

John Beer League Rules

1. Movement of ball

You may *not* roll or move the ball anywhere on the course *except* when your ball is in a lie that would normally be considered ground under repair, but is not marked as such (e.g., a bare spot), or if your ball is in a divot in the fairway you are currently playing. In these cases you may take a legal drop at the nearest point of relief, no closer to the hole. If there is an unusual circumstance you may ask your opponent for relief. In this case you must also take a legal drop; do not roll or move the ball in any other manner. Embedded balls anywhere but in a penalty area may be lifted, cleaned and legally dropped. If your ball comes to rest near an immovable obstruction such as a path, bench, stake, ball washer, sprinkler head, drain, control box, or sign post that interferes with your stance or swing you must locate and play from the nearest point of relief. If your ball comes to rest in casual water, ground under repair, an animal hole, wood chips, or mulch or if your normal stance would result in you standing in those areas, take a drop at the nearest point of relief. Finally, if your ball is against a fence take a drop and a 1 stroke penalty

2. Out-of-Bounds

This is usually designated by white stakes. If you hit your ball out of bounds you have the option to drop it on the fairway no closer to the hole and within one club length of the rough or you may drop it within 2 club lengths where it went out of bounds. Either way results in a 2 stroke penalty and you are sitting 3.

Water Hazards

If you hit into a water hazard marked by yellow stakes, you have 2 options: Play another ball from where you last hit the shot, or drop a ball as far behind the hazard as you want, keeping the point where the ball crossed the hazard between the hole and the spot where you drop the ball.

If you hit into a lateral hazard marked by red stakes, you have the 2 options listed above and the following: Drop a ball within 2 club lengths from where the ball first crossed the hazard, no nearer the hole. Drop a ball within 2 club lengths of a point on the opposite side of the hazard the same distance from the hole as where the ball last crossed the margin, no nearer to the hole. **Local league rule for hole #5 on Tournament: if you hit your tee shot into the water you may either re-tee or take a legal drop from the forward tee box. This applies only if you are playing the white tees.**

3. **League Rule:** In order to speed up play we have a rule for losing your ball in deep rough. If you hit a ball (other than near out of bounds—consider it OB if you can't find it) into the rough and can't find it or don't want to hit it from there, take a drop in a spot out of the rough no closer to the hole taking a one stroke penalty.

4. Fast Play

- Always keep pace with the group ahead of you
- Ready golf if you are behind; tee off or hit any shot when ready

- Be ready to hit when it is your turn; practice while others are hitting
- Line up your putt while others are putting; finish putting if it is okay with your opponent; pick up your putt if you have lost the hole and take the score you believe you would have shot
- No more than 5 minutes looking for a lost ball

5. Sand traps:

Loose impediments may be removed as long as you do not move the ball. No penalty if you inadvertently touch the sand.

6. Late Arrivals

If you are late for your tee time and your group has left the tee area, have the starter take you out to the tee your group is on (you may not play any hole already in progress). You lose any such holes not played and your score is one more than your opponents for each hole. If your opponent leaves the course, you receive your points earned and then use the absentee formula for the remaining holes (full hdcp plus one; 2 pts for net birdie and 1 for net par; if the extra stroke hole has been used, too bad!)

7. Unplayable lie

A one stroke penalty and two club lengths not nearer the hole, or drop your ball anywhere on a line between the flagstick and the spot where your ball came to rest, no nearer the hole. If you are in a hazard the ball must remain in the hazard.

8. Identifying a ball in a hazard

You must identify your ball in a hazard per USGA rules or you incur a 2 stroke penalty if you hit the wrong ball. Each player must put a distinctive mark on his ball prior to the round. If your ball is in a bunker or other hazard and you cannot ID it, follow this procedure:

- Pick up the ball between your thumb and forefinger and keep it in that position
- If there is mud on it, leave it unless it prohibits you from identifying it
- If yours, replace it exactly in the same position you found it; exception: if it was buried in the hazard, you may replace it so you can see the very top of it.
- If there were twigs, grass, etc. on it you must replace them as close as you can to their original position
- The same applies to balls in the rough or fairway that you can't identify