

2016 OVERLOOK 9-HOLE GOLF LEAGUE



The 9-Hole Ladies League at Overlook Golf Course was formed as an alternative to playing in the 18-hole league. Whether you are just a beginner or only have time for 9 holes, this league is for you.

A semi competitive league, the 9-hole ladies have a keen interest in the game of golf while at the same time love the social aspect of golf. The league is a non-profit organization and offers weekly play and organized competition for its members. Membership in the league is open to any female golfer.

You can view a copy of the league rule below. Please complete the membership application and return it to Overlook Golf Shop if you would like to join the 9 Hole League. Your membership classification status will be confirmed via email from the president.

Membership Benefits

Active Members are automatically enrolled into the Handicap Service at Overlook. If you are coming from another club, please have the last 20 scores printed out from your club. Membership dues are currently \$45 per person and are payable to Overlook Nine Golf League.

Scheduled Play Days

Tuesday morning's the 9-Hole ladies have tee time starting directly behind the 18-hole group at approximately 9:00 AM. Tee times run every 8 minutes and ladies can sign up after they play golf for the following week.

If you need any more information on the 9-Hole League, or if you would like a member to contact you, please contact our Golf Shop.

RULES of LEAGUE PLAY

ON THE TEE

Tee behind markers, no more than two club lengths behind marker.

If ball rolls off the tee, replace it with no penalty.

A WHIFF at any time or place counts as one stroke.

TO THE GREENS

Winter rules are in effect on your fairway only. Mark ball with tee; lift ball to improve lie within one club length of mark—no closer to hole. One cannot improve the lie in the rough.

Out of Bounds: Play another ball from original position and count both strokes plus one penalty.

Unplayable Lie: Mark ball with tee, drop within two club lengths of marker no closer to hole or go back any distance from marker, keeping mark between self and hole. Take one-stroke penalty.

Immovable Obstruction: Free lift artificial obstruction (fence, post, ball washer, etc.). Mark ball and drop ball within one club length, no nearer to hole, if obstruction interferes with stance or swing. Free lift from casual water, ground under repair, cart path, or holes made by animals.

Hazards: Club shall not be soled or two stroke penalty. Debris in hazard cannot be moved. One stroke penalty to lift ball from hazard. Face hole and drop ball behind hazard. In bunker, if you have an unplayable lie you may move ball and take a penalty but ball must be played in the bunker.

Water Hazards:

Hole #3: Ball entering water, must be played from point of entry not where ball lands in water. Use two club lengths from the point of entry but NO closer to the hole. Penalty—One stroke.

Hole #5: Drop area is the rough across from the 75 yd. marker. Penalty—One stroke.

Hitting the wrong ball: Two-stroke penalty.

ON THE GREEN

Two stroke penalty if you hit the flagstick except when hitting onto the green.

Loose impediments may be removed and ball marks repaired. Do not walk in any player's line of putt. All balls must be putted—no gimmies. Replace flagstick and leave the green. Mark score at the next tee.

SPEED OF PLAY

In the interest of speeding up play, the max score allowed on any hole is 10 strokes. If you

reach 10 strokes, pick up your ball, record that score, and move on to play the next hole.

RAIN CHECKS

If 3 holes are completed, no rain checks will be issued.

COMPLETE TOURNAMENT

Twelve players must complete 9 holes to qualify for prizes.

COURSE ETIQUETTE

- * We will play “Ready Golf” to speed up play.
- * Arrive at course **thirty minutes before** assigned tee time.
- * Call starter if you must cancel.
- * If the course is closed due to inclement weather, keep same tee time for the following week’s play.
- * Observe silence and stand while golfers execute drives, putts and fairway shots.
- * Be ready for your next shot, and move only after the last person has hit.
- * Observe the 3 R’s:
 - Replace divots
 - Repair ball markers on greens Rake sand traps
 - Use the same ball throughout play unless lost or damaged in play.
- * Golfer closest to pin tends the flag.
- * Do not walk between a ball and the hole.
- * DO NOT leave cart in front of greens. Move to rough closer to pin.

INFORMATION

- Handicaps will be updated on the 1st and 15th of each month.
- 2016 Fees—\$14 Walk and \$22 Ride

