

STANDARDS OF PLAYER CONDUCT.

- 1. There is zero tolerance for verbal abuse, physical abuse, racism or sexism in the SW 200 Golf Club. Any violation will be grounds for the individual to be banned from play with the SW 200 Golf Club.
- 2. Act with integrity by following the rules, applying all penalties, and being honest in all aspects of play.
- 3. Show consideration to others, **by playing at a prompt pace**, looking out for the safety of others, and not distracting the play of another player.
- 4. *Appropriate golf attire required by members and guests at all times. No jeans or denim, sweat pants or tank tops.*
- 5. *Fix fairway divots and ball marks on greens*
- 6. *Arrive an hour before scheduled tee time*
- 7. *Ensure that tees played are indicated on the submitted score card.*

All SW200 golf play, including club tournaments and club events shall be played in accordance with the following rules. These rules are a provision of the USGA Rules of Golf. The following is not intended to replace or be a reprint of the USGA Rules of Golf but as a summary of the rules we believe are more pertinent to the common issues we face during play.

GENERAL RULES

1. A maximum of 14 clubs in your bag (this includes the putter).
2. Our Club Rule is a "Maximum of Double-Par on any hole." A Player must pick-up when Double-Par is reached and does not need to hole out.
3. **When putting for Eagle, Birdie, Par, or Bogey, these putts "Shall Not be Conceded, nor a Gimme Taken."**
4. Ball must be played as it lies anywhere on the golf course. Unless the committee has deemed conditions to warrant a lift clean and place in the fairway of the hole you are playing.
5. **Slow play and keeping the pace of play moving.** All players are encouraged to play "**Ready Golf**". Please play quickly, but also play in a safe & responsible manner off the Tee, in the Fairway and on the Greens.

Playable Tee Positions

The tees to play to qualify for club event participation is posted on the weekly line-up and emailed to all members prior to play. This includes club tournaments and sponsored club events (i.e., C.T.P., Straightest Drive, Skins Game, and Hole-In-One).

Men will play from the senior tee position or back. Women will play from forward tee position or back.

All members reserve the option to play any rated tee regardless of length. with the understanding that if a member chooses to play a tee forward of the designated tee, that member may not participate in that week's activity. (i.e., CTP, Tournament, Skins, Hole in one etc.

Members may play combination tees noted on a scorecard as long as they are equivalent or longer in distance than the assigned tee. If the software does not have that combination tee listed the player's handicap will be assigned according to the shorter distance tee.

Failure to mark your scorecard with the tees played may cause your scorecard to be disregarded until corrected. This could allow for disqualification in club events.

NON-PENALTY SITUATIONS

1. There is no penalty for lifting a ball for identification, but you must not improve your lie. Simply place the ball back as you found it.
2. There is no penalty if you accidentally move your ball when there was no intention to strike the ball.
3. There is no penalty for a double strike of the ball.
4. Grounding your club in a Penalty Area, this includes water.
5. You may now putt with the flag stick in the hole.
6. There is no penalty for taking relief when your ball is in an area marked as ground under repair or free relief area. These areas are marked with white lines and/or signs.

BALL OUT OF BOUNDS OR LOST BALL NOT IN A PENALTY AREA

1. **A maximum of 3 minutes time is allowed to search for a lost ball.**
2. If a player believes their ball may have gone out of bounds or lost not in a penalty area.

The player has two options; a.) the player may declare he is playing a provisional ball and play from spot last played with a **One Stroke Penalty**. b.) the player may use the Optional Local Rule and take lateral relief from where they believe the ball crossed the out of bounds, or where they believe where their ball is lost, by playing a ball from the edge of the fairway not nearer the hole with a **Two Stroke Penalty**.

3. If a player declares a provisional and the original ball is out of bounds or declared lost then the provisional ball becomes the ball in play, **One Stroke Penalty**
4. If a player declares a provisional and the original ball is not out of bounds or is found, the original ball remains in the ball in play and the provisional ball shall be picked up.
5. If a player does not play a provisional ball, and the ball is found to be out of bounds or is declared lost not in a penalty area, then the player **MUST** use the Optional Local Rule and take lateral relief at the edge of the fairway, not nearer the hole, from point ball went out of bounds or lost, **Two Stroke Penalty**.

CLUB RULE: in an effort to speed up play, a player MAY NOT go back to hit another ball from where the original was played. Once you have moved forward, keep moving and use the Optional Local Rule if needed.

BALL IN PENALTY AREAS

Penalty Areas are marked by Red and Yellow Stakes and lines.

1. A player does not have to find their ball in a penalty area. **It is NOT a Lost Ball.**
2. If a player finds their ball in a penalty area, they may play from the penalty area, and they may ground their club in a penalty area.

3. **Relief from Penalty Areas with Red Stakes.** Two club lengths from where the ball crossed into the Penalty Area, no nearer the hole and a **One Stroke Penalty**.

4. **Relief from Penalty Areas with Yellow Stakes.** On a line from the hole to the point where the ball crossed into the Penalty Area you may go back keeping the Penalty Area between you and the hole. **One Stroke Penalty**.

Sand Traps, Bunkers and Sandy Waste Areas are not Penalty Areas.

UNPLAYABLE LIE

A ball may be declared unplayable for any reason, any time or anywhere on the course. In such cases the player shall have 3 options, **under Penalty of One Stroke**:

1. Drop a ball within two club lengths of where the ball lay, but not nearer the hole
2. Return to a spot as close as possible to where the ball was played from and play another ball from there.
3. Align himself with the spot where the ball was declared unplayable and the flag of the intended hole and drop a ball with no limit to how far behind that point the ball is dropped

WRONG BALL

If a player makes a stroke at a wrong ball in stroke play he incurs a **Two Stroke Penalty**. The player whose ball was wrongly struck must place a ball as close as possible to the spot the ball was wrongly struck and continue play. The player striking the wrong ball must proceed to play with his own ball from where it lies.

If a player makes a stroke at a wrong ball in match play the penalty is loss of hole and no further play is required on that hole by him or his opponent. If the ball wrongly struck belongs to a player in the group other than his opponent, then the player whose ball was wrongly struck must place a ball as close as possible to the point the ball was wrongly struck and continue play.