

Beal City Girls Night Out Rules

SAND TRAPS: If your ball is in the sand, you must hit it out of the sand, counting all strokes.

WATER: You must try TWO times to hit it over the water (except Hole #2, which is one time, see below). If you hit your ball in the water on your first try, you must try again with a new ball from the same place you hit your first ball. Except if the water is marked with RED and/or YELLOW stakes, then you get your distance. After 2 times in the water, you must drop your ball in the drop zone on the side of the water. You will be hitting your 5th stroke. If you make it on the second try it would be your 3rd stroke.

HOLE #2: You have to call it if you're attempting to go over the water, use the honor system. If you are attempting to hit over the water and the ball goes in, drop on the other side and take stroke. If you weren't planning on going over the water and it goes in, you have to drop in flight path before the water, take stroke, and attempt to go over the water again.

HOLE #8: If hit in the water off of tee shot, you can either; re-tee or take a drop **BEFORE** water in the flight path of the ball (hitting your 3rd stroke on either decision). If hit in water again, go to drop spot to left of water (hitting your 5th stroke).

PUTTING: If your ball is on the fringe or anywhere other than the green – using your putter does not count as a putt. A putt is only on the green.

HITTING SOMEONE ELSE'S BALL ON THE GREEN WHILE PUTTING: If you do not mark your ball on the green and someone bumps it while putting, it is your fault and you must take a stroke.

HITTING SOMEONE ELSE'S BALL WHEN NOT ON THE GREEN: Hit ball from where it lands.

OUT OF BOUNDS: A) Tee shot hit out of bounds, you must tee off again. You will be shooting your 3rd stroke. (If you find where your first ball was actually in bounds, you continue with the first ball, picking up the second ball). B) Regular shot out of bounds, WHITE STAKES, you must hit again from the original place you hit out of bounds, counting it as your 3rd stroke. RED and YELLOW stakes give you the distance. (You can place your ball anywhere in the line of flight).

LONGEST DRIVE: Always means in the fairway unless otherwise stated.

LOST BALL: If you lose your ball and can't find it, the OUT OF BOUNDS rule applies. You re-hit from the original place and you're hitting your 3rd stroke. Allow only 5 minutes to look for your lost ball.

SCORECARDS: One member from each team must sign the scorecard. If there is a problem, bring it to the rules committee immediately to resolve. A signed card will indicate to the secretary that everything is correct.

HANDICAP: A cap of 20 is to be used for the handicaps.

FORFEITING: If both team members cannot play on league night, they must try to set a make-up date with their opponents prior to the next league night. If they cannot play as a foursome, they can play on different nights (as a last resort). If one team has to forfeit, the opponents will automatically receive ½ the points and totals and play a ghost team for the other 9 points. (The ghost team will be a random team drawn).

RAIN DAY: If league does not use a fun night for make-up day. Have to golf 7 holes before you don't need to make it up. Remaining holes, split points. Use current handicap for the next week. Cannot qualify for low net.

BOTH TEAMS need to be ready to golf to get in line. One team cannot hold a spot for the other team.

COURTESY RULE: Our tee times start at 5:04, all golfers need to be ready to golf by 5:36, otherwise it will result in forfeiture of holes missed. This will result in the loss of low net and totals.

GIMME PUTT: We will be using gimme putts to speed up play. The other team will let you know if it's a gimme putt. You do not need to putt the ball, but still count the stroke.

GENERAL INFORMATION

WHITE STAKES: Out of bounds, drop from where you hit the ball from and take stroke.

RED STAKES: Hazard, drop anywhere in line of flight, no closer to the hole, and take stroke.

IF BALL LANDS IN TREE and doesn't fall out, drop ball in flight path, no closer to the hole, and take stroke.

IF GETTING A SUB, let league secretary know before golf night so handicap can be established on scorecard.

COUNT ALL WHIFFS.

IF IT'S INCLEMENT WEATHER, you still need to be prepared to golf and go to the clubhouse. The clubhouse will let us know if we cannot golf.

LOW NETS: We will be paying the top 5 low nets each week.

7/10 RULE: To speed up play, we will use the 7/10 rule. If you do not reach the green on your 7th shot, pick up your ball and put it at the front edge of the green, regardless of pin placement. Your putt will be your 8th shot. The maximum score on any hole is 10.

MULLIGAN: Pay for all the weeks up front. Money will be used towards end of season party. One mulligan per night, no carry overs. If you use your Mulligan, you must take that shot. Mulligan can only be used on your drive. If you use your Mulligan on a special hole (LD, SD, CTP, CTP 3rd shot...) you cannot qualify for that special. We will not have a Mulligan on the last night of golf.

