

## 2007 Season – Red Oak Rookies

Tee Times 4:30-6:00 p.m.

### Setting up your match play:

You are responsible for setting up your match for the following Monday. As soon as you find out who you play against contact them and set up a time.

### Arriving Late:

A player arriving more than 30 minutes late for a definite prearranged match will assume the penalty of a forfeit, *unless*, the club is notified prior to the prearranged time, or during the 30 minute period. Call Red Oak at 952-472-3999 and let your match know you will be late

### Forfeits:

If a player forfeits a match, she will receive a minus 3 points. The scheduled opponent *must* play the round with another league member. The opponent will then receive 9 points. If the opponent does not play the round, she too will receive a forfeit and a minus 3 points.

### Not Available - N/A

If you are unable to play, please mark yourself N/A for that Monday on your team score sheet and notify your captain.

### Out:

You will be marked out on occasion, so that the teams will match. If you are marked out please come out and play anyway. You are eligible for the weekly prizes.

### Inclement Weather:

Check the web-site: [www.redoakrookies.com](http://www.redoakrookies.com) or Call Red Oak Golf Course at 952-472-3999 to see if the course is open.

If you have started to play a rain check will be given.

### Score Cards:

Make sure the following is on your score card each week:

- ✓ Team Name & Team Number
- ✓ Date
- ✓ Your name and handicap

### Frequently Asked Questions:

#### Embedded Ball:

An embedded ball may be lifted, cleaned and dropped, without penalty, as near as possible to the spot where it lay, but, no closer to the hole.. e.g. Ball lands in the mud.

#### Unplayable lie:

You may declare a ball unplayable because of conditions anywhere on the course. If you declare the ball unplayable, drop the ball within one club length of the ball lie. No closer to the hole. Remember take the one stroke penalty.

The exception is a man made cause. e.g. chopped down tree. If this is the case move the ball to a playable lie, no closer to the hole.

### Water Hazard:

Pond to the right on Hole #1 and Hole #2. Player may re-shoot from the tee, or drop the ball behind the pond and shoot the next shot. This is a one stroke penalty (you would be shooting 3)

### Whiffs:

Count all whiffs on all holes.

### Mulligans:

Mulligans are not allowed

### Out of Bounds: (there are white stakes in the woods to mark out of bounds)

Hole # 1 – Blacktop on left

Hole #2 – Woods on Left

Hole #3 – Woods on left and behind green

Hole #6 – Fence on Left by Road

Hole #8 Fence on left and road

Hole # 9 Parking Lot

- If your ball goes **out of bounds or is lost**, go back to the spot where you hit the ball and play another ball. Counting both strokes and adding a penalty stroke.
- If it was played from the tee, it may be re-teed, adding a penalty stroke. (hitting 3)

### Ball Next to Fence:

If the ball lands next to the fence and is **in bounds**, it may be moved one club length, no closer to the hole and played without a penalty. If the ball is out of bounds, the out of bound rule applies.

### Provisional Ball:

If a tee shot is headed for out of bounds, or possibly lost, you may declare you are hitting a provisional ball. If the original ball is found and *NOT* out of bounds, the provisional ball is picked up and the original ball played. NO PENALTY. However, if the provisional ball is played you must take a penalty stroke. Hitting 3

### Ball hit onto the green from a different hole:

Remove the ball from the green, no closer to the hole and hit it from there. No penalty stroke.

*DO NOT HIT THE BALL FROM THE GREEN WITH A CLUB;*

### Putts:

All Putts must be putted. Gimmies are not allowed. Picking up the ball will result in a Two stroke penalty and loss of the hole. Every stroke until the ball is in the hole must be counted.

If you are worried about your ball striking another ball while putting, ask the player to mark their ball. If you strike another players ball while putting you must take a two stroke penalty and return the others players ball to the original position.

If you strike another players ball while chipping onto the green, no penalty will be assessed. The other players ball is returned to its original position.

Do not walk between another players ball and the hole.

### Divots:

Remember to replace/repair all the divots.

### Carts:

Never run the golf cart over the green. Leave your cart/golf clubs towards the back of the green toward the hole you will be going to.