players are allowed to repair or tap down any marks made on the greens.
- As of 2019 players are allowed to move lose objects in a hazard or bunker. He may also ground his club in the hazard BUT he may not ground his club to improve his lie in a bunker.
- If a player's ball has moved or hit while taking a practice swing then he is not given a penalty and must replace his ball to the original spot. When addressing the ball when putting and the ball moves then he must replace his ball to the original spot with no penalty.

LONG SHOTS TOUR RULES

- 4 stroke maximum on a hole
- A players will not be penalized for giving/receiving advice such as yardage, club that was hit or vague information about how a hole is setup (this is a grey area). A player may not give advice on the break of a previous putt that another player will soon have. Both players may be penalized in doing so.
- All other USGA rules are enforced by the discretion of the Tour Director.

LOST BALL OR OUT OF BOUNDS DROP RULE:

Please look over this rule. In effect for 2019, a player is allowed to drop anywhere between where the ball was lost and two club lengths into the fairway. This is a two-stroke penalty and must use this rule if he did not use a provisional off of the tee. If a player did use a provisional then that ball is in play and must use it.

