Bucks-Mont Senior Golf League Playing Procedures and Rules

To maintain the league's pace of play, please play "ready-golf" at less than 15 minutes per hole.

- The maximum number of strokes on every hole is double par. If you reach double par, pick up your ball on that hole.
- If nobody is in front of you on a fairway, go ahead and hit your ball.
- Limit your search for a lost ball (in the woods, under leaves or in a yard) to about three minutes (a USGA rule). Take a <u>one-stroke penalty</u> and play another ball in an unobstructed position inbounds (<u>not on a fairway</u>) approximately where the original ball likely landed or went out of bounds
- Try to time your play on each hole to no more than 15 minutes; that way we can all finish play no later than 6:15 p.m.

Problem lies inbounds:

- You get a free drop if your ball is obstructed by a manmade object or if it lands on a bare spot, divot, hole, gravel, root or other turf problem.
- Take <u>one penalty stroke</u> if your ball is unplayable, such as under a tree/bush or next to a tree trunk.
- In those situations, place your ball in an unobstructed position on grass, but no closer to the green.

Out of bounds balls:

• If your ball is hit out of bounds on holes 3, 4, 6, 8 or 9 and onto an adjacent fairway before the last white fairway boundary stake, in the woods, a yard or the road, one penalty stroke must be assessed. This rule also applies to failed attempts to "cut the corner" on holes 3, 6 and 9. It is for the safety of golfers who may be playing on adjacent fairways.