<p style="text-align:center"><u>**TENNESSEE TRAVELING SENIOR GOLF ASSOCIATION RULES**</u></p>

<p style="text-align:center"><u>**OFFICIAL RULES AS OF JUNE 25, 2009**</u></p>

<u>**General:**</u> All play shall be governed by current USGA rules unless there are exceptions specified by the TTSGA Rules Committee. All players are expected to learn and enforce these rules in the interest of fairness. The Rules Committee will decide on any disagreement resulting in the interpretation of a rule violation. Listed below are some USGA Rules that may have been changed or added for clarification and to speed up play.

<u>**1. Making a Tee:**</u> A two stroke penalty will be assessed for hitting a shot after distorting the grass or ground with a club, shoe, fingers or any other object in order to build a tee.

<u>**2. Hole Out Putts:**</u> All putts must be holed out on each hole. Failure to putt out will result in disqualification.

<u>**3. Hitting the Wrong Ball:**</u> Before hitting a ball from the next tee you must replay with the correct ball and add a two stroke penalty.

<u>**4. Ball in a Hazard:**</u> A ball that is hit into a red or yellow marked hazard can be played as it lies. If the ball is touched or the club is grounded there is a one stroke penalty. If the ball is determined unplayable, you shall proceed with the following options and add a one stroke penalty to your score: (1) You may return to the original point from which you hit the ball and replay it. (2) You may drop a ball behind the hazard, keeping the point at which the ball last crossed the margin of the hazard between the hole and the spot on which the ball is dropped, with no limit to how far behind the hazard the ball may be dropped. A ball shall not be dropped back in the fairway in the direction of the flight of the ball.

A ball that is hit into a red marked hazard has two additional rules: (1) Drop a ball within two club lengths from where the ball last crossed the margin of the hazard no closer to the hole. This also applies when the ball proceeds over the hazard on the green side and rolls back across the margin of the hazard. (2) Drop a ball two club lengths no closer to the hole from a point on the opposite margin of the hazard equal distance from the hole.

<u>**5. Ball Out of Bounds:**</u> If a ball appears to have been hit out of bounds you may hit a provisional ball from the spot where the original ball was last played, adding a one stroke penalty to the number of times you have swung at the ball. To speed up play, a ball may be placed within two club lengths no closer to the hole where the ball crossed the out of bounds line, as agreed to by the members of your group, adding a two stroke penalty to the number of times you have swung at the ball.

<u>**6. Moving the Ball:**</u> With no penalty incurred, the ball may be picked up cleaned and placed within one grip length, in the same cut of grass, no closer to the hole. A ball that comes to rest on a bare spot or on rocks, either in the fairway or in the rough may be moved to the nearest grass no closer to the hole without incurring a penalty. The ball may not be moved in a hazard, on the green, in a bunker (see item 10. Ball in a Bunker), or when near an immovable object, such as a fence or a tree.

<u>**7. Unplayable Lie:**</u> A player may declare a ball unplayable with a one stroke penalty. He may return to the spot from where he hit the last shot and place the ball, or place the ball within two club lengths of the unplayable lie no closer to the hole, or place the ball anywhere along a line extending from the hole across the unplayable lie no closer to the hole.

<u>**8. Ball in the Woods:**</u> If a ball is hit in the woods and there are no hazard or out of bounds markers you may play the ball as it lies, or take an unplayable lie. You may, in order to speed up play, place the ball within two club lengths from the point where the ball entered the woods, as agreed to by the members of your group, adding a two stroke penalty to the number of times you have swung at the ball.

<u>**9. Lost Ball:**</u> If a ball is hit into an area where there is a possibility the ball cannot be found, you may hit a provisional ball from the spot where the original ball was last played. If the original ball is not found within five minutes the provisional ball must be played adding a one stroke penalty to the number of times you have swung at the ball. To speed up play, you may proceed to the area where the original ball is believed to come to rest. If the ball is not found within five minutes you must place a ball in a location where the ball is believed to have come to rest, as agreed to by the members of your group, adding a two stroke penalty to the number of times you have swung at the ball.

<u>**10. Ball in a Bunker:**</u> A ball hit into a bunker that comes to rest in a footprint or other depression (that is not made by the ball) may be lifted and the bunker raked smooth and the ball placed in the same spot without incurring a penalty. A ball that comes to rest in a puddle of water may be placed in a dry spot, no nearer the hole, while staying in the bunker. If the bunker is completely under water, the ball may be placed outside the bunker as far as desired in a line from the hole to where the ball came to rest in the bunker without incurring a penalty.

<u>**11. Ball in a Water Hazard:**</u> No more than two attempts should be made to hit over a water hazard. If two balls are hit in the water, a ball should be placed on the green side of the water within two club lengths of the hazard line. You would have hit the ball two times with two penalty strokes and a third penalty stroke is added for proceeding to the green side. Therefore, you would add a three stroke penalty to the number of times you have swung at the ball.

<u>**12. Slow Play Penalty:**</u> If your group is more than one hole behind, a one stroke penalty for each player can be assessed. A group may be monitored by a golf course Marshal or any following group.

<u>**13. Scorecards:**</u> Each group should keep two scorecards. The primary scorecard must be signed by the player keeping the primary scorecard and signed and attested for accuracy by the player keeping the secondary scorecard. The primary scorecard must be turned in immediately after play to the Handicap Chairman.