



Fly-Bye Night League Rules

2022

1. No mulligans can be taken on this league.
 2. The fairway is the cut grass. The rough is the longer uncut area. You cannot improve the lie of your ball. That means no “fluffing” in the rough or on the fairway.
 3. A swing and miss is to be counted as a stroke.
 4. Out of bounds: If you think you went out of bounds you can hit a provisional ball (hitting 3) and you continue playing that ball. If your first ball is not out of bounds you continue with that ball. Or, if the first ball is out of bounds, you may move ball to fairway where it went out of bounds and take 2 strokes, hitting four. **SEE note**: Measuring relief on bottom of page. Out of bounds is noted on the card.
 5. When landing in a sand trap, you cannot set your club down in the sand before you attempt to hit your ball.
 6. Ball in water:
 - a. If your ball is in a water hazard, add one stroke for removing the ball and continue on. (League play – hit one in the water, carry the ball over. The count would be 1-in the water, 2-out of the water, 3-hit.)
 - b. Hole 1: Rule applies to tee shot only. If your ball goes in the water on your tee shot, you are not allowed to carry the ball over (with penalty.) You will need to take your water penalty and play your ball over the water (hitting 3.) If your ball goes in on that shot, you can carry over (hitting 5).
 7. Hole 17: If your ball goes in the ditch, in front of the green. You cannot carry your ball over to the other side. Most often, the ditch is dry. You can either play your ball where it lays or take a penalty stroke and move your ball to shoot over the ditch.
 8. A ball is lost if it is not found in **5** minutes, add a penalty stroke to your score.
 9. Nitty Gritty Rules:
 - a. If you hit another players’ ball, you must take a 2-stroke penalty
 - b. When putting, if your ball hits another players’ ball on the green it is a 2-stroke penalty. If you ask someone to mark or watch her ball, the 2-stroke penalty does not apply. This does not apply when you are chipping onto the green.
 - c. If you hit a ball on the green when chipping. Replace the hit ball, as close to the place where the ball was originally located.
 10. If you feel there is a rule infraction, bring it up immediately in your foursome. If the group is unable to make a decision on a rule, bring it to the rules committee after the round is completed for a decision.
 11. To play faster it was voted that you have an option for a “give me” if your ball is within the length of your putter grip from the hole. The “give me” means you do not have to putt the ball into the cup, you just add the one stroke to your score.
 12. There is an encouragement of “ready golf” play to speed up play.
 13. Golfer can take double par plus one if they prefer.
 14. Players play without removing the flagstick.
 15. No penalty for a double hit.
 16. On a tee shot, if the ball accidental falls off the tee, replace the ball on the tee. No penalty.
-
1. **Measuring Relief**: A new local rule allows golfers to drop in the area within two club lengths not nearer to the hole of where the ball is lost or out of bounds under a two-stroke penalty. In essence, if you send your ball OB right off the tee, you will walk to the point of entry where the ball went out of bounds and drop your ball - from knee height - to the nearest edge of the fairway and play your **FOURTH** shot from there.