

Griff's Golf League Rules

1. If you or your partner are not going to make golf and can't find a substitute, please contact the other team to let them know so they have an opportunity to find a substitute. No one wants to golf alone!
2. If your foursome is ready to Tee Off, you may start play before your tee time, only if everyone in the foursome is present and ready to start. If a league member is missing, you must wait to see if a substitute will be filling in for that missing player.
3. If you Tee Off before your whole foursome is present, **you will not receive any points for that round (0 ZERO points)**. Do to traffic, work schedules, or weather conditions you need to be courteous and wait for the other team even if you have to Tee Off later than your scheduled time.
4. If you bring a substitute player, **you are responsible to pay Terry the \$20 sub fee**.
5. Griff's Golf League plays **Ready Golf** to keep game play moving. This means, be ready to Tee Off when the fairway is clear to hit your ball.
6. If you score **Double Par** during play, please pick-up your ball. We need to keep game play moving.
7. **Closest to the Pin Challenge**; all green fees must be paid before league play begins and are due on the 1st night of golf to participate in the Closest to the Pin Challenge.
8. You must take a penalty stroke if you move your ball out of the rough or a course designed hazard to improve your lie at any point during play.
9. You can move your ball out of hazard to be playable only if; ball lands on a cart path, ball lands in a hazard created by the course for maintenance or ball lands in standing water on the fairway or bunker. If your ball lands out of bounds you must take a penalty stroke.
10. Everyone in your foursome has the opportunity to win the par three **Closest to the Pin Challenge**. If multiple people land on the green after the first shot, and the closest person to the pin does not par the hole, then the 2nd person closest to the pin has the opportunity to par the hole and win the closet to the pin challenge.
11. You can "**Fluff/Clean**" your ball, but you are not allowed to move it from where it originally landed!