

## Lakes Region Industrial League

### League / Local Rules

1. Drive goes in the woods or Lost Ball  
\*\*\*A lost ball is a ball that is not found within five (5) minutes\*\*\*
  - A. You may hit a provisional from the tee; this would be your 3<sup>rd</sup> shot, (Stroke and distance), if you end up using this provisional ball
  - B. You may hit your original drive from where it lies in the woods.
  - C. You may drop a ball two club lengths from the unplayable lie and play from the woods with a one stroke penalty. If the ball is lifted and moved to a point agreeable as the point of entry and a provisional is not played then the player shall incur a two stroke penalty.
  
2. Drop Zones on Hole #2 and #8 and other relief
  - A. If you use the drop zone after hitting your drive in the hazard, you are hitting your 4<sup>th</sup> shot. (This is a League Rule, to minimize slow play from hitting multiple shots in the hazard)
  - B. You may choose to hit another from the tee; this would be your 3<sup>rd</sup> shot.
  - C. You may choose drop a ball on the tee side of the hazard in line with the path that your ball last entered the hazard. (In effect, you would be hitting your 3<sup>rd</sup> shot from the area down by the red tee's) (This would not likely apply when playing from the blue tees).
  - D. If a player hits his ball by the protective fence on #14 tee from #13, relief may be taken without penalty. Drop ball at nearest point of relief for swing only.
  - E. If a player's ball rest against any railroad ties on the course. You may take relief free of penalty. Drop ball no nearer the hole.
  - F. Free relief from all cart paths, extensions of cart paths and maintenance roads.
  
3. Preferred Lie: 6 inches in your own fairway. (Check with your opponent for relief from stumps or rocks is a League Rule.)
  
4. Stones in the Bunker: Do not improve your lie, you may move the rocks.
  
5. Casual water: nearest point of relief, no closer to the hole. (the nearest point of relief may not necessarily improve your line of flight to the hole, but the "nearest point of relief" is where you are supposed to drop.)
  
6. Lost Ball: 5 minutes total time to look for the ball, not 5 minutes for each lost ball.

## REMINDER: SPEED OF PLAY

If there is an entire hole open between you and the group ahead of you, then you are playing too slow and need to stop wasting time and play “ready golf”.

We are not suggesting that you rush your shots and play a sloppy game. There are things you can do between shots that will make the game more enjoyable for everyone out there.

“Ready Golf” Examples:

If you won the last hole but someone else is ready to tee off, then whoever is ready should tee off first.

Same with putts, if the person away is not ready and someone closer is ready, then by all means go ahead and putt.

Be ready to hit your fairway shots immediately after someone else hits. Select your club while the other players are getting ready. Do not wait for them to decide and hit their ball before you even select a club.

Place your clubs on the side of the green where you will be exiting to the next hole.

Get your Drivers out and get on the tee box. Do not wait for each player to hit before you even get your club ready.

**Red Stake Hazard:** Drop ball two club lengths from the point the ball entered the hazard at a spot that is in agreement with your opponent with a one stroke penalty. You may also play a provisional from the tee for your third shot if you end up using the provisional ball, or you may play your ball from the area where it lies in the woods without penalty.

**Yellow Stake Hazard:** You can play the ball out of the hazard without penalty. Drop the ball under a penalty of one stroke. Replay the shot from the spot from which it was originally hit with a one stroke penalty. You may also drop the ball keeping the spot where the ball last crossed the hazard line in between you and the hole with a one stroke penalty. You can go back as far as you want. Just remember that if the hazard line is yellow you have to keep the spot the ball last crossed between you and the hole.

**White Stake Hazzard:** The penalty for OB is commonly called “stroke and distance.” This means that a one-stroke penalty is added to the score, and the ball must then be dropped as nearly as possible to the spot from which the original shot was played.

**Provisional Ball (defined):**

In order to speed up the game, if a player believes that his shot has gone out of bounds, he may tell his playing partners that he is going to play a provisional ball. To do so, once the other members of his group have played their shots, he announces that he is playing a provisional ball and plays another ball from the same spot as his original shot before the group moves on. If his original ball turns out to be OB, he simply picks it up, adds his penalty shots and plays the provisional. If, however, the original ball is in bounds, it is still in play; he plays his original ball without penalty, and just picks up the provisional ball.

**Example: From the Tee**

If a player hits his original ball (first shot) and finds that it has gone OB, he picks up the ball and takes a one-shot penalty (second shot), walks back to the tee, and hits a new tee ball (third shot). Alternatively, if he believes the first ball is OB, he is allowed to hit a provisional ball. If it was indeed OB, the provisional ball becomes his third shot, and he plays his fourth shot from where it landed. In either case, if he finds that the original ball is in bounds, he plays his second shot from there.

**Example: From the Fairway**

If the player plays his second shot from the fairway and it goes OB, he adds his one-shot penalty (third shot), drops a ball as close to his second-shot divot as possible, and that becomes his fourth shot. Or, if he is uncertain whether the second shot is in bounds, he may play a provisional ball; if the second shot was OB, his provisional becomes his fourth shot and he plays his fifth shot from where it lies. Either way, if he finds that the original shot remained in bounds, he will play his third shot with that ball.

**Ball struck into a wooded area not staked:**

If a player hits a ball into a wooded area on the course and the ball is declared lost or unplayable and is going to be lifted and dropped at an area the player and opponent shall agree upon as the point of entry the player shall incur a two stroke penalty. The player may hit a provisional ball from the tee and will incur a one stroke penalty. If the provisional is hit and the original ball is declared lost the provisional shall be played. If the original ball is found it may be played and the provisional picked up without penalty. The provisional ball shall be struck after all others have struck their ball there shall be no returning to the tee.