Richardson Senior Golf League

Rules of Membership and Play

RSGL MEMBERSHIP RULES

Membership is open to men and women at least 60 years old. Most RSGL tournaments are team events that require a full team to complete the event. For this reason, members must be able to complete an 18-hole round while riding in a cart.

1. The Registration Fee for members shall be $70 or as otherwise set by the RSGL Board. Of this fee, $2 shall go into the hole-in-one fund unless this fund already contains its maximum value. Substitutes fee is $35

2. Registration fees will not be refunded after the first schedules event. Since the handicap fees (GHIN system) has to be paid in advance, the maximum refund is $55. All refunds must be approved by the league president. There is no refund for substitutes.

3. All rounds will be "shotgun starts" at the Sherrill Park Golf Course. Golfers should be at the course no later than 7:30 AM for check-in. We will depart for the tee box at 7:50 AM so as to be able to tee off at 8:00 AM. Early Spring and late Fall Season may have the starting tee time at 9:00 AM.

4. New members must post 5 scores in RSGL competition at Sherrill Park before a handicap will be established. During this time new members will not be eligible to earn points for team or individual play. This rule will not apply if a new member can furnish a verified handicap index kept at another golf course.

5. The Sherrill Park staff will handle all handicap and flight assignment matters. The SP staff may use estimates of handicaps until an official handicap can be determined. RSGL reserves the right to adjust the handicap and flight assignment of new members in order to make it equitable to both the new member and the old members.

6. New members are eligible to participate in the hole-in-one contest, the Long Drive Contest, the Closest-to-the-pin contests.

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RULES OF PLAY

USGA rules apply except with the following modifications.

1. Men will tee off from the white markers and women will tee off from the red markers.

2. A player that has a playable shot in a location that could result in a fall that might cause injury if play is attempted may take a drop nearby without penalty in order to enable him to take the shot in a safe manner. This rule is intended to apply to places like steeply pitched slopes next to sharp drops and does not apply to balls in clearly unplayable situations such as creek bottoms, etc.

3. All putts must be properly finished into the hole. If a carelessly slapped putt is missed it counts as a stroke and must be putted again until it is holed or until the maximum allowed score is reached.

4. Mark your ball on the green if there is a chance of interference with another player's putt towards the hole. The use of continuous putting is highly encouraged but is not mandatory. If a golfer chooses to use continuous putting, golfers further away should give him the opportunity to do so before starting to putt their ball.

5. You may improve your lie up to one club-length on the fairway, but not in a hazard, sand trap, or water hazard, and never nearer the hole or onto the putting surface. This rule also applies to a lie in the rough, but the ball must remain in the rough after the one club improvement.

6. Do not spend more than two minutes looking for a ball anywhere on the course. Do not hit a provisional ball or replay a shot from the tee box. Proceed in accordance with Rule 7, 8, 9, or 10, as appropriate.

7. If a ball must be hit directly over a water hazard but lands therein, drop on the other side of the water hazard with a one-stroke penalty. If there is a designated drop area, use that, otherwise drop on a spot that places the hazard behind or to one side.

8. If a ball is lost in a water hazard that runs more or less parallel to the fairway, drop a ball within 2 club lengths of the point where the ball crossed the hazard boundary line under a penalty of one stroke.

9. If a ball is lost out-of-bounds, drop a ball within 2 club lengths of the point where the ball went out of bounds under a penalty of one stroke.

10. If a ball is lost in a location other than those described in Rules 7, 8, and 9, drop a ball in the area where the lost ball was last seen or is most likely to have been under a penalty of one stroke.

11. You must pick up your ball when your stroke total reaches 2X par for that hole. If this happens before completion, count three putts for that hole's putt count. It is possible to count the putts if you sink your final stroke to reach the 2X score.

12. To ensure a proper pace of play, play "Ready Golf" and do not fall more than one hole behind the group ahead. You could be directed by the pro shop to skip a hole in order to catch up. If this happens and you want your scores to be counted, then you must go back and complete the hole skipped within one hour after league play is completed.

13. Keep an accurate count of your strokes and ensure that each player's totals are accurately recorded for each hole on the official scorecard. Another player of your group will maintain your scorecard in individual play. In two-person team formats one designated player per team will record the scores. For four-person formats, one designated player will record all scores. Any suspected incorrect scores will be discussed by the group and resolved before the official scorecard is turned in.

14. Sand bunkers are in play unless wet. If deemed unplayable by the group, drop your ball behind the trap with no penalty. If bunkers are played and your ball lands in a footprint or divot, first confirm the unfair lie with your playing partners, then lift, rake, and place the ball back in the bunker, no closer to the hole, without penalty.

15. Repair your divots in the fairways, ball marks on the greens, and rake the sand bunkers after your shot.

16. Observe all cart rules established by the course.

17. The 14-club rule is waived.

RULES VIOLATIONS

Any violations of these rules should be resolved by the foursome members at the time of the occurrence or before the official scorecard is turned in to the pro shop after the completion of play. Any appeals or unresolved disputes will be immediately referred to the league president within 24 hours after the completion of play.

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