

**D.L. BAKER SENIOR MEN'S CLUB RULES FOR**  
**INDIVIDUAL LOW-NET TOURNAMENTS**  
**(Revision 2, January 10, 2025)**

1. **PUTTS:** All putts must be holed out; pin removal optional.
2. **BUMPS & NUDGES:** Bumps and nudges of 6" or less (off the green) but not closer to the hole are permitted without penalty.
3. **READY GOLF:** Play "READY GOLF" at all times and be aware of your group's pace of play.
4. **BUNKERS:** At the player's option, a ball in a bunker may be played outside the bunker, anywhere on a line from the pin through the ball and behind the bunker, within one club-length of either side of that line, without penalty.
5. **UNUSUAL GROUND CONDITIONS:** Relief without penalty is permitted for mud on the ball, standing water, mulched areas, and other "ground under repair" conditions: lift, clean and place the ball at a point of nearest relief, no closer to the hole. **NOTE:** Some parts of the fairways may be in poor condition, and shall be considered "ground under repair," allowing the player to move the ball from the affected area to the **NEAREST** point of relief (nearest grassy area), no closer to the hole. **Advise playing partners and get their agreement on the new location.**
6. **LATERAL HAZARDS:** Balls entering lakes, stopping on any lake drop-off or shelf, going over boundary fences, or entering the parking lot or practice areas are to be considered as having entered a lateral hazard. Take a **one-**

**stroke penalty** and drop (or place) a new ball **within two club-lengths of where the ball entered the hazard**, no closer to the hole (Exception: At certain hole locations (e.g. 15), balls entering the water hazard from the green side of the hazard may have to be placed slightly closer to the hole ... **slightly**). At your option, you may hit from the hazard.

7. **DEFECTIVE FENCES:** Boundary or driving range fences which allow a ball to go through are considered defective. ***If the player is reasonably certain his ball went through a fence***, he may replace the ball and drop it within two club-lengths (or see rule #5) of the point of entry without penalty, no closer to the hole.
8. **LOST BALLS:** If a ball is lost and not found within a 3-minute (maximum) search, and the player is reasonably certain that it did not go through a defective fence, the player may drop a new ball in the same vicinity where it was expected to be, under a **1-stroke penalty**.
9. **MAXIMUM STROKES:** Pick up your ball after reaching the maximum number of strokes for a hole, double par plus one and record your score as such.
10. **OBSTRUCTIONS AND INTERFERENCES:** Balls hitting a light pole, Frisbee pole or yardage marker may be replayed without penalty. ***Relief of two club-lengths not closer to the hole***, from fences, sprinkler heads, tree wells, control boxes, staked trees, light poles, immovable obstructions and Frisbee poles that affect the ball flight and/or the player's swing is permitted without penalty.