

GALS IN GOLF
RULES FOR PLAY

1. Play is governed by USGA rules.
2. During all Weekly Games and Tournaments, **PLAY THE BALL AS IT LIES**, unless the Tournament/Rules committees determine that “lift, clean and place” is appropriate due to course conditions. If the pro shop declares **cart path only for any or all holes**, then “lift, clean and place” is allowed for those holes deemed cart path only. In addition to lift, clean and place, when the course conditions are wet or muddy the GIG PREFERRED LIES Rule may be applied as necessary in the fairway **during all weekly games**, but NOT tournaments.
PREFERRED LIES RULE: In the fairway or bunkers only, for relief from wet or muddy ground, you may improve the lie of your ball one club length from the **nearest point of relief** of the wet or muddy ground but no closer to the hole, without penalty. Balls in the rough may not be improved to the fairway.
3. Balls on cart path, in ground under repair, in casual water, in a tree root, in a gaggle of geese, on ant hills or in burrowing animal holes may be moved to the nearest point of relief as described in the USGA Rules of Golf, and dropped within one club length, no closer to the hole, without penalty.
LOCAL RULE HOLE #6: A player who hits their ball off the tee and it lands to the left of the cart path has these two options:
A. Play the ball as it lies.
B. You may move the ball away from the creek, tree roots and gravel to the fairway side of the cart path within two (2) club lengths and drop your ball in the rough with no penalty.
4. To speed play, once you reach double par **Minus 1** on a hole (i.e., par 3 = **5** strokes; par 4 = **7** strokes; par 5 = **9** strokes), you **MUST** pick up your ball and record double par for the hole. **Picking up the ball counts as a stroke. (Except for specific game rules and Club Championship.)** Mark DP on your scorecard below the hole.
5. To speed play when there’s doubt about a ball being lost or out of bounds, you may take a one stroke penalty and drop within 2 club lengths near where the ball was last seen or you may hit a provisional ball from the original spot of the lost ball. If you find the original ball, there is no penalty. If you play the provisional ball, you must take a one stroke penalty.
6. **LOCAL RULE:** When ball comes to rest in the sand in an animal track or footprint you may rake and replace your ball without penalty.
7. **LOCAL RULE:** If you are late for your tee time and your group has already begun play, your score will be double par for each hole missed, with no make up for missed holes. -OR- you may play with another group that has not begun play and has an opening. All rounds of golf must be within GIG available times.
8. Whiff Ball — occurs when a player takes a swing at their ball, with the intent of moving it, and fails to make contact with it. The whiff counts as a stroke with no additional penalty.
9. **LOCAL RULE:** Drop Zone — If a ball enters the creek on Hole #10, or is driven far left or right prior to the creek, and cannot be found, the player, under penalty of one stroke, is authorized to utilize the drop zone located across the creek.
10. You have **3 minutes** to look for a lost ball. You will be disqualified from the game if you violate this rule.

11. Gimme putts 20" or shorter are allowed, unless the game of the day is Low Net, Tournament Play or putting for par or better. You should have the Pro Shop measure and mark your putter with tape to make measuring easier.
12. Roped off areas on the course are considered ground under repair. You can hit out of it or you can take a lateral drop with no penalty.
13. When around the green, a player may get relief if sprinkler heads are within 2 club lengths of the green and are in the path between the ball and the hole. Player gets one club length no closer to the hole. No penalty stroke.
14. The maximum handicap for 18 holes is 36.