

RULES GOVERNING SENIOR MEN'S GOLF ASSOCIATION

- **CART PATHS CROSSING FAIRWAYS** – (Road ##5 & 9, Lake ##4, 6, & 7 and Cottage #9.) You may take relief from the portion of the cart path that crosses the fairway this includes high grass adjacent to the cart path (This is considered fairway)
- **LAKE #2**—If your tee shot enters the water hazard on the fly, you must play your 3rd shot from the tee.
- **COTTAGE #3**—If your ball does not clear the water hazard, play from the drop area at the Red (Forward) Tees. Consider the Red Tees the drop area
- **COTTAGE ##4, 5, & 6**—Play the tree line as a lateral hazard.
- If your ball comes to rest in a footprint or animal print in a bunker, place the ball outside of the print, reproducing the original lie as near as possible, no nearer the hole. (Refer to #2 under course etiquette)
- “Leaf Rule” is in effect (1st Monday of October through 1st Monday in March) and if your ball is declared lost under that rule, you may drop a ball as near as possible to the spot where ball was lost without penalty.
- You may move the ball one club length not nearer the hole in your own fairway or on the fringe around the green. You must play a ball in the rough as it lies. Anytime you are allowed to move a ball under the rules, you must move it to the same playing surface as the original lie. Exception: A ball in the rough may be lifted and cleaned on holes where the Hollows staff has declared “Cart Paths Only”.
- The fence surrounding the “old clubhouse” and behind the green on Road #5 out of bounds and is not played as an obstruction.
- **Hole-in-one**—In a Hollows Senior Men’s Association event, in order to win your play must be on a par 3. In games where a player may hit 2 shots, only the 1st may be used for Hole-in-one.
- **Closest-to-the-pin**—In order to win you must play from the GOLD tees. In games where a player may hit 2 shots, only the 1st may be used for CTP. Those who are playing from the FORWARD (Legends) tees (refer to the following rule) are also eligible to win.
- In Stroke Play events as an option (not required) you may play from the Forward (Legends) tees if you meet the following:

You must have an **established** handicap of 24.5 or above
- Stones in bunkers are considered moveable obstructions.
- A ball that has come to rest in an aeration hole on the green may be replaced on the nearest point of relief from the aeration hole, no nearer the cup.
- If a player thinks his shot may be lost or may have entered a hazard, he may play a provisional from that spot in order to expedite play until the position of his original shot has been determined.

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- In the absence of hazard markers, the water line will constitute the hazard line around all ponds.
- Red stakes denote lateral hazards and yellow stakes denote water hazards.
- White stakes and all asphalt-surfaced roads defined out of bounds.