

Fermilab Golf League

Rules

Last update: April, 2002

These are the rules that have traditionally been followed by all the golf leagues at Fermilab. Each individual league determines which of these rules, if any, they will follow. Scoring is determined by the sub-league.

I. Rules of Play

The *USGA Rules of Golf* governs all golf play, except for the items noted here.

A. Lost Ball.

A new ball may be dropped with a ONE STROKE penalty. The drop area should be as near as possible to where the ball was seen to go. If any question of placement arises, mutually agree with your opponent. This applies to all lost balls, including those in the fairway.

B. Ball hit out of bounds.

The player may elect to drop a new ball within two club lengths of the POINT OF EXIT, no nearer the hole, with a one stroke penalty, OR use the stroke and distance penalty.

C. Ball in Any Water Hazard.

When the ball lands in a water hazard, drop a ball on the tee side of the hazard along the original ball's line of flight.

D. Tall Grass.

If the ball lands in tall grass you can either play it where it lies or you can drop a ball two-club lengths from the point of entry into the tall grass with one stroke penalty (no closer to the hole).

E. Calling Fouls on Your Opponent.

In the interest of fun and fair play, anyone who feels that his/her opponent has done something to merit stroke(s) penalty or disqualification, must call his/her opponent on that BEFORE they tee off on the next tee or before they leave the green on the last hole. This is to prevent someone from calling his/her opponent on a penalty after they find out they had lost the match or team points.