



BY LAWS

(Updated ~~3/25/11~~01/10/14)

Phil-SWinG Local League Rules and Regulations

- A. **Membership:** League membership will be accepted upon receipt of money for league fees and sanction handicap money. Refunds will not be made unless a new member does not qualify with a handicap of forty (40) or less. New players without handicaps will be allowed to play five (5) weeks to establish their handicaps. If a new member's handicap is established to be forty (40) or higher she does not meet league membership requirements, as such time paid league dues will be fully (100%) refunded. However, new members with handicaps higher than forty (40) can be allowed to join at the discretion of the league organizers.

For qualifying members, only 50% of the fee will be returned up to the third (3rd) scheduled play day. Membership may be terminated by vote of the Board if:

- Rules of the league are violated.
- Bad sportsmanship or personal conduct.
- Score is falsified in play.

For additional information about league membership, dues, requirements, and benefits, please go to our website: www.philswing.com.

- B. **Play:** The league plays 18 holes weekly on Saturday between May and September for regular league play. Year end prizes for the events during the season will be awarded at the end of the season. For prize eligibility, please see the league requirements.
- C. **Assigned Tee Times:** All players must adhere to their assigned tee times. If late for your assigned tee time, the holes you missed, up to three (3), the score will be determined by using the handicap formula.
- D. **Absence:** We are obligated to our membership to play each week. If you have signed up to play that day and have not given seven (7) days prior notice to cancel, you are obligated to pay the green fees. The member will be responsible for any "No Show" fees assessed by the golf course.

- E. **Weather:** Come to the course ready to play unless the course is closed. If you are unsure, please call the course directly.
- F. **Competition:** Stroke play is based on USGA RULES except as amended by each golf course's local rules.
- G. **Prizes/Points:** Points will be given out per weekly event for beating the course throughout the season. A maximum handicap of forty (40) will be allowed. Prize money will be awarded at the end of the season ~~for the top 10 point earners. Most improved player will be awarded based on handicap to all full-time members.~~ For prize eligibility, please see the league requirements.
- H. **Weekly Contest and Prizes:** Weekly contests for "Closest to the Pin" and "Longest Putt" events will be organized. Participation is NOT mandatory. When possible, if there are enough players participating, the contests will include skill categories, i.e. A, B, and C flights.
- I. **Pairings:** Each member will be assigned a foursome and tee time each week, determined by current handicaps.
- J. **Dress Code:** Although we believe in individual expression, PhilSWinG members should adhere to the local course dress codes. Please dress appropriately.
- K. **Putting:** All players must putt out each hole.
- L. **Ball on the Cart Path:** Determine relief and take one (1) club length, but no closer to the hole. If this action gives you a stance in the fairway, it is okay. No penalty will be assessed.
- M. **Footprint in Sand:** The ball may be lifted, the sand smoothed/raked, and then the ball will be dropped from knee height over the location of where the ball originally laid. No penalty will be assessed.
- N. **Handicaps:** Members will use current handicaps with the CDGA. All new non-handicapped members will have their handicaps determined by 18-hole attested scores submitted in the first five (5) weeks of play, and then they will use current handicaps for the remainder of the season. For new members, the established handicap must be forty (40) or less.
- O. **Attested Scorecards:** Once a scorecard is signed and attested, IT IS FINAL.

USGA Rules

In addition to the above listed Local League Rules, these USGA Rules must also be adhered to during the course of league play.

1. **Practice Swings:** No more than two (2) practice swings before hitting any ball.
2. **Grounding Club:** Never ground your club in the sand traps or at lateral water. Doing so the player will be assessed one (1) penalty stroke and a Loss of Hole (in Match Play).
 - 2.1. No practice swings are allowed in the sand trap. Touching the sand while addressing the ball is considered grounding your club. One (1) penalty stroke will be assessed.
3. **Lateral Water (Marked with RED stakes):** The player will be assessed one (1) penalty stroke. You have two (2) options to place the ball in play:
 - 3.1. Play the ball from where it was originally hit or re-tee the ball if it was your first shot.
 - 3.2. Drop your ball outside the lateral water hazard within two (2) club lengths from the point where the ball entered the hazard, but no closer to the hole and in line with the flagstick.
4. **Water Hazard (Marked with YELLOW stakes):** The player will be assessed one (1) penalty stroke. You have two (2) options to place the ball in play:
 - 4.1. Play the ball from where it was originally hit or re-tee the ball if it was your first shot.
 - 4.2. Drop your ball within two (2) club lengths at the point it entered the water hazard, but no closer to the hole staying in line between your original shot and the point it entered the water hazard.
5. **Flagstick:** If you are on the green, the flagstick must be removed from the hole before your putted ball enters the hole. If the flagstick is not removed and the ball hits the flagstick, the player will be assessed two (2) penalty strokes.
 - 5.1. For long putts, the flagstick can be tended, but must be removed before the ball enters the hole.
 - 5.2. If you are off the green but on the fringe and elect to “chip on”, a player may elect to remove the flagstick from the hole. If the flagstick is not removed and the chip shot hits the flagstick no penalty will be assessed.
6. **Man-made Immovable Object and Immovable Hazards:** A ball may be moved one (1) club length, but no closer to the hole, if it is next to a man-made immovable object, such as a ball washer. If the ball lands in a flowerbed, near staked or wrapped trees, relief

can be taken one (1) club length from the immovable hazard, but no closer to the hole. In either case, no penalty will be assessed.

7. **Penalty:** Typically, in a penalty situation the ball may be moved two (2) club lengths, but no closer to the hole, and the ball dropped from shoulder height.
8. **Unplayable Lie:** One (1) stroke penalty is assessed. You have three (3) options to place the ball in play:
 - 8.1. Re-play the ball from where it was originally hit.
 - 8.2. Drop the ball two (2) club lengths, but no closer to the hole, from the spot of the unplayable lie.
 - 8.3. Drop a ball from behind where the unplayable ball rests. You may go back as far as you want, but keeping the unplayable lie between you and the hole.
9. **Wrong Ball Hit:** Check your ball before each shot. If the ball you played is not your ball, a two (2) stroke penalty is assessed and a Loss of Hole (in Match Play).
 - 9.1. If the ball you hit is your opponent's ball, return to where the ball was hit and your opponent will place the ball from where it was first played.
 - 9.2. If the ball you hit is not your opponent's ball, return the ball to where it was hit.
 - 9.3. If you cannot find your ball, refer to the *Lost Ball Rule* (Rule 14).
10. **Rough:** In the rough, never move the ball lest a penalty is assessed. *Unplayable Lie Rule* (Rule 8) may be used if applicable, and one (1) penalty will be assessed.
11. **Fairway Relief:** If a ball lands in the fairway in an area that is rutted, muddy, or bare, you may take up to one (1) club length of relief, but no closer to the hole. No penalty will be assessed.
12. **Identify Ball:** If a ball lies in the rough, sand trap, bushes, etc. and cannot be easily identified, only minimal touching is permitted to allow identification of the ball. Nothing shall be done to improve the lie of the ball.
13. **Loose Impediments:** may be removed without penalty, i.e. stones, leaves, twigs, bugs, branches, etc. Removal of the impediment must not move the ball. No penalty will be assessed. However, if when removing the impediment causes the ball to move, one (1) penalty stroke will be assessed.

Wood chips around trees are considered man-made. The *Immovable Hazard Rule* (Rule 6) can apply.

14. **Out of Bounds (over fixed fences) or Lost Ball:** You must play a provisional (second ball or PROVY) from the original position with a one (1) stroke penalty assessed.
 - 14.1. If the original ball is found in bounds, and it is played instead of the provisional ball, then there is no penalty assessed.
 - 14.2. Once the provisional ball is hit a second time and is in play, even if the original ball is found, the original ball cannot be played anymore.

15. **Water in Sand Trap:** Move the ball out of the water, but no closer to the hole, and stay in the trap. The ball should be dropped from knee height. No penalty will be assessed. If traps are full of water, play the ball behind the trap, but no closer to the hole.

16. **Aerated and Temporary Greens:** The two (2) putt rule is in effect for posted aerated and temporary greens.
 - 16.1. If the green is aerated and the ball lands in a depression, mark and move the ball out of the depression, but no closer to the hole.
 - 16.2. When putting on the green, the flagstick must be pulled or attended. Hitting the flagstick when putting from the green, a player will be assessed two (2) penalty strokes and a Loss of Hole (in Match Play). See Rule 5.

17. **Scoring Discrepancy:** If there is a discrepancy on a hole as to the score, ask others to help reconstruct the play. If there is further discrepancy on subsequent holes, have everyone in the foursome help to count strokes. Majority of the foursome prevails in determining the score.

Basic Golf Etiquette

- Each player has a responsibility to watch her ball and as a courtesy help spot her partner's ball. Always check with your opponent or foursome before moving or lifting your ball.

- Before touching, lifting or moving a ball inform your partner or a member of your foursome of your intentions before doing so.

- The ball must be teed up between or behind tee markers in the tee box, but no more than two (2) club lengths behind the tee markers.

- We must play within our time limit or lose our league tee times. If one complete hole is open in front of you, you must play faster. PLEASE KEEP PACE WITH THE GROUP AHEAD OF YOU. PLAY ON PACE.

BY LAWS

(Updated ~~3/25/11~~01/10/14)

Page 6 of 6

- If a player intended to hit the ball and whiffed, she will be assessed one (1) penalty stroke even if there was no one to witness it. Remember golf is a game of good sportsmanship. The player incurring a penalty whiff should announce the occurrence to her partner and foursome members.
- Players should announce her score upon reaching the green, i.e. "I'm on the green in four (4)."
- Do not mark the scorecard on the green. Go to the next tee box and then mark your card.
- Players should repair any damage made to the putting greens, sand traps, and fairways. Repair ball marks, rake sand traps, and replace divots.
- Do not walk between an opponent's ball and the cup or their putting line while on the green.
- Observe the regulations for placement of golf carts. Golf carts should not be parked any closer than thirty (30) feet from the tee box, sand traps, and greens.