

RULES FOR LEAGUE PLAY AT FOUNTAIN SPRINGS WILL BE THE USGA RULE BOOK, WITH THE FOLLOWING EXCEPTIONS:

1. All League members must have a SDGA card and handicap. Each player must TURN IN his score after each round of play at Fountain Springs, league or non-league. Scores from other courses should also be turned in. (scores will be entered in the computer by staff)
2. All water hazards are lateral hazards. You may drop a ball within (2) two club lengths of the point where the ball last crossed the hazard margin, but not closer to the hole and incurring a (1) one stroke penalty.
3. On #9 For balls going into the water around the green there will be a 1 stroke penalty and you will play your next shot from the designated drop area .
4. How to play Out-Of-Bounds Balls and Lost Balls (you may play a provisional ball from the same spot and take a one stroke penalty and if you find the original ball and it is playable you may play it without taking the penalty, however you must announce your intentions before hitting the provisional ball)
5. There are no Gimmies or Mulligan's in league play.
6. If a player fails to hole out on any hole, he is automatically disqualified.
7. Out-Of-Bounds are all perimeter fences, parking lots and the road along #5 and #8. Also white markers along fairways on #4, #5 and #9. On #7, if the ball goes beyond the row of poles holding the net, it is out of bounds.
8. If your ball is unplayable along the fence between the fairway and I-90 on number 7, or next to the netting on the other side, you may move it 2 club length but no closer to the pin without penalty .
9. When marking a ball on the green, always place your marker behind the ball (AWAY FORM THE CUP).
10. Flag Holes:
 - a. Any time a flag hole involves being closest to the pin, the ball must be on the green.

- b. When a flag hole involves a long drive, the ball must be in the fairway.
 - c. When the flag hole involves a long putt, the ball must be on the green during the putt to count.
11. ALL LEAGUE GAMES MUST INCLUDE AT LEAST **TWO LEAGUE PLAYERS** AND ALL SCORE CARDS MUST BE SIGNED AND ATTESTED. USE YOUR FULL NAME ON THE SCORE CARD, IN MANY CASES THERE ARE MORE THAN ONE PLAYER IN THE LEAGUE WITH THE SAME FIRST NAME.
 12. IF YOU ARE THE SCORE KEEPER, TURN IN THE **NET** SCORE FOR EVERYONE ON YOUR CARD. IF YOU DON'T KNOW THE HANDICAPS OF THE OTHER PLAYERS, ASK THEM TO LOOK IT UP ON THE LATEST HANDICAP REPORT. A NEW REPORT COMES OUT EVERY TWO WEEKS. IF THE PLAYER DOES NOT HAVE AN OFFICIAL HANDICAP, THE LEAGUE OFFICIAL WILL FIGURE HIS HANDICAP UNTIL AN OFFICIAL HANDICAP IS REPORTED. REMEMBER EVERYONE PLAYING IN THE **LEAGUE** MUST SIGN UP FOR A USGA (SDGA) HANDICAP AT THEIR HOME COURSE AND CARRY THEIR HANDICAP CARD.
 13. THERE WILL BE NO MAKE UP GAMES DURING LEAGUE PLAY. IF YOU MISS A SCHEDULED DATE DON'T WORRY ABOUT IT YOU CAN PLAY NEXT WEEK.
 14. **GOLD TEES MAY BE PLAYED DURING LEAGUE GAMES BY MEMBERS WHO ARE 70 YEARS OLD OR OLDER.**
 15. **A REMINDER: ALWAYS REPAIR YOUR BALL MARK ON THE GREEN AND AT LEAST ONE OTHER IF THERE IS A NEED. ALSO REPLACE ALL DIVOTS IN THE FAIRWAY AND ON THE TEE BOXES. IT'S OUR COURSE, LETS KEEP IT AS NICE AS POSSIBLE.**
 16. ALL PLAYERS MUST HAVE A TEE TIME FOR LEAGUE PLAY.

HAVE A GREAT GAME OF GOLF
BUT REMEMBER IT'S JUST A GAME