# Rules & Regulations of High Point Golf Club, Inc.

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#### **INTRODUCTION**

High Point Golf Club, Inc. is a diverse group of members from many geographic locations bonded together by our love of golf along with the friendship and fellowship which follows this worldwide sport. Some of us are novices, some are advanced while the rest fall inbetween. Regardless, we all love the game.

The Club provides a beautiful 18-hole golf course with many golf activities ongoing; a few of which are Ladies Day, Men's Day, Belles and Beaux, Scrambles, Night golf, and tournament events for Members.

The Club is proud of its Café/Lounge including a well-furnished bar and a kitchen serving a variety of delicious food selections and specials. Lounge club activities are planned periodically and members may arrange to use this facility for their private social functions.

The Club operates on the generosity of the volunteers who devote their time as members of the Board of Directors, helping on the Golf Course, staffing the Pro Shop, working in the Kitchen, Bartending, or other miscellaneous chores that keep the Club running. Volunteering just a few hours per week is what helps keep our fees and charges low.

The Club has these Rules and Regulations for the good of the golf course and its facilities. These apply to all members and guests. Compliance with the playing policies, lounge rules, dress code, etc., is expected. All members are issued the "Rules and Regulations" and "By-Laws" booklets as they are accepted as members of the Club.

Remember, High Point Golf Club, Inc. is designed to provide enjoyment for everyone, and the Rules and Regulations are to protect the dignity of our membership, the golf course, and its facilities.

The Board of Directors and Club Rangers who volunteer their time to monitor and enforce the rules solicit your help in reading, studying, understanding, and following them.

**NOTE:** There may be extenuating circumstances which change the course conditions such as excessive rain, seeding, course repair and maintenance, special events, etc., which may restrict play or may necessarily alter the course rules from time to time. These changes will be posted in the Club House. It is the member's responsibility to check for possible changes. Coordinators of League, Tournament or Special Events may announce any such changes prior to member activities, when necessary.

Good Luck, Good Golf, Good Fellowship and may all your golf balls fly straight and long down the fairway.

#### **SECTION A – GENERAL INFORMATION:**

- 1. The High Point Golf course is closed to the public except as stipulated in **Section F**.
- 2. Dress Code Shirts and shoes are required. Men's shirts must have sleeves while Ladies' shirts must have a collar or sleeves. Shoes can be sneakers, sandals or golf shoes which are spikeless or have soft spikes. Prohibited clothes on all golf club property include any shirt with inappropriate language or designs, tank tops, muscle shirts, bathing attire, and cut-off shorts. All shorts must be of reasonable length, not short shorts.
- 3. The course is typically open for play from the starting time posted at the Pro Shop until dusk. **See Section** I for Sponsored Club Events while other exceptions or events will be posted in the Clubhouse.
- 4. Walking the course is permitted if sand is carried.
- 5. All guests of members must sign the register in the Clubhouse before play when the Clubhouse is open.

- 6. Rangers have full authority on the golf course to enforce all rules, regulations, and speed of play.
- 7. Play "Ready golf" which means players should play when they are ready to do so, rather than adhering strictly to the "farthest from the hole plays first" stipulation in the Rules of Golf.
- 8. Course workers have priority. Follow their signals.
- 9. If requested, golfers must show a members bag tag or Daily Registration to Rangers or Pro Shop personnel.
- 10. No tee times are required or given during "open" play. Do not get in line on the # 1 or #10 tee until your entire group is ready to play.
- 11. The golf course, driving range, and putting green are always jointly declared closed during frost or freezes as posted in the Pro Shop.
- 12. Keep the course restroom doors locked. Do not provide the combination to anyone but Club members.
- 13. The practice area and putting green are open to all High Point residents and guests. The driving range's limit is 150 yards. Golfers must use suitable clubs to ensure this distance is not exceeded for safety reasons.
- 14. Please pick up all broken tees and place in the bucket provided at each teeing area.
- 15. Please enter the scores at the next tee to speed up play.
- 16. No pets of any kind are allowed on the golf course.
- 17. Golfers cannot play any shot from private property.

18. On all golf club property, you must treat others with dignity and respect, including never using profane language or obscene gestures.

#### SECTION B – LOCAL RULES OF PLAY

All USGA rules apply as supplemented by the following:

- 1. White stakes at any property lines are considered lateral hazard boundaries.
- 2. No starting from tees other than #1 or #10.
- 3. Players starting on #10 must give way to players coming from #9 unless all players have already teed off. Players starting on #1 have the right of way to players coming from #18.
- 4. No practicing allowed on the golf course! A driving range and putting green is available for this purpose.
- 5. Do not retrieve balls from posted properties unless permitted by the owner.
- 6. For special club events, five-player teams or six-player teams will be allowed, for example: Belles & Beaux and any other club sponsored event.
- 7. For informal groups, getting together one five-player team or one six player team is allowed to prevent one or two people from playing by themselves. Care must be taken to ensure that this does not slow down the pace of play for golfers behind the group.
- 8. When the course is crowded, singles and twosomes are encouraged to play with others to make up foursomes.
- 9. Singles, twosomes, etc. do not automatically have "play through" or "passing" rights over larger groups. The larger group must invite them to pass.

- 10. Allow faster players to play through when the course ahead is open. Remember, your position on the course is immediately in back of the group in front of you, not immediately in front of the group behind you.
- 11. Every player must have a set of clubs on the cart. A membership or guest tag must be prominently and visibly displayed on each golf bag.
- 12. Repair all divots with sand and pat down with your shoe. Fix your ball mark on the greens, while also repairing any others needing attention.
- 13. Containers of sand must be carried on all golf carts. Sand is available at tees #1 and #10.
- 14. Sand traps should be raked after a ball has been played or retrieved from them.
- 15. Distance markers are to the center of a green: red poles and red in-ground markers are 100 yards, White poles with Bird House and white in-ground markers are 150 yards.
- 16. On #11, wait until the group has left the green AND exited to #12 before hitting toward the green.
- 17. When playing in a club sponsored event or league, if there is thunder or lightning, of if it rains constantly for 30 minutes, playing golf will cease. The event may be rescheduled for a later day or time and all money paid by the players may be returned. The event or league coordinator in charge will make the final decision.

#### **SECTION C – BALL RELIEF with PENALTY**

1. Ball in lateral hazard – Drop your ball within two club lengths inside the white stakes at the point where the ball crossed the

- hazard line, not where it ended up, but no closer to the green with a one stroke penalty.
- 2. Ball lost in lateral hazard When a ball is lost inside the lateral hazard, drop another ball within two club lengths inside the white stakes where the ball is deemed to have crossed the hazard line, but no closer to the green with a one stroke penalty.
- 3. On any shot, if a ball's line of flight is on the hazard side of a corner pole and goes beyond the corner pole, the shot must be replayed from its original position, with a one stroke penalty. This applies to holes 4, 5, 7, 9, 11, 16, 17 and 18.

#### **SECTION D – BALL RELIEF without PENALTY**

- 1. When authorized to drop a ball without penalty, it shall be dropped in accordance with the applicable USGA rule, no closer to the green.
- 2. A golf ball lying on any cart path may be dropped at the nearest point of total relief per USGA rules.
- 3. A golf club full swing relief is permitted from homeowner foliage, fences, and other man-made obstructions as long as your ball does not rest in the hazard.
- 4. The following areas will be treated as Ground Under Repair per USGA rules:
  - Retention area on #3 including Pampas grass.
  - Ant hills
  - Any beauty spot or special flower beds maintained by Club Members located on the golf course.
  - All newly planted trees on the golf property which have been staked and roped to protect them.
  - Any area of the course which has been specially marked with white paint for ground under repair.

- 5. Power, transformer, telephone, sprinkler control boxes or lift station boxes are non-moveable obstructions. Any ball hitting a non-moveable obstruction located inside the hazard stakes on the golf course and deflects into a hazard, may be replayed without penalty from the original point of play.
- 6. A ball striking a golf course sign and deflecting into a hazard may be returned to the hazard line where the ball crossed and dropped in accordance with rule D.1. Any ball striking a golf course sign and staying in bounds will be played as is.
- 7. If a rope or stake interferes with a normal golf swing, you should move/remove the offending rope/stake and play the ball as it lies. The rope/stake shall then be returned to its original position.

#### **SECTION E – CARTS**

- 1. Cart owners must have golf cart liability insurance and to provide the Membership chairperson with a copy of their policy showing liability coverage.
- 2. Cart owners must have their membership number on their golf carts. Numbers must be at least three (3) inches high, displayed in the open on both sides of the cart. Remove your numbers when carts are sold or when you are no longer a golf member.
- 3. All laws for driving an automobile, including observance of street signs, stop signs, and school buses, etc. should be obeyed. The laws are strictly enforced by local police. Carts are not to be driven on High Point roads before sunrise or after sunset.
- 4. Between holes, carts must stop before crossing any road.
- 5. To drive a golf cart on golf club property: you must be at least 16 years of age with either a learner's permit or a driver's license; or, if you're 18 or older, you have to have valid government-issued identification. Members are responsible to ensure their drivers are covered by their policies.

- 6. Smokers must have ashtrays on the carts and use them. Butts or matches should not be dropped anywhere on the course.
- 7. Three golf bags are allowed on a cart and three persons may drive/ride from the green to the next tee only. When playing the fairways from tee to green only two persons can ride, one person must walk.
- 8. Carts may travel onto the fairways only at 90 degrees from cart paths or rough.
- 9. Only two carts per golfing foursome
- 10. No carts are permitted in areas defined and/or blocked off by ropes and/or stakes.
- 11. Near a teeing area, carts must travel or park only on the cart path.
- 12. Handicap flags apply for the benefit of the handicapped golfer only who must follow all golf course rules, except they may drive carts up to 30 feet from the greens and tees. Do not park on the slopes of greens or tees as this would create a hazardous condition. Parking in front of the green is permitted. Please exercise common sense in that carts may cause damage to the grass if the same area is used repeatedly.
- 13. All non-flagged carts must stay on the cart paths around the greens. No carts should drive behind any green unless on a paved cart path nor should any cart drive on private property behind the hazard stakes.
- 14. Carts must have turf/street type tires. Off-Road/All-Terrain type tires are not allowed on the golf course.

#### **SECTION F – GUESTS**

1. A member may invite up to three guests. Registration of a guest requires payment of daily green fees when signing in at the Pro Shop, when it is open. If the Pro Shop is closed, fill out a

registration form located in the mailbox outside the Clubhouse for the guest and deposit the form in the box. The next morning you should pay for your guest's round(s) at the Pro Shop. It is the member's responsibility to ensure their guest has paid all fees and displayed all tags properly.

- 2. Guest Tags issued by the Pro Shop must be displayed on each guest's golf bag in a prominent place where it can be seen. Tags are only good for the day of play.
- 3. Any guest not a High Point resident must be escorted by a member when playing.
- 4. Visitors and persons not residing in High Point may be a member's guest at any time.
- 5. Residents of High Point who have never had a High Point Golf Club membership of any kind are permitted to play with a member up to three (3) times in a given year upon payment of any applicable fees and charges.
- 6. Guests are permitted to play in golf events at the discretion of the event chairperson, however only the member sponsoring them may collect any event prizes, funny money or awards for their participation. Guests or the member are responsible for paying the normal golfing fees and will be charged any applicable tournament fees.
- 7. It is the High Point member's responsibility to ensure that their guest(s) are eligible to play under the Club's rules.
- 8. Members may invite visiting guests to all club social functions.
- 9. Members are encouraged to arrange for powered carts for guests to prevent slow play.

#### **SECTION G – COURSE ETIQUETTE**

Should a member or their guest damage private property, they should immediately attempt to notify the homeowner. If the homeowner is not immediately available, the member should report the damage to the next Ranger they see and at the Pro Shop as soon as the round of golf is completed.

#### **SECTION H – Café/LOUNGE RULES**

- 1. Proper attire must always be worn as outlined in Section A.2
- 2. Card playing is permitted.
- 3. Profanity and obscene gestures are NEVER acceptable.

#### SECTION I – SPONSORED CLUB EVENTS

The type of play, the format, including the number of players per team, and scheduled time is as posted or announced by the event chairperson. All golfers in handicapped sponsored club events must have posted all golf scores in the GHIN system including both home and away courses. Golfers not doing so can be declared ineligible by the event chairperson.

- 1. **Monday** Ladies League Day. "Open" golfers are not permitted on the course until completion of the ladies' event. The golf course is then open to all players after 2:00pm (Oct. to April) or after 1:00pm (May to Sept).
- 2. **Tuesday** Men's 9-hole league. This league alternates between the front and back nine for their starting time. "Open" golfers can use the open #1 or #10 tee. "Open" golfers may start using the unopened nine after the last 9-hole league group has finished their first hole.
- 3. **Wednesday** Men's League Day. "Open" golfers are not permitted on the course until completion of the men's golf event.

The golf course is then open to all players after 2:00pm (Oct. to April) or after 1:00pm (May to Sept).

- 4. Thursday Belles & Beaux (Men and Lady couples) scramble starts at times posted and announced, normally at 10:30 during the winter and when sufficient players are available to utilize all 18 holes. The time will change to 9:30 and be posted when only nine holes are utilized during the summer months. "Open" golfers are not permitted on the course until completion of the scheduled Bells & Beaux golf event. No specific time is designated.
- 5. **All Other Times** The course is open to all players, without tee times, except when approved special Club events are scheduled and posted.

## SECTION J – SCRAMBLE, SPECIAL OR INFORMAL MATCH RULES:

The following rules apply and are applicable when participating in any funny money events.

- 1. If the selected ball (Scramble) or your ball (Special or Informal) is in the fairway, first cut, rough, apron, or on the green, all are played from the same medium (i.e. fairway, first cut, rough, apron, or on the green).
- 2. In a scramble, one club length is allowed from the selected ball, no closer to the hole, for all team members.
- 3. In a scramble or special team match, teams that are short players from the remainder of the field will be allowed to hit additional shots to achieve the same number that would be taken by the remainder of the field. Shots must be rotated among the short team taking into consideration the male/female ratio of the field and/or the class of golfers (A, B, C, D, etc.) that makes up the teams. Rotation continues regardless of whether it is a tee shot, from the fairway, or putt to ensure that one player is not doing all the drives, fairway shots, or putts. This rotation could be a

shot-by-shot rotation or a hole-by-hole rotation which must be agreed upon before starting.

Once the rotation is set on the first hole, it shall stay the same throughout the contest. <u>For example:</u> If a team is short one couple, the women would rotate the one extra shot for the ladies and the men would rotate the one extra shot for the men by the agreed upon rotation.

- 4. Special or Informal matches. When specifically authorized by an event chairperson, a ball's lie from an undesirable condition of the ground may be adjusted by using a club head for the minimal distance necessary (not closer to the hole) to enhance playability. This rule cannot be utilized to obtain relief from an obstacle restricting a swing or balls flight (i.e. behind a tree).
- 5. Ball on a root or where a root will interfere with a swing can be moved one (1) club length with no penalty to obtain relief. Ball cannot be moved closer to the hole or get relief on line of flight.
- 6. All putts should be holed out when playing any match involving funny money.
- 7. The event chairperson shall have the option when determining payouts based on the dollars available whether to pay all ties the same or to utilize the strokes taken based on the handicap of each hole (1 thru 18) in determining the order of the winners.
- 8. On a "Free-Toss" tournament, the first ball that lands on the green negates the team's ability to utilize a free toss on that particular hole. The team may utilize any remaining team shots in order to try and improve on the location of the ball on the green.

#### **SECTION K – RANGER PROCEDURES**

1. The Ranger Patrol is operated for the benefit of all members of the Club, to encourage the proper compliance and enforcement

- of all published Rules and Regulations, and to promote proper golf etiquette.
- 2. The Rules and Regulations of the Club were enacted for the overall good of the golf club and apply to all members and guests.
- 3. When a Ranger observes a deviation from the Rules and Regulations, they will first identify themselves and then tactfully explain the alleged infraction and request compliance from the golfer(s). The golfer(s) shall abide by the Ranger's request.
- 4. If an alleged offender becomes abusive, or denies the infraction or refuses to comply, the Ranger can write out the infraction on a Citation Form and submit it to the Ranger Chairperson for possible action. The Ranger shall explain to the alleged offender the process that may follow.
- 5. After three filed citations, the offender may be asked to appear before the Grievance Committee and explain the circumstances. The filed citations will be examined, and any action taken by the Committee will be explained to the offender.
- 6. Rangers are asked to police the course for any discarded materials which are unsightly or may be damaging to mowers. Anything picked up should be placed in appropriate trash bins.
- 7. Rangers should be looking for any possible problems which should be brought to the attention of the Ranger Chairperson or the Course Superintendent for action.
- 3. Ranger volunteering is an important program of the Club and is beneficial to all members and appreciated by all. A Ranger should feel free to report anything they feel necessary to any member of the Board of Directors or the Ranger Chairperson. Any potential infractions seen by any member can be reported to a Ranger.