

Mix & Match League rules

General

- Know the course etiquette and rules, always be respectful
- A maximum of 18 strokes will be given for Match-play (scoring median)
- Hit the green on Par 3's - \$2 entry fee (optional) - Hit 4 greens, receive 4 tickets for a 50/50 draw
- Longest putt (Designated hole)
- .50 for each 3 putt, monies goes to the kids (Honour system)
- **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 lift your ball if in a footprint or in others spots where poorly maintained or in abnormal bad conditions
- Lift, Clean and Place in your own fairway
- Music is allowed, be considerate of your playing partners
- **H A V E F U N !!!**

Pace-of-Play

- Keep up to the group ahead of you, no more than half a hole behind
- 40 sec to play your shot
- 3 min search for your ball
- 1 player in the group play your ball while others are assisting in the ball search
- **Max 6 on par 3's, 8 on par 4's and 9 on par 5's**
- 2 foot gimmies
- Ready golf, Honours on the tee box unless said player agrees otherwise or has yet to arrive to tee box
- **H A V E F U N !!!**

Penalties (not so fun)

- **Loss ball:** 1 stroke penalty
- **Out of Bounds:** 1 stroke penalty

(Options) i) Drop point of entry (2 clubs lengths no closer to the hole) or

ii) Re-hit from the tee before you leave the tee box, this is now the ball in play

- **Unplayable:** 1 stroke penalty

(Options) i) Drop within 2 club lengths from the original position of the ball

ii) Keep the original location of the ball and pin in line and move back up to 50 yards

iii) **2** stroke penalty

Drop at the point of entry (two-club lengths no closer to the hole) to the area where you found your ball (this rule is intended to minimise time spent searching for balls); in such a situation, the ball is likely in deep fescue or a forest area and likely not playable, so using the lost ball option is encouraged here

- **Hazard:** 1 stroke penalty

Options) i) Drop within 2 club lengths from the original position of the ball

ii) Keep the original location of the ball and pin in line and move back up to 50 yards

iii) If a player hits a shot and is uncertain if it is in the hazard/lost or not, a “hazard provisional” or “potential lost ball provisional” may be played from the appropriate spot in the interest of pace-of-play. If the player’s original ball is later found outside of the hazard, the original ball must be played.

If a player is virtually certain his/her ball is in the hazard, the player may proceed as follows:

i) Continue play with the “hazard/lost provisional” ball, or;

ii) Play the ball out of the hazard (if this is attempted yet the ball remains in the hazard and is deemed unplayable, the hazard provisional can be used with the additional strokes added)