

Rules Sheet – Summer Classic

Village Greens of Woodridge – Sunday, June 4, 2023

Palmer Division - Blue Tees 71.6 / 130 White Tees 69.4 / 120

Player Division - White Tees 69.4 / 120 Gold Tees 67.4 / 119

Trevino Division - Gold Tees 67.4 / 119 Red Tees 65.0 / 113



Closest to the pin: *Tee will be denoted with blue flag.*

Palmer Division 4 & 17 (*Use Blue tee for CTP on #4 and White on #17*)

Player Division 7 & 13 (*Use Gold tee for CTP on #7 and White on #13*)

Trevino Division 4 & 13 (*Use Red tee for CTP on #4 and Gold on #13*)

Bunkers - Lift, rake, & place.

Any changes due to weather will be communicated on first tee.

• The Driving Range (Range Uses Yellow Balls):

The Driving Range which comes into play to the Right of #1 Fairway and #2 Fairway is in play. You can play your ball as is once found, or take 1 club length relief from Fence or Boundary line of where your ball crossed into the Driving Range Area. (Be safe and aware of people on Driving Range hitting balls.)

☐ Out of Bounds:

Out of Bounds is marked by property boundary fences, white stakes, and/or white lines, and edge of asphalt as indicated. Out of bounds defined by boundary fence on #4, #5, #6, #8, #10, #11, #12, #13, #14, #16, #17, and #18. In course OB on hole #6 defined by white stakes left of #6 fairway near the pond. On #9 white lines on the perimeter of the parking lot up to the bricks in the cart path near the green. At the bricks and beyond, the bricks and the edge of the cart path/cart staging area are out of bounds. A white stake toward the first fairway marks the end of the out of bounds. On #10 white line on the perimeter of the parking lot and the road are OB. Per local rule, a ball that crosses the driveway or parking lot and comes to rest on the other side is out of bounds, even though it may lie on another part of the course. Behind #18 green the edge of asphalt for the cart staging area is out of bounds

Water Hazards:

☐ #14 – The Rocks coming across the Fairway and defining the water Hazard border on the Right of Fairway is considered the penalty area. Hitting off or by the rocks is up to you and whether you want to ruin your clubs or not.

☐ Red stakes and lines mark all lateral water hazards. Lateral Hazards on #1, #4, #5, #6, #10, #12, #14 (which is also the pond behind #11 green), #15, #16, and #17, including behind #17 green.

☐ **Regular Water Hazards**

Ponds in front of the tees on holes #11 and #18 are Regular Water Hazards (note: these same ponds are Lateral Hazards on holes #10 and #1 respectively). Even if marked with red stakes as lateral hazards on #10 and #1 they are regular water hazards on 11 and 18. **Forward tees on #11 and #18 are drop areas for the water hazards on #11 and #18.** Players can play from the drop area or according to the rule for a water hazard, with no limit to how far back the ball is dropped keeping point of entry into the hazard between the hole and where the ball is dropped. A provisional ball may be played for a ball that may be in a water hazard under any of the options applicable to a water hazard. (Appendix 1 - 5).

Wood chips: There is no relief from wood chips around trees. Staked trees permit relief.

☐ **Flower Beds/Mulched Areas:**

Mulched flower beds must be played as ground under repair. Drop within one club length from nearest relief no closer to the hole from where the ball entered the area. Relief is also permitted from rocks in and around flower beds. Flower beds are in front of the tee on #5; by the cart path near the green on #9; and behind the #15 green which also plays on right side of #11. Plantings around ball washers (as on #12) are also played as flower beds

☐ **Naturalized/No – Mow Areas:**

Naturalized areas (areas of long grass and native plantings unless in the margins of a hazard) are played as ground under repair, no penalty, under local rules. Players must drop within one club length of nearest relief no closer to the hole from the point where the ball entered the area; includes relief from interference for stance or swing. (Appendix 1 - 2) These areas are: Long Grass area behind #1 green; right side adjacent to #3 teeing area; #4 on left side past the pond and right short of the pond; Long Grass area adjacent to #5 fairway and behind #5 green; roped off area right of #6 fairway; Long Grass area adjacent to #12 tee box and along right side of fairway and behind #13 green. Long grass in front of #15 tee; right of #16 fairway and adjacent to #16 green; parallel to #17 and adjacent to #18 fairway.

PACE OF PLAY SHOULD NOT EXCEED 4:15.

Play ready golf, players should proceed to their ball and if safe to do so, play their next shot regardless if they have “Honors” – Pace of Play can be **significantly improved** if all players consistently abide by this admonition. There is no need to wait if you can hit your shot safely.

Time limit for searching for ball is **Three Minutes**. Players are encouraged to play their shot (**Within 40 seconds**) of reaching the location of their ball.



Play Ready Golf

Local Rules are not used in NIMAGA Events, except those noted above.

Submit official scorecards immediately after your round.

Carts are Not included (Cost \$10)