

Bucks-Mont Senior Golf League

Playing Procedures and Rules

To maintain the league's pace of play, please play "ready-golf".

- The maximum number of strokes on every hole is double par. If you reach double par, pick up your ball on that hole.
- Limit your search for a lost ball (in the woods, under leaves or in a yard) to about three minutes (a USGA rule). Take a one-stroke penalty and play another ball in an unobstructed position inbounds (not on a fairway) approximately where the original ball likely landed or went out of bounds
- Try to time your play on each hole to no more than 15 minutes; that way we can all finish play no later than 6:15 p.m.

Problem lies inbounds:

- You get a free drop if your ball is obstructed by a man-made object or if it lands on a bare spot, divot, hole, gravel, root or other turf problem.
- Take one penalty stroke if your ball is unplayable, such as under a tree/bush or next to a tree trunk.
- In those situations, place your ball in an unobstructed position on grass, within a club length but no closer to the green.

Out of bounds balls:

- If your ball is hit out of bounds on holes 3, 4, 6, 8 or 9 beyond the last white fairway boundary stake and onto an adjacent fairway, in the woods, a yard, or the road, one penalty stroke must be assessed. This rule also applies to failed attempts to "cut the corner" on holes 3, 6 and 9. It is for the safety of golfers who may be playing on adjacent fairways.