



## ClubEG Ladies Leagues Rules

**The point of ClubEG Ladies Leagues is to create a fun golf environment where players of every skill level get an opportunity to socialize and compete in a friendly environment.** It is also about helping each other learn about the rules, etiquette, and culture of golf so that everyone, especially the golf courses and your opponents, are always treated with the utmost respect.

Don't forget that these are just guidelines, so don't get hung up on any of the "rules". Use your judgement. The only truly important "rules" are pace of play and being respectful. Those must be adhered to please.

### **A - Etiquette & Course Care**

#### **1. Golf Course & Clubhouse Respect**

We're all in it to have a great time and we want courses to *want* us. When we treat the courses and staff with respect, they respond by treating us as valued customers... and that's a win-win for everyone.

Many golf courses have dress codes. Jeans are rarely, if ever allowed, so just don't wear them. Make sure that your shirt has a collar, though no sleeves are allowed. No short, shorts allowed – as if any of us would wear those!!

Always respect the course's local rules as it pertains to power carts and practice facilities and remember that each time you play in an event you represent ClubEG.

#### **2. Divots & Ball Marks**

We all appreciate a beautiful course so please make sure to always replace your divots, repair damaged tee boxes with seed and sand, if available, and fix your ball marks (and any others that you find). Try to leave the course in even *better* shape than you found it... even if it's not already in great shape.

#### **3. Be Safe**

No one wants to take a ball in the back of the head or meet their maker at the bottom of a ravine, so please be mindful of others' positions when hitting... especially from peculiar lies. If you have a blind shot, be absolutely sure all is clear before you hit. ***Safety first!***

#### **4. Gamesmanship**

Gamesmanship is not good sportsmanship and there's a fine line between teasing and intentionally doing something to negatively impact your opponent. Just use your judgment and treat others as you would like to be treated.

#### **5. Complaints**

When we visit a golf course, we are guests and represent ClubEG. It is critical that we maintain a positive and respectful relationship with every course. If you have any issues during league play, please direct your complaints to the League Coordinator, marie@clubeg.ca, who will address them.

## **B - Pace-of-Play – This is Extremely Important – Please Pay Attention**

### **1. Overview**

Pace-of-play is critically important and we need to find ways to ensure we play as efficiently as possible. The best tip of all is to be ready when it's your turn to go. Think ahead and plan your shot while others are taking theirs. Don't walk to your ball without a club, or two, in your hands. **We play "ready-golf" in the League.** Remember, it's not about rushing: it's about efficiency and making sure we don't hold up the teams behind us.

Talking on the golf course is allowed, but please remember that once the balls are in play, **talking should be kept to an absolute minimum.** Believe it or not, this **is the single biggest issue with slowing down pace of play.** So, please ladies, talk all you want before the game begins, while walking to the next hole, and at the 19<sup>th</sup> hole. But once you are hitting your balls, talking should be almost non-existent.

### **2. 30 Second Rule**

All shots must be executed within 30 seconds of the previous player's shot. This goes for drives, reloads, fairway shots, approaches, sand shots, chips and putts. Thirty seconds may not sound like much but if you test it out in the field, you'll see that it is in fact plenty of time. The key is to do as much planning *before* your 30 seconds kicks in. If a player is over 30 seconds, mention it to her in a polite, constructive or even "fun" way. However, if the problem persists speak to the League coordinator who will address the issue with the individual.

### **3. Half-Hole Behind (out of position)**

Because efficiency in pace-of-play is so critical in golf, a group is officially **out of position** when they are more than a half-hole behind the group in front, regardless of how many people are in the group ahead or any other circumstance. When a group is **out of position**, everyone in that group must take responsibility and ensure their group gets back into position as quickly as possible.

### **4. First Group Out**

The first group out must remain within half of a hole of the public group ahead or at a 2hr 10 minute nine-hole pace. If after the turn, it has been more than 2hr 10 minutes, this group is out of position and must adhere to the rules of being out of position.

### **5. Three-Minute Search**

A maximum of three minutes is permitted to look for your ball in the woods, hazard, rough or anywhere - and you are only entitled to two 3-minute searches per round. All searches after you've spent your three-minutes are limited to a maximum of one-minute each.

### **6. Ladies Max**

The maximum number of strokes per hole is SIX on par 3s, EIGHT on par 4s, and NINE on par 5s. Once an individual has reached the maxed stroke, she must pick up her ball. If you are all beginners in your group, you can choose to play “best ball” at any time.

### **7. Two-Foot Gimmies**

All Ladies must have a two-foot marker on their putter (either tape around the shaft or a mark on the grip) for measuring.

Opponents **must** concede putts within two-feet of the hole **except** if the putt is for a birdie or an eagle. The distance is measured from the edge of the hole to the front of the ball. A player cannot give herself a putt; it must be agreed to by all opponents unless it is obvious (one foot or less).

Players are encouraged to putt out if their ball is within five-feet of the hole, to help with pace-of-play, unless they have to stand on someone’s line.

### **8. Ball Lost or Out-of-Bounds**

Lost or out-of-bounds penalties are played similarly, but not exactly, to a lateral hazard. Your only option is to take your drop within two club lengths of the point of entry and add one penalty stroke.

### **9. Play While Others are Searching**

One player must be hitting while others are searching for a lost ball. When searching for a ball, please be as quiet as possible so the person hitting will not be disrupted.

### **10. Honours**

The Lady with the lowest score on the previous hole (Honours) is first up on the next tee and is **NOT permitted to mark the score until he/she has hit**. Anyone can tee off first as long as the *Lady with the lowest score(Honours) agrees*. If the *Lady with the lowest score(Honours)* is slow getting to the tee, ready-golf kicks in. (This is the right golf rule, but if you stick to ready golf, that works just fine).

## **C – Averages and Round Formats**

### **1. Mulligans**

Each player is allowed two Mulligans per game: one on the front nine and one on the back nine. Mulligans cannot be used on competitive holes, i.e., longest drive, closest to the pin, etc. This is really important because too many Mulligans can really slow down the game for others.

### **3. Round Formats**

In the spirit of keeping the League fun, we will use a variety of formats (match play, best ball, scramble, etc.) throughout the season. Players will be notified in advance what format will be used on any given week.

### **4. Rule Priority**

The ClubEG Ladies League is first and foremost meant to provide an opportunity for

golfers to share in some fun and comradery. As such, the expectation is that each player will exercise good judgement and sportsmanship in the course of their game. All players are encouraged to assist others learn and understand the rules of golf. (Just make sure other players are opened to your suggestions before you make any, please).

### **5. Preferred Lies**

You may roll your ball up to 12 inches no closer to the hole with the head of the club, but only on your own fairway. You may not pick the ball up with your hands or kick it with your feet; you must use a club to do so. (If you're a beginner, don't worry about this too much at all, just have fun and do what you need to do to help you get there).

### **6. Cancellations**

The penalty for cancelling within 24 hours of an event is 50% of the event fee, applied to your ClubEG account. If the event is cancelled or deemed to be an "inclement weather event", penalties do not apply. No shows are subject to a 100% penalty. Naturally, there are exceptions for emergencies.

### **7. Temporary Greens**

If your ball is within a flagstick length of the hole, it is an automatic gimmie, even if it is for birdie.

### **8. Changing Groups**

Once the game has begun, groups cannot be changed.

***HAVE FUN AND ENJOY YOUR GAME!!!***