

2019 RULES OF PLAY FOR THE DSI

- All USGA rules will apply except where countermanded by local rules. Rangefinders are permitted, and the 14-club rule is in effect, while the one ball rule is waived. Summer rules apply, unless conditions warrant otherwise. Ready golf and continual putting until holed out is preferred, and any putt within a normal grip (approximately 3-feet; **SEE DEFINITION BELOW**) may be conceded.
- **The DSI has adopted the new stroke and distance rule alternative**
 - The Old Rule: The previous Local Rule required that golfers take stroke-and-distance relief for balls that are lost outside a penalty area or out of bounds. There was no other option available.
 - The New Rule: Provide golfers with an alternative to stroke-and-distance relief for balls that are lost outside a penalty area or out of bounds. First, figure out where your ball went out of bounds or is likely to be lost. Then, find the nearest fairway edge. Lastly, drop your ball in a relief area between the two points defined above. Add two strokes (if tee shot went O.B. and you use this rule you will be dropping 3 and hitting 4).
 - You may still use the old rule if you prefer (hit from previous spot and one stroke (stroke and distance) OR use the new rule (two strokes but keep distance) but not both.
 - **DO NOT HIT A PROVISIONAL BALL IF YOU WANT TO USE NEW RULE!**
- The format is modified Stableford, with:
 - 1 point for bogey
 - 2 points for par
 - 4 points for birdie
 - 6 points for eagle
 - 10 points for double eagle.
- Players should pick up after their bogie putt. If they continue to play, every stroke taken on a given hole, after bogey, will bring a penalty of -1 point.
- Scorecards should have the names and quotas of all four players in each foursome. After completion of play, each cart should verify the other cart's scorecard, and sign it to confirm agreement. The card should contain only quota points by hole, and total quota points for each player with a space for score (points minus quota). Minimum quota is 12. **Please turn in BOTH scorecards!!**
- Late players must catch up with their assigned foursome, and score "0" points for each hole missed.
- Missing or disqualified players will be considered 'NOSHOW' and given a score of -20. If a player withdraws from a tournament once it has begun play, he will generally be considered as a 'NOSHOW' and given a score of -20; however, the rules committee may consider his reasons and decide to allow his partial score. For consideration an affected player must present his reasons to the rules committee prior to the round being officially completed. The round is considered 'officially completed' once the scores have been posted and totaled.
- **"Fun, Fast & Fair": We want to play in less than four and a half hours. Please play "ready" golf, spend only three minutes looking for lost balls, exercise continual putting where possible, and concede putts inside the "grip."**
- **IN THE GRIP definition**
 - When a **golf ball** is "**inside the grip**," it is closer to the hole than the distance from the head of the putter to the bottom end of the grip on the putter's shaft. Using a standard putter, not a giant broom, if you can hook the toe of your putter in the hole and the ball lies in the metal part of the putter between the grip and the toe, it is good for a "gimme".
- Concerning "rain-outs": If we start a tournament, we will plan to stay for lunch. If we play at least 11 holes, we will call the tournament complete. Less than 11, we will reschedule.

Local Rules To Be Added Here