#### REGISTRATION, CANCELLATION & CHECK-IN

- Registration/Sign up: All 9-Hole event/play days will be listed on the Lakewood Ranch Golf and Country Club (LWRGCC) website or app. Invitations will be sent to you from the Pro shop or you can visit the WGA 9-Hole page. If you miss the sign-up deadline, call or email the Golf Shop for openings. It is your responsibility to confirm that you are registered before you arrive to play. If you are not registered, there is no guarantee that you will be added to the event.
- 2. <u>Cancellation</u>: Use the LWRGCC website or app to cancel your registration before the deadline. Call the Golf Shop to cancel from an event after the registration deadline. If the event includes charges for lunch/dinner and you cancel after registration has closed, you are responsible for those charges and they will be posted to your account. Please notify the Golf Shop if you plan to attend the lunch/dinner even if you cannot play in the event. (Note: registration for major events closes 1 week prior to the event.)
- 3. <u>Arrival</u>: Players who are not at the club 30 minutes before events and play days may lose their original pairing. Take home carts must arrive a minimum of 45 minutes prior to a shotgun tee off or as advised by the Golf Shop.

### **GAMES**

- 4. Pairings: Play will be in foursomes determined by the Golf Shop or unless otherwise directed.
- 5. <u>Pace of Play</u>: If one full hole is open ahead; it is the responsibility of your group to pick up the pace of play.
- 6. Carts: All players must use carts on any 9-Hole play day or event.
- 7. <u>Cancellation of WGA Game Prior to Tee Off</u>: The Golf Shop and Executive Board will determine if a delay or cancellation is necessary when weather conditions are potentially unfavorable. Notification will be made via email or may be posted on the Club's web site. Additionally, the Golf Shop staff will notify any member who arrives for play that the game has been cancelled.
- 8. <u>Cancellation of WGA Game After Tee Off</u>: Players will be notified when they are to return to the Clubhouse. This might be because at least 51% of the field made the decision to leave the course due to lightning or extreme weather conditions. Efforts will be made to notify players in the field that play has been cancelled, but the Club policy of players taking responsibility for their own safety on the course, remains in effect. If a game that includes lunch or dinner is cancelled, the meal (and related charges) will occur, and members are advised to check their email for further information about timing.

### **RULES OF PLAY, POSTING & SCORING**

- 9. <u>Governing Rules</u>: The USGA Handbook governs all play except as noted under LWRGCC Local Rules and these league Standing Rules.
- 10. <u>Scoring Platform</u>: All players will use Golf Genius' electronic scorecard to review, attest and submit their scores for league events and play days. For all postable league events and play days, Golf Genius scores will automatically be posted for GHIN handicap calculation.
- 11. <u>Tees</u>: Play will generally occur from the Red tees unless otherwise noted for a given event or play day. For league rounds without prizes such as regular play days, players may elect to tee from Purple or Purple/Red combination tees where available by notifying the Golf Shop in advance of starting play. Golf Genius will account for the Purple or Purple/Red tees in calculating net score.
- 12. <u>Tournament Scoring</u>: You must count every stroke you take. This includes misses of the golf ball (also known as "whiff"). The hole is complete when the player succeeds in getting the ball into the cup.
- 13. Non-Tournament / Play Day Scoring: In order to accommodate the objective of improving pace of play, you must pick up your ball once you have attained the maximum score per hole as defined by World Handicap System (WHS). Under WHS, the maximum score a player can post on a single hole for handicap purposes is referred to as "net double bogey." It is calculated as par of the hole plus two strokes (double bogey) plus your handicap strokes for the hole (net double bogey). For example, on a Par 4 hole where you receive 2 strokes, your maximum score would be 8. Note, your handicap strokes are represented as dots in Golf Genius. If for any reason you are unable to compute your net double bogey, use par plus 5 as your maximum score for the hole. Golf Genius will compute the accurate net double bogey.
- 14. <u>Non-League Scoring</u>: Per LWRGCC policy, all rounds of golf including non-league rounds must be posted within 24 hours of play for Handicap Index recalculation.
- 15. <u>Ball Position</u>: The rules of golf dictate that a ball is to be played as it lies "playing the ball down". If a condition exists on any event or play day, all players will be informed of the "preferred lies" that would promote fair play and/or protect the integrity of the golf course.
- 16. <u>Non-League Players</u>: Non-league players may not participate in 9-Hole Events. Any player who violates this rule will be charged the appropriate joining fee and any other fees associated with playing in an event.

## **LEAGUE SPECIAL EXCEPTIONS**

17. <u>Mulligans</u>: Mulligans are not allowed during weekly events or tournaments unless otherwise stated. When Mulligans are allowed (non-postable rounds only) any player can choose to redo any shot that you didn't like. It doesn't just need to be your tee shot. You may opt to still use your first shot, but you have used your mulligan and do not get another one.

- 18. "Magic Putts": In events that provide for Magic Putts, they are used as follows: Once the foursome gets at least one shot onto the green, the team selects which shot on the green to proceed with. One of the four players can chose to use a Magic Putt before any attempts to putt occur. If a Magic Putt is used, do not putt and add one stroke to your score and record your score for the hole. Example: The team gets the ball on the green in 3 shots then uses a Magic Putt and records a score of 4 for the hole; no one actually putts the ball.
- 19. <u>Drop Zone</u>: Drop zones apply to regular play days on holes where a penalty area (i.e. lake or conservation area) spans the entire width of the fairway and rough. This situation occurs on Cypress Links hole #9 and Kings Dunes #3, #5 and #6. The situation also occurs at The Legacy in which case, purple tees may be considered as the drop zone. Ordinarily, if the shot goes into the penalty area, the player would make another attempt and record the additional stroke and a one stroke penalty (USGA rules). With the Drop Zone option, a player may elect to move the ball to the drop zone rather than make another attempt to shoot over the penalty area. In this case the player, after taking the shot that lands into the penalty area, may move forward and drop the ball within 2 club lengths of a drop zone stake or marker, or two club lengths on the other side of the penalty area if the drop zone has not been marked. The player will then be taking her fourth shot (original shot, plus penalty, plus movement to the drop zone, plus next shot from the drop zone).

#### **SPECIAL ACHIEVEMENTS**

20. To be eligible for Most Improved Player, a member must play a minimum of 8 9-Hole qualifying rounds, events/game days/play days.

# Summary of Changes (not to be included in final document)

- 1. Clean-up to align with actual practices and new systems and to include topics from WGA-18
  - a. Formatting / Section Headers
  - b. Take home carts
  - c. Elimination of ForeTees; use of Golf Genius
- 2. Use of Purple and Purple/Red tees
- 3. Addition of rules that apply only to the 9-Hole League:
  - a. Maximum score (net double bogey) mandatory pick-up
  - b. How to use Muligans
  - c. How to use Magic Putts
  - d. Drop Zone Options