

# ROMANO GOLF LEAGUE

## RULES OF PLAY

### GENERAL LEAGUE/COURSE RULES

1. USGA and local rules apply.
2. Teams are responsible for being prompt. Matches should begin at their specified time. If the second match following yours tees off, the team that is missing shall forfeit unless prior arrangements have been made. (see rule no. 3)
3. If a team cannot make a match, it is their responsibility to make other arrangements with the approval of their opponents.
4. One member of the team must be present for the match (one sub is allowed, not two).
5. Lost ball/quick play rule - all lost balls are played as lateral hazards. 2 MIN. TIME LIMIT!  
Play ready golf!
6. Handicaps are based on league performance - 80% of the prior 5 weeks of play is used. Maximum of no strokes given on par 3's, two strokes on par 4's and 5's. Maximum golf score per hole for handicap purposes = 2 times par. New league members without handicaps are assigned a ZERO handicap. As scores are posted, handicaps are adjusted.
7. Scoring - Best Ball, 1 point per hole, halves are ½ point.
8. No opponent - when playing for points with no opponent, points are awarded as follows: net birdie = 1 point, net par = ½ point.
9. Preferred lies EVERYWHERE but HAZARDS. This means you can move a ball in the woods a few inches to avoid smashing your club on a rock, but you can't move a ball from the woods to the fairway. Use fair judgement - if it feels wrong, it probably is.

### SPECIFIC HOLE RULES

1. No free drop
2. No free drop
3. No free drop. (new change)
4. Free drop if ball lands in ditch on left of fairway.
5. No free drop
6. No free drop
7. If first tee shot lands in pond, ball must be placed on fairway at point of entry. If second shot enters pond, ball can be placed in drop area on far side of pond to the left of the cart path. Must take a stroke.
8. No free drop
9. No free drop
10. No free drop
11. Free drop if ball lands in ditch just ahead of the tee area.
12. If tee shot lands in the pond, drop zone is to the left side of the pond between the pond and the bend in the cart path. Must take a stroke.
13. No free drop
14. No free drop
15. No free drop
16. No free drop
17. No free drop
18. Free drop if ball lands in stone ditch to left of fairway.