

# WIL-MAR LADIES GOLF LEAGUE – LOCAL RULES

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USGA rules will govern all league play.

Rainouts will be decided by the golf club. If weather is doubtful, please call golf club.

A signup sheet for the following week's league play will be available at the pro shop or you may call (919)266-1800 or email the pro shop at [wmgcladies@gmail.com](mailto:wmgcladies@gmail.com) to have your name added to the list. **REMEMBER TO CONTACT THE PRO SHOP TO REMOVE YOUR NAME IF YOU CANNOT PLAY!** League play officially starts the first week of April. The month of March is a "practice" month for the new members to understand our scoring system.

Each week (April-September) play will start with an 8:30 shotgun start. (March and October shotgun is at 9:00) When checking in at the pro shop (**check in by 8:00**) each player will draw a number to determine which hole they will start their round. **It is imperative that all players be at the course with their equipment ready to play by 8:15.**

At your first tee, use last names alphabetically to decide order of play. On following holes, tee off order is determined by low gross or ready up to speed up play. Tee ball up between and behind red markers and not more than two club lengths behind red markers.

Play winter rules in all seasons. In your own fairway only, you may lift, clean and place your ball within one club length, no closer to the hole. First cut of rough is not considered fairway.

On hole #2, you must tee off at least one ball. If ball goes into water (**penalty area**), you have three options. **#1**-Hit another ball from the tee box, you will be hitting 3. **#2**-Drop ball behind water line of flight, you will be hitting 3. **#3**-You may move your ball to the drop zone provided across the pond and you take a one stroke penalty. You will be hitting 3.

Penalty Areas are marked by red stakes on holes 3, 4, 6, 11, 12, 13, 14, 15, 16, and 18. Swampland on left of 13 and 14 are also penalty areas, but may not be marked. Water line is the boundary if not marked. USGA rules apply for penalty areas. Hole #15, the ditch to the left of the fairway is a free drop if it is wet (casual water). If it is dry, ball must be played as it lies. Hole #18, the first pond on the left and the ditch close to that pond as well as the pond near the 150 yard marker are penalty areas (red stakes) and are marked as such.

There are out of bounds white stakes on holes 3, 8, 9, 10 and 11. If your ball goes out of bounds or you think it has, you **may** play a provisional ball or opt to use the "Alternative Stroke & Distance Rule" explained below. If your first ball is found in bounds, you must play it.

An "**Alternative Stroke & Distance Rule for Lost Ball or Out of Bounds Ball**" local rule that has been adopted for use at Wil-Mar Golf Course will be allowed and is approved by the USGA. If you hit a ball and know where it should be but cannot find it or it went out of bounds and you did not hit a provisional ball you may, with a two (2) stroke penalty, drop across from where ball should have been or found out of bounds two (2) club lengths into the fairway. **There are two (2) exceptions when this rule cannot be used: If you are virtually certain the ball landed in a penalty area or a provisional ball was hit. NOTE: THIS RULE MAY NOT BE IN USE AT ALL CLUBS. IF YOU PLAY ELSEWHERE PLEASE CHECK WITH THE COURSE TO SEE IF THIS RULE IS IN PLAY.**

You may drop a ball without penalty from all cart paths, bridge approaches, man-made objects, benches, equipment, ground under repair (areas marked with white paint) and rut marks made by machinery in the rough. Drop is taken one club length from the nearest point of relief, no nearer the hole. On rocky rough, you may mark your ball and pick up to clear the area of rocks and replace the ball. **THIS DOES NOT INCLUDE ROOTS. IF YOU WISH TO TAKE RELIEF FROM A ROOT, YOU MAY DO SO BY TAKING AN UNPLAYABLE LIE WHICH WOULD INCUR A ONE (1) STROKE PENALTY.**

On any given hole, you are only allowed a total of 10 strokes. If you have reached 10 strokes and are not yet in the hole, pick up your ball. On your score card, put 10 as score with 3 putts. This rule is to speed up play. The only time the 10 stroke rule is not used is during the two day club championship.

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**Gimme Putts:** A gimme putt is allowed when your entire ball falls within 20" from the edge of the cup. We are using our putters to determine the 20" so if you have not had your putter measured and taped for "gimme putts", please see one of the Tournament committee members and they will measure and tape for you. Remember you do have to take a stroke for taking the gimme putt. The gimme putt is being used to speed up play; you cannot putt the ball if you take the putt. So if you plan to putt the ball within the tape you take the number of strokes it took to put the ball in the hole. The gimme putt rule does not apply during the two day club championship. Anytime a temporary green is used there is a two putt maximum.

**\*\*\*WHIFFS DO COUNT\*\*\*NO MULLIGANS ALLOWED\*\*\***

**HANDICAPS:** Five games are required to establish a handicap. Post all scores played at Wil-Mar and away courses with course rating and slope index. Count all shots, whiffs, penalties and dribbles. All scores must be posted to get a true handicap. Handicaps will be re-evaluated twice a month. If a member does not have a handicap, they will not be qualified for any event that requires a handicap. Maximum handicap for any league or tournament play is 40.

**TOURNAMENT DAYS:** Tournaments will be scheduled as decided on by the Tournament Committee and then approved by the Board of Directors. Dates for the league tournaments will be presented and then posted for all members. All tournament winners will be posted and included in the League End of Year Booklet.

**CLUB CHAMPIONSHIP:** The championship tournament will have a gross champion and a net champion. The 10 stroke rule and "gimme putts" do not apply during the two day club championship tournament.

**SCORING:** Using a Wil-Mar score card you will keep your score on the top section of the scorecard including number of putts and on the bottom section of the scorecard another player's score, including her putts, who is in your group. At the end of the round you will subtract your current Wil-Mar handicap (not index) to calculate your net score. You can then calculate the number of points you earned by using the points chart. You will also add your partner's gross score and # of putts. Once you and your scoring partner agree with gross score and # of putts, scorecards need to be signed, attested and dated. Several copies of updated handicaps as well as the points chart will be made available to the League membership to make paperwork easier. Please place signed and dated score cards in the designated box. You need to record the ringer sheet, birdie tree and putts weekly. Chip-ins will be a separate game weekly. Once a card is signed and attested, no changes may be made. **CARDS MUST BE SIGNED, DATED AND SUBMITTED CORRECTLY; ANY CARDS FOUND TO BE IN ERROR ARE SUBJECT TO DISQUALIFICATION.**

## GOLF ETIQUETTE

- Before playing a stroke or making a practice swing, the player should ensure that no one is standing close by or in a position to be hit by the club, the ball, or any object that may be moved by the swing.
- No one should move, talk, or stand close to or directly behind the ball or the hole when a player is addressing the ball or making a stroke.
- No player should play until the players in front of him or her are out of range.
- Player searching for a ball should let the players behind them play through if the hole ahead is clear. They should not continue play until the players playing through are out of range. Also, if your foursome is holding up the group behind you, and there is an opening, please be sensible and let them play through.
- Always be ready to shout fore if your ball is heading in the direction of other players.
- Players should immediately leave putting green after holing out and mark score at the next tee.
- Carts should follow the rule of the day posted by the club.
- REPLACE ALL DIVOTS. REPAIR ALL BALL MARKS AND DAMAGE ON GREENS. RAKE ALL SAND BUNKERS.