

2018 Hit N Run League Rules
May 1 – September 4 (no golf July 3)
Shotgun start at 5:30 pm

A. Tee Times

1. Shotgun start at 5:30 pm. You must be on the hole at 5:30 pm. All hole assignments are done for the season and will be emailed to you and located on the Website – www.centennialacres.com. Extra schedules will be located in the box on the wall near the Women's bathroom.
2. Please be at your hole by the start time. There **will not be** an official horn so please begin at 5:30 pm to keep the pace of play.

B. Tee Boxes

1. We allow you to tee off on yellows or reds. After the first night of golf, you need to let Debbie or Pat know which tee box you will use for the season. You must tee off from there throughout the first half or season.
2. We will mark the score cards with "Y" for yellow and "R" for red after your names. This will help all team members know to stop where appropriate during the round.

C. Rain/Heat Nights

1. Determination of play will be done no later than Tuesday, 4:00 pm using an online texting system called RainedOut.
2. If rain starts during play and the course does not make the call, it is up to the golfer to determine if she would like to complete her play. If the majority of the league completes, the remaining players can make up the round starting with the hole that they were rained out on. This makeup must occur no later than two weeks following the rained day. If the majority does not complete, a rain makeup day will be determined and posted in the box on the wall.
3. If weather becomes severe and less than three holes played, a makeup day can be scheduled depending on the availability on the course. This must be made up no later than two weeks following the rain day. If more than five holes played, average score will be given.

D. Carts/Walking

1. Carts can be rented at the Pro Shop for \$8 per week per person.
2. Walking is permitted on all courses. You must keep up with normal play. If not, you will be asked to rent a cart.

E. Scorecards/Scoring

1. Scorecards will be in the Hit N Run box on the wall in the hallway. Please return all scorecards to the box.
2. There is a stroke limit of 10 per hole. If you do score an exact 10, please circle the 10.
3. Our highest handicap is 22.
4. All scoring is done by John Nagel of Centennial Acres. **We play a 20-point system.** Each team has a low handicap and a higher handicap player. You are

matched closest to your handicap with the opposing team. Each play for one point per hole. Ties get half point. Awarded to the golfer with the lowest net score on that hole. So two matches one point per hole times 9 holes equals 18 points. Then each team adds their net total scores together and compares to other team and winner gets 2 points. Making it a 20-point system.

5. Scoring is done on Fridays. If you do not have a score for that week, you will see S(number) which will correspond to the substitute person or G1 which is your score that John Nagel determines by a blind draw.

F. Prize Holes

1. An envelope will be on the table in the clubhouse. To get into the prize hole, please put in a \$1.00 and put your name on the slip of paper. All money will be given to the winner.
2. Fifty cents for each pot is collected for chip-ins and birdies. You must be in the week that you have a chip-in or birdie. If you have one of these, please be sure to show your scorecard to Debbie or Pat to receive the money. The money continues to grow until someone wins it and then it starts over.

G. Make-Ups

1. If you are going to be late, please contact your partner. The round will begin and you will catch up with your partner and opponents as soon as you arrive. You will play the remaining round and then go back and play the missed holes that night.
2. If you are unable to golf on our scheduled night, you can arrange for a sub or choose to golf prior to our scheduled night. Please be sure to fill out the scorecard provided for that week and place back in the Hit N Run box on the wall in the hallway and mark the scorecard with the words "Make Up."
3. If you and your partner cannot golf, please let your opponents know as soon as possible. You do have the option to all pre-golf if the course has available tee times. This make up can be done one week prior or one week after your scheduled golf night to be counted. Also, you do not have to golf on the same course as your scheduled golf night. John knows how to make the conversion for scoring. Please be sure to mark your scorecard with the words "Make Up" and what course if not the course for the week of make up.

H. Out of Bounds Penalty

1. Out of bounds areas are marked by white stakes. If you go out of bounds, you must take a one penalty stroke. You can pull the ball out one club length.
2. After five minutes of searching for your ball, you must take a one stroke penalty. Drop a new ball and continue play. Please only help look for a lost ball if you are near where the ball was lost to keep pace of play.

I. Water Hazards

1. If you hit your ball into the water, you must take a drop at the line of flight that it entered the water.

2. If you hit your ball into the water a second time, then you can drop your ball to the side of the water. You cannot advance your ball on the other side of the water unless there is a designated ball drop.
3. If you hit your ball into the water from a tee shot, you have a choice of re-teeing or taking a drop at the line of flight that it entered the water.

J. Announcing Scores/Handicaps

1. All scores must be announced out loud after each hole.
2. Any questions on a score must be settled at that time. No changes will be made after the scorecard is turned in.
3. Last year's handicaps are used to establish this year's handicap. They will be adjusted based on the tee box you are using.

K. Rule Clarification

1. If you question what the ruling is, try to resolve it with your foursome.
2. If you are unsure on how to score something, come in as a foursome and discuss with the president(s).

L. Winter Rules

1. Winter rules are in effect for all matches and lies may be improved anywhere other than a sand trap.
2. You can move the ball with the club head no more than six inches, but you cannot advance the ball toward the hole.
3. You cannot move your ball out of a hazard or out of the rough to the fairway without taking a stroke.
4. You cannot move your ball back into play, even if it falls within the six inches without taking a stroke.

Most of all, have fun.