



Pippy Park Golf Course

2022 Junior League Rules



1) Play the course as you find it and **play your ball as it lies**. When your ball comes to rest, you have to accept the conditions affecting the stroke and not improve them before playing the ball.

2) Play by the **rules** and in the **spirit of the game**. Act with integrity, show consideration to others and take care of the course.

3) **Dress Code** - prohibits tank tops, blue jeans, T-shirts, short skirts/shorts. Regular length shorts are permitted. Players should wear league shirt or a collared golf shirt. Players' shirts must be tucked in. Caps must be worn with the bills facing forward.

4) You are responsible for **applying your own penalties** if you breach a rule. Local rules are listed on the scorecard.

5) A round of golf is meant to be played at a prompt pace. "Ready Golf" will be used when it is safe and responsible to do so. You don't have to wait until the farthest away player has played and **should be ready to play within 40 seconds of approaching your ball**. *You should advise the other players that you are going to play first.*

6) Stroke Play - there is no penalty for playing out of turn. Players **must hole out** and return a score for each hole.

7) Put an identification mark on your ball. If you can't identify your ball, it is considered lost. If a ball might be yours but you cannot identify it as it lies - **mark the ball**. The ball must not be cleaned more than needed to identify it. Failure to mark the spot of the ball before lifting/cleaning it is a one penalty stroke.

8) Count your clubs; you are allowed a **maximum of 14 clubs**.

9) Don't ask for **advice** or give advice to any player. You may ask for or provide distances and the position of penalty areas and the flagstick. GPS watch and range finders without slope are permitted.

10) In the **tee area**, you may play the ball from a tee placed on the ground or from the ground itself between the tee-markers or two club lengths behind the tee markers. The tee must be inside the markers, however it is permissible to stand outside the teeing area.

11) **Loose impediments in bunkers** - you can move loose impediments, provided it does not cause your ball to move.

13) Your ball is on the **putting green** when any part of it touches the putting green, or lies on or in anything (such as a loose impediment or an obstruction) and is inside the edge of the putting green. Your ball on the putting green may be lifted and cleaned. The spot of your ball must be marked before it is lifted.

14) **Grounding your club in bunkers** - you cannot touch the sand with your club in the area right in front of or right behind your ball, during your backswing or in taking practice swings.

15) Dropping the ball is made from **Knee Height**.

16) **Unplayable ball in bunker** - option to drop outside the bunker for TWO penalty strokes, back-on-the-line.

17) Allotted time to search for a **lost ball** is THREE minutes. Other players are to play "ready golf" while the competitor looks for their ball. You may **fairly search** for your ball by taking reasonable actions to find and identify it, such as moving or bending grass, bushes, tree branches and other growing or attached natural objects.

18) There is no penalty if your ball is **accidentally moved** by you, your opponent or anyone else while trying to find or identify it, but your ball must be replaced to its original position.

19) You may leave the **flagstick** in the hole or have it removed (which includes having someone attend the flagstick and remove it after your ball is played and is in motion), but you must decide before making a stroke. If you make a stroke having decided to leave the flagstick in the hole and your ball in motion hits the flagstick, there is no penalty and you play your ball as it lies.

20) **Free relief for embedded ball** is allowed if your ball is embedded (part of your ball is below the level of the ground, in its own pitch-mark) on the general area.

21) A ball in a **divot** is played where it lies.

22) Ball marked, lifted and replaced on putting green is **moved by wind** to another position - replace ball on the original spot.

23) Dropping the ball on a line. When dropping back-on-the-line, your **ball cannot be played from nearer the hole than your chosen reference point**. A player should mark the reference point with a tee or other small object