

LPGA Amateurs DC League Rules

We like to keep things pretty simple but need to have a few rules in place to be sure that things work smoothly and that the league works for everyone involved (LPGA Amateurs DC members, the course, and golf patrons.)

- League players must be current *LPGA Amateurs DC* members. Guests may play twice before needing to join. Guests must sign a release form prior to play and provide to the Captain. It is located on the *LPGA Amateurs DC* web site under the League tab, League Information.
- Regular players are expected to play 85% of the season dates of play. If you do not believe you can play this %, register as a Substitute player. If you register as a Regular player and are not playing enough to meet the 85%, the Captain will automatically change you to Substitute status. This is in fairness to the course and the other players, especially for the larger leagues.
- Players must observe course rules and follow common golf etiquette and courtesy processes.
- Captains are in charge of how they handle the league tee time groups. If you have a special request and provide it early enough, they will try to accommodate your request, but it is not guaranteed. There are frequently last minute cancellations and players must be moved to accommodate the slots and the course. The leagues are a great way to meet NEW friends and *LPGA Amateurs DC* members.
- **Players need to arrive at least 20 minutes prior to your tee time to allow time for paying greens fees, signing in, getting gear on cart, etc. and being ready to tee off at your assigned time.**
- Notification will be sent out every week by the Captains for players to select the Tee Time they plan to play and indicate if they will be staying afterwards if applicable. Please include a phone number where you can be reached if there is a need to cancel the session for that night.
- League dependent: Regular players will be able to sign up for a tee time four days before league night. Where applicable, Subs will be allowed to sign up for any remaining tee times after that.
- If you have to cancel at the last minute, it is your responsibility to let the course as well as league captain know on league play day. **If a player has two (2) No Shows (signed up for tee time, yet did not show up to play and did not notify either the Captain or the course prior to their tee time), they will no longer be able to sign up for a time on the sign up form. They will have to arrive at the course to see if there is an available slot.**

LPGA Amateurs DC League Play Guidelines

Don't Waste Time – Always Maintain Pace of Play

- **Play “ready” golf!**
- Take only 8 shots (pick up on 9); score is 9. On par 3's take only 6 shots pick up on 7); score is 7.
- If you record your scores, record scores at the next tee box, not on or near the green.
- Ask for or give instruction on the driving range, not on the course. The practice tee is the only place to give or take lessons.
- Carry an extra ball, tees, and a ball-marker in your pocket.
- Lost ball—take no longer than 3 minutes to look for a lost ball (yours and others.)

On the Tee

- The first player ready to hit should do so. Other players should wait next to the tee markers with club in hand.
- After you hit, get your clubs and be ready to proceed to your ball.
- Play a provisional ball if you hit a ball that may be out of bounds or lost. Play the provisional ball after all of the others in your group have hit their drives.

Always be Ready to Hit

- Proceed directly to your own ball promptly when safe to do so and without causing interference to others.
- Plan your shot and select your club.
- Take one practice swing and get set up while others are hitting. Practice swings on the course will not help you find your swing.
- Hit when ready.

Courtesy

- **Quite Please** – always be aware of when a player is getting ready to hit, stop all movement and noise. Some are more sensitive to this than others, so be courteous just in case.
- **Line of sight** – make sure you are not standing directly across from or behind a player's line of sight. Make sure your cart is also not in line or too close.

On the Course

- Know when it is your turn and be ready to take your shot. It is acceptable to move slightly in front of someone in your group providing you are safely to the side and not disturbing them while they are preparing to take their own shot.
- Identify your ball before you hit a ball that may be out of bounds or lost.
- When walking, walk briskly between shots.
- When riding and playing “cart path only” select the club you think you will want to use, then take two additional clubs with you—one longer and one shorter than you think you need so you do not need to make several trips between your cart and your ball.
- Play a provisional ball if you hit a ball that may be out of bounds or lost.
- **PACE YOURSELF BY FOCUSING ON THE GROUP AHEAD OF YOU, NOT THE GROUP BEHIND YOU.**
- The first group out is responsible for setting the pace for the following groups. This is very important.
- Replace divots (or fill with sand as course dictates) and rake traps.

On the Green

- Park your cart and clubs behind the green, in line with the next tee.
- Do not walk across or stand on another player's putting path.
- When you've putt out, gather all your equipment in hand before the last players have putt out.
- Keep conversation to a minimum on the green.
- Verbally establish the order of putting so no one stands around wondering who is away.
- Repair ball marks on the green.
- Lift and clean your ball only when necessary.
- Have other balls marked only when necessary.
- Read the line of your putt while others are putting.
- The player closest to the hole should tend the flagstick or pull it out and set it away.
- The first one to putt out should collect the flagstick and replace it after everyone in the group is done.