

HARFORD HACKERS GOLF CLUB RULES – 2021

PLAYER CONDUCT: The intent of the Harford Hackers Golf Club is to bring enjoyment to everyone involved and promote the game of golf. Advising others is permitted and should be done in a professional manner.

THROWING of GOLF CLUBS WILL NOT BE ALLOWED: The penalties for this offense are as follows: First Offense - A two stroke penalty will be assessed. Second Offense - The right to round awards will be forfeited Third Offense - Suspension from the Harford Hackers Golf Club, with a review by the board.

DRESS CODE: The required dress code consists of a collared shirt with pants in nice condition. Shorts may be worn if they are hemmed and have pockets. Cutoff or gym shorts are not acceptable. Course rules will be applied.

GUESTS: Members' guests are allowed to play in the Harford Hackers Golf Club tournaments. Guests are not eligible for flight prizes, but may enter the "Clears, Closest to the Pin, etc." side contests. Guests will be allowed to play with their sponsor member the first time they play with the club. Any subsequent times the same guests play (maximum of three) they will be randomly assigned to a foursome.

SENIORS 62 & OVER: Any member aged 62 and over may play from the gold (or men's forward) tee, but they must commit at the first tournament of the season in which they play and then will be required to play from the gold (or men's forward) tees for the rest of the season.

PUTTING: "Gimmies" will be allowed, only if the ball is within a putter grip length (standard 14" grip) of the cup. The foursome discretion will be used. **Exceptions** to this rule are in a Scramble and Championship Tournament play - all putts must be holed out (**No GIMMIES!!!!!!**)

PREFERRED LIE: Rolling, picking up or cleaning the ball, in the fairway of the current hole, is allowed within 18" (and no closer to the hole) of the original spot where the ball came to rest, and/or including local course rules allowing for wet areas and ground under repair.

UNPLAYABLE LIE: A player may drop the ball within two club lengths from the closest point of relief, or drop the ball behind the point where the ball lay, keeping the unplayable lie directly in line with the hole and where the ball is dropped. A one stroke penalty will be assessed. Dropping the ball closer to the hole is not allowed.

LOST BALL: A **three**-minute grace period is allowed to search for a lost ball. At the end of this time, if the ball is not found, another ball may be dropped in the area that the ball is believed to rest. The foursome will determine the area for the drop and a one stroke penalty will be assessed.

Note: "A Flight" players shall play a LOST BALL according to the USGA rules. I.e., for any stroke, if the ball is likely to be lost, the player shall play a provisional ball from the point where the [possibly] lost ball was played. The provisional ball shall become the ball in play once the player has made a stroke with the provisional ball past the point at which the original ball is likely to be lost. A one stroke penalty is assessed for each lost ball. If the original ball is found before the provisional ball becomes the ball in play, then no penalty is assessed and strokes with the provisional ball are not counted.

OUT OF BOUNDS: A player will drop the ball two club lengths from the point of entry of an out of bounds shot. The foursome will determine the point of entry and a one stroke penalty will be assessed.

Note: "A Flight" players shall play a ball struck OUT OF BOUNDS according to the USGA rules. I.e., for any stroke, if the ball is likely to come to rest OUT OF BOUNDS, the player shall play a provisional ball from the point where ball was last played. The provisional ball shall become the ball in play if the original ball is found to be OUT OF BOUNDS. A one stroke penalty is assessed for each ball struck OUT OF BOUNDS. If the original ball is found IN BOUNDS, then no penalty is assessed and strokes with the provisional ball are not counted.

HAZARDS THROUGH THE GREEN: A player will drop the ball two club lengths on the opposite side of the hazard in line with the hole and the point last played. If the hazard is a lateral hazard, the ball may be dropped within two club lengths to the side of the point where the ball came to rest. The foursome will determine the point where the ball came to rest and a one stroke penalty will be assessed.

Note: "A Flight" players shall play a ball struck into a WATER HAZARD according to USGA rules. Only when there is a DROP AREA may the player drop a ball closer to the hole than where it last crossed the margin of a water hazard.

ACCIDENTAL MOVEMENT OF A BALL ON A PUTTING GREEN: When a player's ball lies on the putting green, there is no penalty if the ball or ball-marker is accidentally moved by the player, his partner, his opponent, or any of their caddies or equipment. The moved ball or ball-marker must be replaced.

ORDER OF PLAY: To promote faster play, the Harford Hackers Golf Club will use "Ready Golf" to initiate play. Ready Golf allows the golfers within a group to take their turn when each member of the group is ready to play. The farthest from the hole does not have to hit first. If you are ready to play and others are not, play your ball as long as it is safe to do so for your own group and the group in front of you.

DISPUTES: Rules that are not covered by the Harford Hackers Golf Club rules, will be governed by the United States Golf Association rules. Report disputes to the Sergeant at Arms.

CHAMPIONSHIP: The club championship will be comprised of three (3) rounds. The two (2) lowest scores will apply to the championship score. A member must have played at least 4 rounds in individual competition events (NOT Captain's Choice/Scramble) in the current year to be eligible for the Club Championship. The first round of the Championship could be one of the four, in which case that round would not count towards the Championship, thus leaving the remaining two Championship rounds for that member as their best (and only) 2 scores.

Pro-Rated Dues Structure: Members joining before the first 3 events are played will owe the full \$125 dues; afterward, the dues fees will decrease throughout the rest of the season (see table below).

Starting Week	Payout Potential	Pro-rated Dues	Notes
1	\$285	\$125	Assumes \$25 for 1 st place Scramble
2	\$260	\$125	
3	\$245	\$125	
4	\$230	\$110	
5	\$215	\$105	
6	\$200	\$100	
7	\$135	\$80	
8	\$120	\$75	
9	\$105	\$70	1 st Round of Championship only makes you eligible – doesn't count towards Championship
10	\$90	\$65	Championship Round
11	\$75	\$60	Championship Round
12	\$60	\$50	Championship Round
13	\$45	\$35	
14	\$30	\$20	
15	\$15	\$10	