

Standing Rules

PLAY DAY RULES

Play Days are not a practice round and should be scored accordingly. All play is governed by USGA rules except where local rules apply. A player must count all strokes. There are to be no mulligans, wiffs or gimmees allowed. You must putt out all holes. If a player does not putt out all 18 holes, she is ineligible for the putting pot but will still participate in the chipping and polie pots.

Those playing 9 holes may not participate in the putting pot. To be eligible to win or participate in the putting pot, a player must play 18 holes and be an FWGA member in good standing. Those playing 9 holes may participate only in the chipping and polie pots. The ball must be on the green for a polie to count and all polies must be marked and measured if distance is in question.

On Tournament Day, all ties will be settled by a scorecard playoff, as determined by the Golf Pro. Settle all disagreements about a hole before moving on to the next hole. If there is a difference as to how to play your ball, play the ball as it lies and a second ball as a provisional. Keep both scores, and present the problem to the Golf Pro immediately after play. All decisions by the Golf Pro are final.

Summer (April through October) rules are always in effect unless otherwise posted by Pairings Chairman before play. When winter (November through March) rules are in effect and your ball is in the fairway, you may lift and clean your ball replacing it within two (2) club lengths of its original position, no closer to the hole. Be sure to mark your ball so it is identifiable.

To be eligible to participate in the Monthly Tournament one must be a member of the Association and have a Firewheel Ghin, an established handicap and played at least one (1) other time during the month. The Tournament Chairman has the right to waive handicap and monthly one-time rules, due to unusual circumstances, i.e. when a new member joins after the 15th of the month and her name has not had time to get on the Handicap Report.

Should a member not be eligible to play in the Monthly Tournament due to not meeting the one play day participation requirement, a member may pay a \$10 fee in order to participate.

To be eligible to participate in the Year End Tournament one must be a member of the Association and have a Firewheel Ghin with an established handicap and played five (5) times during the year. The Board has the right to waive a two day commitment for play in the Year End Tournament.

LOCAL RULES

Players are required to be in their carts 15 minutes prior to assigned tee times.

Once a player has hit two (2) balls into a forward penalty area, she may carry the ball around to the drop area with no extra penalty stroke. (Example: 2nd stroke in, 3rd stroke out, 4th stroke in, 5th stroke out—go around the hazard and hit from drop area as your 6th stroke).

A player shall have a maximum of 2X the par score per hole. Once the player exceeds 2X par number of strokes per hole, the player shall pick up her ball and record 2X par for that hole.

If for any reason, a player does not play one or more holes, she is not eligible for the putting pot for that day. The chipping and polie pots should be distributed by the number of chip-ins or polies made, not by the number of golfers making them.

FWGA PROCEDURES

Play Day Sign Up – An email will be sent weekly to all members to sign up for play on play days. Responses to play should be sent no later than 4 PM on the Tuesday before Thursday's play day. If you respond or call after 4 PM, you may play only if there is an opening. The Pairings Chairman will be send the pairing to those playing on Wednesday.

Cancellations – If unable to play for some reason, please call the Pairings Chairman no later than 4 PM on the Wednesday before Play Day. If unable to come on day of play, call the Pro Shop as soon as possible in the morning.

Bad Weather – If bad weather is threatening, the play day may be cancelled. The golf course will be notified by 7:30 AM in case of cancellation. Please call course to find out if we are playing. **Should you be playing and it starts to thunder and lightning, play should cease immediately. Mark the location of your ball and return to the Club House. Do not get under a tree.**

Check In On Play Day – Please arrive at the golf course at least 30 minutes prior to the League's first tee time. After paying in the pro shop this is the time put the money in the **optional** Chipping, Putting and Polie Pots (\$0.25 each), pay any fees, and listen to any announcements. To be eligible to win, players must be a member in good standing and monies must be paid before play starts.

Play Day Results – The Pairings Chair will send an email after play requesting players to provide any birdies, chip-ins or polies made during play. She will compile the results provided and send a report via email the next day to the entire membership.

If you participate in the pots, please provide your total putts for the day and the hole number(s) and course (when play is on the Bridges) for chip-ins and polies

Monthly Tournament – On the day of the tournament, the Tournament Chairman will collect the \$5.00 (\$10 for those who haven't played at least 1 playday within the month) in entry fee money from each participating member. The entry fee will be given to the winners of that day's tournament. Monies are not collected for the Chipping, Putting and Polie Pots on Tournament Days.

Scorecards – Give all scorecards to the Tournament Chairman for eligibility to receive any prizes and/or awards, and to keep your handicap up to date.

Scorecards should have the player's name, date, handicap and scores recorded, as well as totaled. Highlight Birdies, Chip-ins, Hole-In-One, Putts, and Polies. Please record putts on a separate line. One of the Board Members or Chairpersons is responsible for entering their scores into the computer to keep handicap up to date (if the members choose not to enter the scores themselves.)

Additionally - If you play other courses and have an eagle or hole in one, please let the Pairings Chairman know. These accomplishments will be recognized at the End of Year.

READY GOLF

Golf is a four hour game. It is important to keep up with the group ahead. Play READY GOLF!!

1. Be at your ball, ready to hit, when it is your turn.
2. Mark your ball's flight with a background object. Keep an eye on the shots of others so you can help them spot their ball.
3. Think about what club you want to use before you get to your ball.
4. Take 2 or 3 clubs to your ball when playing cart path only golf.
5. Study the line of your putt while others prepare to putt.
6. The player furthest from the hole hits first whether on the green or fringe.
7. On the tee box, whoever is ready should hit.
8. As soon as your group has finished a hole, move to the next tee and record scores there. BE AWARE OF YOUR PACE AND PLAY READY GOLF!!!

GOLF ETIQUETTE

DO:

1. Remain quiet on greens and tees when players are ready to hit.
2. Keep carts and bags off greens and away from front of greens and fringe area.
3. Play BRISKLY-play "Ready Golf".
4. Spend very little time looking for lost balls. (Time limit of 3 min.)
5. Move immediately to the next tee when holed out.
6. Record score at the next tee.
7. Repair all ball and spike marks. (Fix yours and 2 others if possible.)
8. Replace your divots.
9. Be prepared to golf thirty minutes before your tee time.
10. Unless marked differently, use 90 degree cart path rule.

DON'T:

1. Drop the flagstick on the green.
2. Allow the flag to flutter when tending the pin.
3. Walk in line of another player's putt.
4. Stand where you cast a shadow on the line of a putt.
5. Stand opposite a player while she is putting.