

# 2024 TBDGL RULES

League President: Mike Kettler

Rules Committee: Scott Ford, Scott Smiddy Sr, Jay Laginess

Website Administrator: Jeff Domsic

USGA Rules apply unless otherwise noted:

Gold Tees – Age 65+ EXCEPT on Par 3s ALL players hit from White Tees.

White Tees – Age 0-64.

Subs are allowed to count for the match. It is recommended that teams get subs from the verified sub list – or let the Rules Committee know who you plan on using in the beginning of the year so they can put them on the verified sub list. All handicaps will be determined by the Rules Committee and League President.

Subs that count for the match have the option to pay \$10 to qualify for skins and greenies that week. The \$10 goes into that week's pot: \$1 per greenie, \$8 skins.

Two subs are allowed on Non-Position weeks, at least ONE sub MUST come from the verified sub list – please notify the Rules Committee or League President of any potential subs as early as possible in the season.

Teams are allowed to have one player (no sub counting for the match) ONLY TWICE per half. If a team plays solo a third or more times, 7 points are taken off that week's point total for the team.

If both team members are gone and no subs are playing in the match for the missing team, that team gets 1 point less than the week's lowest point total. The opponent of the missing team will draw their match from a hat between the final tee time of the day.

Rain Delays will consist of waiting 45 minutes. Once 45 minutes has passed, a final decision will be made by the League President to continue play or cancel the week. Riverview Highlands may also decide to cancel our league play if the course closes due to rain.

If a team, or player, starts a match and leaves prior to the end of the match, that team, or player, forfeits the remaining holes that are un-played.

Cart Path Only days will allow all players to lift, clean, and place the ball EVERYWHERE.

Bunkers are to be played under USGA rules unless you AND your opponent agree that your ball is in a footprint or bad rake spot – where you can then rake and place the ball.

Ground Under Repair areas may not be marked – consult your opponent and agree to take relief or play it as it lies.

Water Hazards on the Gold (4, 5, & 8) Red (3, 4, 7, & 9) and Blue (1, 3, 4, 5, 7 & 8) are to be played as normal USGA rules.

8 Red is a Lateral Hazard marked by the fence line. If the ball is under the fence, or on the course side of the fence – and the fence impedes your swing – you get relief from the fence. If the ball is on the hazard side of the fence, NO relief is to be taken.

Tall Grass on the Right side of 3 Red (past pond) is a Lateral Hazard. Play as a Water hazard.

Out of Bounds played under USGA Rules, Stroke and Distance. Out of Bounds on 2 Gold ends at the last stake and does not come into play when playing 6 Gold.

Any other lost ball in woods or tall grass will have two options.

- #1 Re-hit from last shot (1 Stroke Penalty)
- #2 Take a 2-Stroke penalty and drop out towards the fairway no closer to the hole from where the ball crossed into the woods.

3 Minute Rule for lost ball search applies. PLEASE hit two off the tee if you think your ball may be lost.