Richardson Senior Golf League

Rules of Membership and Play

RSGL MEMBERSHIP RULES

Membership is open to men and women at least 55 years old. Most RSGL tournaments are team events of different formats that require a full team to complete the event. For this reason, members must be able to complete an 18-hole round while riding in a cart.

1. The Registration Fee for members shall be $100 or as otherwise set by the RSGL Board. Of this fee, a small amount shall go into the hole-in-one fund until this fund contains its maximum value of $250.
2. Registration fees will not be refunded after setup for the first scheduled event. Since the handicap fee (GHIN system) must be paid in advance, the maximum refund is $50. All refunds must be approved by the league president and/or treasurer.
3. All rounds will be “shotgun starts”. Check the schedule for the correct start time as they change throughout the Spring and Fall Seasons due to the season and day light savings time change. Golfers should arrive 30 minutes before start time to allow for check in. We will depart for our assigned starting hole at approximately 10 minutes before the start time.
4. Unless a new member has a GHIN, new members must post 5 scores in RSGL competition at Sherrill Park before a handicap will be established. During this time, new members will not be eligible to earn points for team play.
5. The Sherrill Park staff will handle all handicap and flight assignment matters. They may use estimates of handicaps until an official handicap can be determined. The RSGL reserves the right to adjust the handicap and flight assignment of new members in order to make it equitable to both the new and old members.
6. New members are eligible to participate in the hole-in-one contest, and the Closest-to-the-pin contests.
7. Current members who celebrate their 90th birthday will be honored with a Life Time Membership. Please notify a director if you meet this criterion.

RULES OF PLAY

USGA rules apply except with the following modifications.

1. Men will tee off from the Middle (White) Markers and women will tee off from the Forward (Red) Markers with the following exceptions. Men whose age + GHIN Handicap index is greater than 100 will play from the Forward Markers unless they notify the RSGL treasurer to be moved to the Middle Markers. Players that have an official State Handicap Sticker or Placard may request to use the Forward Tees. This will be determined at the beginning of each season of play, and will remain in effect until the next season. New members are not eligible for the Forward tees until they have an official GHIN or have been approved by the President of the RSGL.

2. A player that has a playable shot in a location that could result in a fall that might cause injury if play is attempted, may take a drop nearby without penalty in order to enable that player to take the shot in a safe manner. This rule is intended to apply to places like steeply pitched slopes next to sharp drops. If it is within the hazard markers, then a one stroke penalty will apply.

    - On Course 2, Hole 12, if the ball is below the mowed area and above the wall, you must take a drop in the drop area by the bridge without a penalty.
    - Sand or Grass Bunkers: If a ball is deemed unsafe (e.g. on high slope), you may move the ball to a safer lie within the bunker without penalty.

3. All putts MUST be properly finished into the hole unless the final putt is within 12 inches of the hole and is conceded by the other player/players in the group (the conceded putt is considered the final putt and is counted. If a putt is carelessly missed, it counts as a stroke and must be putted again until it is holed or until the maximum allowed score is reached (See rule 11).

4. Mark your ball on the green if there is a chance of interference with another player's putt towards the hole. The use of continuous putting is highly encouraged but is not mandatory. If a golfer chooses to use continuous putting, golfers further away should give the player the opportunity to do so before starting to putt their ball.

5. You may improve your lie up to one club-length on the fairway, but NOT in a hazard, sand trap, or water hazard, and never nearer the hole or on the putting surface. This rule also applies to a lie in the rough, but the ball Must Remain in the rough after the one club improvement.

6. Do NOT spend more than Three minutes looking for a ball anywhere on the course. Do NOT hit a provisional ball or replay a shot from the tee box. Proceed in accordance with Rule 7, 8, 9, or 10, as appropriate.

RULES OF PLAY

USGA rules apply except with the following modifications.

7. If a ball must be hit directly over a water hazard but lands therein, drop on the other side of the water hazard with a one-stroke penalty. If there is a designated drop area, use that, otherwise drop on a spot that places the hazard behind or to one side.
8. If a ball is lost in a water hazard that runs more or less parallel to the fairway, drop a ball within 2 club lengths of the point where the ball crossed the hazard boundary line with a one stroke penalty.
9. If a ball is lost out-of-bounds, drop a ball within 2 club lengths of the point where the ball went out of bounds with a one stroke penalty.
10. If a ball is lost in a location other than those described in Rules 7, 8, and 9, drop a ball in the area within 2 club lengths of where the lost ball was last seen or is most likely to have been with a one stroke penalty.
11. You must pick up your ball when your stroke total reaches 3 (three) over par for that hole. • Maximum score is 6 for a Par 3. • Maximum score is 7 for a Par 4. • Maximum score is 8 for a Par 5.
12. To ensure a proper pace of play, play “Ready Golf” and do not fall more than one hole behind the group ahead. You could be directed by the pro shop to skip a hole in order to catch up. If this happens and you want your scores to be counted, then you must go back and complete the hole skipped within one hour after league play is completed.
13. Keep an accurate count of your strokes and ensure that each player’s totals are accurately recorded for each hole on the official scorecard. A player of your group will maintain your scorecard in individual play. In two-person team formats or four-person formats, one designated player will record all scores. Any suspected incorrect scores will be discussed by the group and resolved before the official scorecard is turned in.

RULES OF PLAY

USGA rules apply except with the following modifications.

14. Sand bunkers WILL NORMALLY BE IN-PLAY PER USGA rules, but with allowed (no-penalty) exceptions for *Safety* and *Bunker Condition*

    Safety

    Safety is our #1 consideration

    1. If a player is concerned about his ability to SAFELY enter a specific bunker, he may opt to drop behind the bunker, directly on a line with the flag and the original ball location.

    2. If a ball in the bunker rests on a steep slope, which could present a safety risk, the ball may be moved and placed on a more level/safe lie, no closer to the hole.

    Bunker Condition

    1. If course management declares all bunkers to be out-of-play, drop the ball behind the bunker, directly on a line with the flag and the original ball location.

    2. If a particular bunker is wet, as determined by the foursome, drop the ball behind the bunker, as described above. A good guideline for invoking this action is if there is wet sand adhering to the ball.

    3. If the ball rests in a spot that is rough, hard-packed, a footprint, etc: the ball may be moved one club-length, no closer to the hole, or the ball may be lifted, the area raked, and ball replaced in original position.

15. Repair your divots in the fairways, ball marks on the greens, and rake the sand bunkers after your shot.

16. Observe all cart rules established by the course.

17. The 14-club rule is waived.

RULES VIOLATIONS

Any violations of these rules should be resolved by the foursome members at the time of the occurrence or before the official scorecard is turned in to the pro shop after the completion of play. Any appeals or unresolved disputes will be immediately referred to the league president within 24 hours after the completion of play.