

LTLC RULES OF PLAY

UPDATED 10-27-26

League events are governed by USGA Rules of Golf (www.usga.org/rules) and the following locally adopted rules.

Tees

Sage tee boxes will be used for all league play.

Distance Measuring Devices

While certain types are not permissible by the USGA, the LTLC allows usage of all varieties, however the slope feature on the device may not be used in tournament play.

Maximum Handicap

For all weekly tournaments the maximum playing handicap will be 36. For State Medallion qualifying tournaments, the maximum playing handicap will be 40.

Scorecards

Scorecards should be legibly written, totaled for all players, dated, signed and attested. Please circle any birdies. Scorecards are to be turned into the Pro Shop after play.

Pace of Play

It is every player's responsibility to make sure their group keeps up with the group in front of them. If the ranger finds that a group is out of position, the ranger may ask the group to move up to the 150 marker or to the next tee box. If this happens, the players will score that hole using the Max +2 Rule shown below. Please review Pace of Play tips on the website.

Scoring Cap – MAX + 2

To speed up play, this Local Rule is in force for weekly games only (unless otherwise specified on the game instructions). It does not apply to State Medallion qualifying rounds, Club Championship or Match Play. Max + 2 is a formula to record your "game score" at a cap of your USGA maximum recordable score PLUS 2 more strokes. Example: My Handicap Index at Legend Trail is 18. On hole #7 (par 5), I get 1 "pop" on this hole. So my USGA maximum recordable score is an 8. The Max + 2 local rule would add 2 more strokes and give me a GAME SCORE of 10. The USGA GHIN recordable score would remain at 8. Please refer to the Member Handbook on the LTLC website for more details on the Max +2 Cap.

Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Par	4	4	4	5	3	4	5	3	4	4	4	3	4	4	3	5	5	4
0 Pop	8	8	8	9	7	8	9	7	8	8	8	7	8	8	7	9	9	8
1 Pop	9	9	9	10	8	9	10	8	9	9	9	8	9	9	8	10	10	9
2 Pops	10	10	10	11	9	10	11	9	10	10	10	9	10	10	9	11	11	10

Local Bunker Rule

If you land in a footprint in any Bunker, you may lift your ball, rake the spot your ball was lying and replace your ball to the approximate position without penalty.

Local Lift, Clean and Replace in own Fairway

In your own fairway, you may lift, clean and replace the ball within a 2 ball distance from the original spot (no closer to the hole). This includes lift, clean and replace out of a divot that is in the fairway.

Local Desert Rule

When a ball enters into the Desert, found ball or lost ball, Players **may**, under penalty of ONE STROKE, drop a ball within two club-lengths of the point where the ball last crossed the turf line or greenbelt, dropping it no closer to the hole. If the ball does not cross ANY greenbelt before entering into the desert you must bring the ball back to its original position, under penalty of ONE STROKE, and hit again (aka: USGA Rule 18 - a provisional or ball in play), or play it as it lies using USGA Rule 19, pertaining to Unplayable Ball. In other words, the ball **MUST** pass over the greenbelt in order to use the Local Desert Rule.

If your ball cannot be dropped so that it is “no closer to the hole” then the ball must be played as it lies, using the USGA Rule 19 – Unplayable Ball. All players have the option to use either USGA Rule 18, Rule 19 or Local Desert Rule.

Desert and Washes Desert and washes are not considered penalty areas. All Rules that apply to the General Area of the course apply to the desert and wash areas.

Cart Paths and River Rock Paths

Played as obstructions and free relief is permitted (Rule 16 - Relief from Abnormal Course Conditions (Including Immovable Obstructions), Dangerous Animal Condition, Embedded Ball).

Ball Unplayable

If your ball is unplayable on the greenbelt/fairway, you must proceed under Rule 19 - Unplayable Ball. If your ball is Unplayable in a desert area and passed over the greenbelt, proceed under the Local Desert Rule as explained above. You have the option to use either Rule 19 or Local Desert Rule.

Rule 19 provides 3 relief options for an unplayable lie for 1 penalty stroke

- Go back to the spot of your previous stroke and play again (stroke and distance)
- Go back as far as you like and drop on the line from the hole through the spot where your ball lies (back-on-line relief)
- Drop anywhere within 2 club lengths of where your ball lies, no closer to hole (lateral relief)

Ball Out of Bounds, Provisional Ball

All yards are private property, have permanent boundary fences and are considered out of bounds. If you hit a shot out of bounds, you must proceed under Rule 18 - Stroke- and-Distance Relief; Ball Lost or Out of Bounds; Provisional Ball. The Local Desert Rule cannot be used for balls that have come to rest in an Out of Bounds area.

Relief from Sprinkler Heads on Line of Play near the Green

For relief from a sprinkler head that interferes with line of play, the sprinkler head must be within 2 club lengths of the green and your ball must be within 2 club lengths of the sprinkler head. The ball must be lifted and dropped within one club length of the nearest point of complete relief, no nearer the hole.

Drop Zone on Hole 7

If your ball flies the green and goes into the water or lands on the green and rolls into the water, you may choose to use the marked drop zone area in the grassy bowl behind the green. A one-stroke penalty is incurred. Balls that end up in the water before reaching the green will be treated as a red-staked, lateral penalty area (see Rule 17 – Penalty Areas).

Drop Zone on Hole 13

Players must tee off from the Sage tee box. If a player's ball comes to rest anywhere in the Desert, the player may choose to use the Drop Zone. A one stroke penalty is incurred if the Drop Zone is used. This includes the cart path to the left of the fairway. All players have the option to use either USGA Rule 19 Unplayable Ball, USGA Rule 18 Lost Ball or the Local Desert Rule

Gimmie Putt Allowance

For use in all weekly games (unless otherwise specified in the game instructions), a Gimmie Putt Allowance of 12" will be in force. It does not apply to State Medallion qualifying rounds, Club Championship or Match Play. The 12" is measured from the edge of the cup, closest to the ball, to the closest side of the golf ball. It is APPROXIMATE! The 12" Gimmie must be granted and/or approved by one of your playing partners. If a team game is being played, the opposing team member must grant and/or approve of the 12" Gimmie. Once the 12" Gimmie is granted, if the player chooses to putt their ball and misses, the Gimmie is no longer in force and the extra stroke is counted. Therefore, it is IMPORTANT, to pick up your ball as soon as the Gimmie is granted.

Ground under Repair

Identified by a solid, white, painted line.

Tie Breaking Procedures

- Weekly Events – Scorecards will be matched and the winner determined by the best score on the holes starting with the number one handicapped hole.
- State Medallion Qualifying Rounds and Club Championship Low Gross: Best back 9 on player's last day of play; if still tied, last 6 holes; if still tied, last 3 holes; if still tied, the 18th hole. Low Net: Best back 9 on player's last day of play minus 1/2 handicap; if still tied, last 6 holes minus 1/3 of handicap; if still tied, last 3 holes minus 1/6 of handicap. Fractions should not be disregarded. Stroke fractions of ½ stroke or more should count as a full stroke and any lesser fraction will be disregarded.