

2019 2020 Juniper Hill Ladies Golf Club Playing Rules

These rules apply to the members of Juniper Hill Ladies Golf Club for leagues play and tournament events. USGA rules will apply, with specific Local Rules as identified below or as adjusted for playing conditions by the Juniper Hill Golf Pro, Kirk Schooley.

- **Preferred Lies/Movement of Golf Ball:** You may lift, clean and place your ball without penalty anywhere in the general area (fairways and rough – not bunkers or penalty areas), no closer to the hole, within one scorecard. If you are required to drop a ball for a relief situation, the ball must be dropped before moving the ball one scorecard length.
- **Approved USGA Sky Caddies/Range Finders may be used.**
- **Cell phones must be turned to vibrate during play.**
 - It is a breach of Rule 4.3a(4) to listen to music or other audio during your round “to eliminate distractions or help with swing tempo”. If you are listening to music during your round for any other reason, please be considerate of other golfers and keep the volume low.
- **Dropping a Ball:** If you need to drop a ball for any relief situation the ball must be dropped from knee height and must be dropped in and come to rest in the required one or two club-length relief area. If a ball rolls out of the relief area or is dropped in an incorrect manner (such as other than knee height or outside the specified relief area) it must be re-dropped. Any time you are dropping a ball for a relief situation, another ball may be substituted.
- **Club-Length:** For all relief situations, the club used to measure your one or two club-length relief area must be the longest club in your bag other than a putter.
- **Double Hit:** If your club accidentally hits the ball more than once during a stroke there is no penalty.
- **Ball Accidentally Deflected:** If your ball in motion after a stroke (from anywhere except the putting green) accidentally strikes any person (including yourself) or any outside influence (such as any player’s equipment or a golf cart) there is no penalty and you must play the ball as it lies. If the stroke was made from the putting green and the ball in motion strikes any person, animal or movable obstruction (other than the flagstick), the stroke must be replayed with no penalty. **Exception:** If your putt strikes another ball in play that was at rest on the putting green, you incur a 2-stroke penalty and you must play the ball as it lies. The moved ball must be replaced.
- **Nearest Point of Complete Relief:** This is the reference point on the course for taking free relief where there is NO interference from the condition (a cart path, for example) for the lie of the ball or your stance. This point cannot be closer to the hole than where your original ball lay. When taking free relief and playing from the one club-length relief area, your lie and stance must have no interference from the condition from which you are taking relief (i.e., your stance cannot still be on the cart path when taking cart path relief).
- **Penalty Areas:** Defined by yellow or red lines or stakes.

- **Yellow Stakes Options:**
 - Play the ball as it lies, player may ground club and move loose impediments - no penalty.
 - Play a ball within one club-length of the spot of the previous stroke - 1 stroke penalty.
 - Drop a ball back on a line from the hole through the point the ball last crossed the edge of the penalty area - 1 stroke penalty.
- **Red Stakes Options:**
 - Play the ball as it lies, player may ground club and move loose impediments - no penalty.
 - Play a ball within one club-length of the spot of the previous stroke - 1 stroke penalty.
 - Drop a ball back on a line from the hole through **the point the ball last crossed the edge of the penalty area** - 1 stroke penalty.
 - Drop a ball within 2 club-lengths of the point the ball last crossed the edge of the penalty area, no nearer the hole - 1 stroke penalty.
- **(LOCAL RULE):** If you hit two balls in the rocks or water on Hole #13, you **MUST** drop a ball in the drop area located across the bridge. You will need to add one additional stroke for carrying the ball over the water.

- **Ball Lost or Out of Bounds:** The new optional local rule for a ball that is lost or out of bounds will be in effect. Estimate the spot where your ball went out of bounds or where it is most likely to be if lost. Identify the point at the nearest edge of the fairway that is the same distance from the hole as that spot and drop a ball within two club-lengths of that point no nearer the hole. The penalty for this procedure is **2 penalty strokes**. You will still have the option to play a ball within one club-length of the spot where your previous stroke was made for a 1 stroke penalty. You may also play a provisional ball, but if you play a provisional ball you may not proceed under the optional local rule. See <http://www.usga.org/content/usga/home-page/rules-hub/rules-modernization/infographics/golf-s-new-rules--stroke-and-distance.html#expanded> for an infographic on the new local rule.
 - **Out of Bounds:** A ball is out of bounds when all of it lies out of bounds. A player may stand out of bounds to play a ball lying in bounds. At Juniper Hill, out of bounds is determined by course boundary markers, walls, fences (stone, metal, and wood), the parking lot and roadways. There is also out of bounds defined by white stakes/posts over #5 green, behind #6 teeing area and left of #16 teeing area and fairway.
 - **Lost Ball:** A ball not found within **three** minutes from the time the player begins to search is considered lost. If another ball is put into play and the original ball is then located within the three-minute time frame, the original ball is still considered lost and may **NOT** be played.

- **Sand Bunkers:** Grass-covered ground next to or within a bunker and a wall or lip of the bunker not covered with sand are NOT part of the bunker. You may not touch the sand with your club immediately in front of or immediately behind your ball in a bunker, or touch the sand with practice swings or your backswing. Any other touching of the sand is allowed if your play is not improved or you are not testing the condition of the bunker. If the conditions of the course make the bunkers unplayable, the golf pro or appropriate officers will advise of this condition before play begins.
 - A **movable obstruction** can be removed from any part of the course, including a bunker or penalty area.
 - If you move a movable obstruction, such as a rake or trash, lying near your ball in a bunker and the ball moves it must be replaced - no penalty. It is a good practice to mark your ball before moving the obstruction, but it is not required.

- If your ball lies in or on a movable obstruction in a bunker, such as a plastic bag, you may lift the ball and remove the bag. You must drop a ball within one club-length of the spot directly under where the ball lay in or on the plastic bag, no nearer the hole - no penalty (relief area must be in the bunker).
- **Immovable obstructions** are artificial objects such as pipes, drainage grates, or wooden steps which cannot be moved without unreasonable effort. You have two options if you decide to take relief from an immovable obstruction in a bunker:
 1. Drop a ball in the bunker within one club-length of the nearest point of complete relief, but no nearer the hole - no penalty.
 2. Drop a ball outside the bunker back on a line from the hole through the point where the ball originally lay - 1 stroke penalty.
- **Loose impediments** are natural objects such as stones, leaves, and branches. Loose impediments may be removed in a bunker with no penalty. However, if your ball moves as a result of moving a loose impediment, there is a 1-stroke penalty and the ball must be replaced.
- When you have an **unplayable lie in a bunker**, you have 4 options:
 1. You may play a ball within one club-length of the spot from where the last stroke was made before you entered the bunker - 1 stroke penalty.
 2. Drop a ball in the bunker back on a line from the hole through the point where the original ball lay - 1 stroke penalty.
 3. Drop a ball in the bunker within two club-lengths of the spot where the ball lay, no nearer the hole - 1 stroke penalty.
 4. For an additional penalty stroke (2 total), you may drop a ball outside the bunker back on a line from the hole through the point where the original ball lay.
- **Temporary Water:** When water on the ground is visible where your ball comes to rest or is visible around your feet after taking your stance (which includes water from running sprinklers):
 - If your ball is not on the putting surface or in a penalty area, you may determine your nearest point of complete relief, no closer to the hole. Drop a ball within one club-length of that point - no penalty.
 - If your ball is on the putting surface and temporary water intervenes on your line of play, you may lift the ball and place it or another ball at the nearest point of complete relief, no closer to the hole (this point may be off the putting green), **or**
 - If complete relief is not available, place a ball at the point providing the maximum available relief (i.e. the shallowest level of water) as near as possible to the original spot but not nearer the hole or in a penalty area. If the nearest point is off the putting green, a ball must be placed off the green - no penalty.
 - If the ball is in a penalty area, relief without penalty for temporary water is not available. You must play the ball as it lies or take penalty area relief (Page 1).
 - If your ball is in a bunker, you have two options:
 1. Drop a ball in the bunker within one club-length of the nearest point of complete relief, but not nearer the hole - no penalty.
 - If complete relief is not available in the bunker, you may determine the point of maximum available relief in the bunker and drop a ball within one club-length of that point – no penalty. The relief area must be in the bunker.

2. Drop a ball outside the bunker back on a line from the hole through the point where the original ball lay- 1 stroke penalty.

- **Protective Fence (on #2):** This fence is considered a temporary immovable obstruction. You may determine your nearest point of complete relief, including line of play, no closer to the hole. Drop a ball within one club-length no closer to the hole - no penalty.
- **Grass Bunker (on #6):** This area is not a “bunker” by definition and is considered to be a part of the general area. Bunker rules do not apply. Refer to preferred lies for moving the ball.
- **Native Grass/Prepared and Maintained Landscape (Near Hole #6 tee, Hole #13 green, #15 tee/#18 green, and #16 men’s tee):** These areas are no play zones. You MUST determine the nearest point of complete relief no closer to the hole, drop a ball within one club-length - no penalty.
- **Electrical/Irrigation Boxes (Holes #2, #5, #8, #12, and #15):** These boxes are considered immovable obstructions. If your ball lies in or on the obstruction, or it interferes with your lie, stance or the area of your intended swing (NOT line of play), you may determine your nearest point of complete relief no closer to the hole and drop a ball within one club-length - no penalty.
- **Rocks:**
 - A ball in the rocks on Holes #1, #13, #15 and #17 is considered to be in a penalty area (Page 1).
 - A ball in the rocks on Holes #3 and #9, or inside the cart barn, is not considered to be in a penalty area. You may determine your nearest point of complete relief no closer to the hole and drop a ball within one club-length - no penalty.
- **Cart Paths:** You may determine your nearest point of complete relief no closer to the hole. Drop a ball within one club-length - no penalty.
- **Red Posts on Hole #11 (LOCAL RULE for Juniper Hill):** When a ball is on the left side of the cart path and also between the red painted fence posts on #11, you have the option of playing the ball as it lies or you may take cart path relief to the right of the cart path - no penalty.
- **Ground Under Repair (GUR):** If your ball comes to rest in an area that is marked in white as ground under repair, or if the area is not marked as GUR and your fellow competitors agree , you may determine your nearest point of complete relief no closer to the hole. Drop a ball within one club-length - no penalty.
- **Flagstick:** The flagstick may be left in the hole before making any stroke, on or off the putting green. The decision on what to do with the flagstick (out, in or attended) must be made BEFORE the stroke is made. There is no penalty for a ball that accidentally strikes the flagstick, whether is it in the hole, lying on the ground, or is being attended. If a ball accidentally strikes the flagstick, it must be played as it lies. If a ball is at rest against the flagstick and any part of the ball is below the level of the surface of the green, the ball is considered to be holed.
- **Replacing Club (LOCAL RULE):** A player may replace a broken or significantly damaged club during play with the following exceptions:
 - Clubs that are damaged during “cases of abuse” are still barred from being replaced.

➤ Clubs can be considered “broken or significantly damaged” if the shaft breaks (but dents don’t count; the club face is visibly deformed (not just scratched); the clubhead is significantly deformed or detached, or if the grip is loose. A clubhead that is cracked is not considered to be significantly damaged under this rule.

- **Accidental movement of a ball or ball-marker on the putting green:** When your ball lies on the putting green and the ball or ball-marker is accidentally moved by you, your partner, your opponent, or any of their caddies or equipment there is no penalty.
 - The moved ball or ball-marker must be replaced.
 - If it is determined that a player’s ball on the putting green was moved as a result of natural forces (wind, water or some other natural cause such as the effects of gravity), the ball must be played as it lies from its new location (if the ball has not been previously lifted and replaced—in this case the ball must be replaced). A ball-marker moved in such circumstances is always replaced.

For any questions, call the Pro Shop at (502) 875-8559. If you cannot get a timely ruling, do not delay play. Play 2 balls under Rule 20.1c(3).

Final approval provided by Kirk Schooley, Golf Professional, and Lisa Goins, USGA Certified Rules Official.

HANDICAP COMMITTEE RULES

The Handicap Committee will be responsible for all aspects of the USGA Handicap System, including the computation of each member's Handicap Index. The Handicap Committee members are the Handicap Chair and Juniper Hill Golf Pro Kirk Schooley. The Committee will verify that all acceptable scores are reported for handicap purposes, and that recorded scores are available for peer review. In addition, the Committee will determine if conditions exist (course set up, the weather, or other conditions) warrant changing the standard Handicap parameters.

Requests: A member may request an exception to the rules during the season when a unique situation occurs or exists, such as recent surgery or a disability. The Committee, will review member requests, on a case-by-case basis, for their course Handicap to be adjusted or to play from the Wildcat tees for the following reasons:

- Age - members who are 60 or over having a course Handicap of 40 or over may request to play from the Wildcat tees.
 - If approved, the member must play from the Wildcat tees for JHLGC and league events *unless their course Handicap drops below 40*.
 - This request must be submitted to the Handicap Chair annually.
- New members (requests from either JHLGC Co-chairs);
- Medical;
- Physical limitations;
- Scores entered incorrectly or not entered into system; and
- Other reasons as determined by the Handicap Committee.

PLAYING CONDITION RULES

The number of winners, Flights per Division, and specific event details (i.e. format or prizes to be awarded) will be determined by the appropriate Chair of each League or event. Typically, only one prize is awarded to individual players.

Prizes: To be eligible for prizes, you must play with one other member of the league. Scorecards must be signed and attested. Inaccurate or incomplete scorecards may result in disqualification.

Spectators: Allowed but must stay 30 yards from all players.

Caddies: Are not allowed.

Putts: A putt is determined by the number of times you hit the ball while on the putting surface. Hitting the ball from the fringe onto the putting surface is considered a stroke but not a putt. A flagstick can be attended and removed or replaced at any time while around the green. If you putt off of the green and chip or putt back onto the putting surface, the stroke is not considered a putt. Anytime the ball is off the putting surface and goes into the hole, it is considered a chip-in.

Defining winners (if awarded): The number of winners is determined by the league or tournament.

- **Low Gross** winners are determined by the lowest score in the flight. If there is a tie, the winner will be determined by a scorecard playoff (SCP) starting with the hardest handicap hole played.
- **Low Net** winners are determined by the gross score minus the person's handicap. If there is a tie, the winner will be determined by a scorecard playoff starting with the hardest handicap hole played.
- **Low Putt** winners are determined by low putts in their flight. Ties will be awarded in case there are multiple winners.

Divisions:

Two Divisions will be used for individual stroke play events as described below.

- For group events (i.e, scramble, member/member), ladies of either Division may play together and use their course handicap by tee color.
- Each Division may contain multiple Flights dependent upon the number of players participating. For example, a minimum of two players is required for a Division 2 Flight. Players may declare up one Flight (but not Division unless approved by the Handicap Committee) and shall play with the highest handicap in that Flight.
- Flights and other group event details will be determined by the appropriate Chair of each League or event.

Division 1: Members with a course handicap of 53 or less will play from the Red tees.

Division 2: Members with a course Handicap of 54 or those receiving approval from the Handicap Committee will play from the Wildcat tees. For tournaments, players shall complete each hole (circle 10s are not allowed).

LADIES CLUB CHAMPIONSHIP RULES

- **Medalist:** The medalist for the Ladies Club Championship will be determined by the lowest gross winner in the Championship Flight. Any lady wishing to "declare" to play in the Championship Flight must have permission from the Juniper Hill Golf Pro prior to the tournament. When declaring to play, the lady will be given the highest handicap in the flight for net purposes.
- **Eligibility:** Ladies must play four (4) rounds of golf, eighteen (18 holes) hole scores during league play in the Wednesday Ladies League, or eight (8) rounds of golf, nine (9 holes) hole scores during the Late Swingers' league play, or a combination of rounds from each League to be eligible to play in the Ladies Club Championship. Ladies may substitute one (1) eighteen hole round by playing in one of the Juniper Hill Ladies Golf Club tournament events.

MOST IMPROVED GOLFER RULES

- **Eligibility:** Ladies Members of the Wednesday Ladies League must have four (4) rounds of golf, eighteen (18) hole scores to be eligible for the Most Improved Golfer. Members of the Late Swingers' League must have eight (8) rounds of golf, nine (9) hole scores to be eligible for the Most Improved Golfer. Tournament scores will not be used to determine the Most Improved Golfer.

The USGA Handicap System manual provides the following formula to determine the Most Improved Golfer, which is awarded to a member of each the Wednesday Ladies League at the end of the year. The following formula is used to determine the Most Improved Player:

- ~~Add 12 to the player's Handicap Index at the start of the season. This is value A.~~
- ~~Add 12 to the player's Handicap Index at the end of the season. This is value B.~~
- ~~Divide value A by value B, calculating to three decimal places. This is the improvement factor. The player with the highest improvement factor should receive the most improved player award.~~

The league use the GHIN system is used to generate handicap information. The dates used for beginning and end of the season are March 1 – October 1.