

Valley Jr. Golf

Code of Conduct & Policies

{-} Use of Electronic Devices

~ includes ipods, mp3 players, ipads cell phones] are PROHIBITED during the round of play.

{-} Range Finders

~ Will be allowed for the use to measure distance. This device must measure distance only, and not other factors like wind, slope, etc.

{-} Tournament Etiquette

~ All players should be ready to play as soon as it is their turn to play.

~ When playing on or near a putting green, they should leave their bags in such a position as will enable quick movement off the green and towards the next tee.

~ Players must be silent when others are attempting their shot.

~ Player's must be aware of other player's lines on the greens. They are to walk around their opponent's line to mark their golf ball.

{-} Care for the Course

~ Repair of divots, ball marks and damage by shoes or clubs.

~ Players should carefully repair any divot holes made by them and any damage to the putting green made by the impact of the ball or golf shoes.

~ Bunkers must be raked and left clean of foot prints

~ All trash must be disposed of in a proper manner

Late to the Tee

~ 1 second to 5 Minutes 2 stroke penalty

More than 5 minutes Disqualification

Order of Play

~ Honors- The competitor with the lowest score at the previous hole takes the honor at the next teeing Ground

Ball Falling off Tee

~ No stroke- No penalty

Teeing Ground

{-} Starting place for the Hole

~ Rectangular in shape

~ Two clubs length in depth

~ Tee markers determine outside width

~ Tee markers are FIXED objects on the hole being played

~ Moveable obstructions anywhere else on the golf course

{-} Ball Played Outside Of Tee Box

{-} Stroke Play rule 11-4B

~ 2 stroke penalty- Ball Must be replayed within Tee Box

~ If player does not correct mistake before teeing off on the next hole they are disqualified

{-} Match Play

~ Ball is in play. Opponent has the right to recall shot

Putting Green

{-} Marking Golf Ball

~ A ball maybe lifted and cleaned. The position **MUST** be marked before it is lifted and the ball **MUST** be preplaced in the same place

{-} Marking your ball while another ball is in motion

~ 2 stroke penalty is accessed to the player who marked and lifted his ball

{-} Loose Impediments (Natural Objects)

~ Ball on putting green can be removed without penalty

~ Ball off putting green- Loose Impediments may be removed on the putting green and near the lie and stance of the ball but **NOT** on the line of play

{-} what can be used

Towel, Hands, Club, Hat,

{-} A Golf Ball Is Holed Out When

- ~ It is at rest within the circumference of the hole and all of the ball is below the level of the lip of the hole.
- ~ Golf ball on lip of hole- NOT holed unless it falls within 10 seconds.
- ~ After ten seconds- golf ball is considered at rest. If it falls in, the ball is considered holed with the next stroke.

{-} Flagstick

- ~ Can be attended from the green.
- ~ Ball off green hits flagstick – No Penalty
- ~ Ball on green, hits flagstick – 2 Stroke Penalty
- ~ Ball on green, hits attended flagstick – player putting is penalized 2 strokes and plays ball as it lies.

Relief procedures

- ~ The reference point for taking relief without penalty from interference by an obstruction or condition on the course
- ~ It is the point on the course nearest to where the ball lies
 1. That is NOT closer to the hole
 2. And provided complete relief

{-} Relief procedures for the following situations

~ Immovable/Moveable Obstructions

- ~ Trash Can, Rake, Cart Path, Sprinkler Head,
Stakes (All except OB Makers)

Nearest Point of relief

- ~ Tee is to be placed at the club head of the nearest point of relief.
(No closer to The Hole)
- ~ One club length of relief. The ball is allowed to roll 2 club lengths from where the ball lands.
- ~ re-drop is only necessary if the rolls nearer the hole or rolls farther than 2 club lengths.

Hazards

{-} Any bunker or water hazard

~ Yellow stakes or lines virtually know or certain

~ A ball is in the hazard when it lies in or any part touches the hazard line.

~ A ball in the hazard, Player is not allowed to ground their club.

1. Play the ball where it lies without penalty. Do Not Ground Club.
2. Stroke and Distance- play your next stroke from where the original ball was last played (one Stroke Penalty)
3. Drop a ball behind the hazard along a line formed be the hole and the point where the ball last entered the hazard.
(One stroke penalty)

“Hazard stakes are moveable obstructions”

{-} Lateral Water Hazard

Red Stakes or Known Virtually Certain

1. Play the ball where it lies without penalty
2. Stroke and Distance- play your next stroke from where the original ball was last played. (one stroke penalty)
3. Drop a ball behind the hazard along a line formed be the hole and the point where the ball last entered the hazard.
(One Stroke Penalty)

4. Drop within 2 club lengths of point of entry no closer two the hole.

(One stroke penalty)

{-} Stakes Are removable obstructions

Bunkers

{-} Loose Impediments

- ~ Sticks, leaves, ect can Not be removed.
- ~ Trash, rakes, Valley Jr. Golf Stones in bunkers. Rocks larger than $\frac{1}{4}$ inch can be removed without penalty.
- ~ Player is not allowed to ground club in bunker

{-} Searching for a ball in a bunker

- ~ allowed to use rake, club, foot probing. Once ball is recovered the lie of the ball must be restored to its original condition.

Out of Bounds

{-} Indicates the boundaries of the golf course.

- ~ White stakes indicate out of bounds.
- ~ OB stakes are fixed objects and can NOT be removed.
- ~ If a ball is in question of being OB. Player must inform his competitors he intends to play a provisional ball.
- ~ To determine a ball is inbound or out of bounds.
- ~ More than half of your golf ball must be shown to be on the line in order for your ball to be inbounds.
- ~ If your ball is over the OB stakes by more than halfway on the OB line your ball is OB (one stroke Penalty) next stroke is to be replayed form previous Spot.

Lost Ball

{-} When is a ball lost?

- ~ If a ball is not found or identified as his or hers by the player within 5 minutes after the player's have begun to search for it.
- ~ Player's are to play a provisional if ball is in question to help the speed of play.
- ~ If the player's ball is not found. Penalty of one stroke and distance will be added to players score.

Unplayable Ball

- ~ The player may deem his or her ball unplayable any place on the course, except in water hazard.
- ~ Only the player can determine whether ball is playable or not
 1. Play a ball at the spot from which the original was last played. (one stroke penalty)
 2. Drop a ball behind the point where the ball lay, directly between the hole and the spot on which the ball is dropped. (one stroke penalty)
 3. Drop a ball within two club lengths of the spot where the ball lay, no closer to the hole. (One stroke penalty)

Two Clubs from ball not nearest point of relief.

{-} Unplayable lie in Bunker

1. Play a ball at spot from original lie (one stroke penalty)
2. Drop a ball behind the point where the ball lay, directly between the hole and the spot on which the ball is dropped.
Or drop within two club lengths no closer to the hole.

“Ball Must be dropped in the Bunker”

(One stroke penalty)

Summary

{-} Drops

~ One club length for free relief

~ Two club lengths if you pay for it. (one stroke Penalty)

{-} One Stroke Penalties

~ Out of Bounds

~ Lost Ball

~ Water Hazard

~ Unplayable

{-} Two Stroke Penalties

~ Late to Tee

~ Wrong Ball Played

~ Play from Wrong Place