

HOOD LEAGUE RULES (April 20, 2026)

RESPECT THE COURSE - This is OUR COURSE

- **Replace Divots / Fix Ball Marks** – Yours and others you see.
- **Rake Bunkers** – Leave them (and the entire course) nicer than you found it.

RESPECT THE LEAGUE - Keep it moving, Keep up with the group in front of you. Play ready golf

MAX SCORE = 4 Over on any hole.

- If you are not in for Triple, pick it up and mark a 4 over par. Keep it moving.

PREFERRED LIES – YOUR FAIRWAY ONLY & BUNKERS AS REQUIRED

- You should try to always play it as it lies in all situations, but this option will be a standing rule for weather, conditions, bad breaks etc. for the season.

LOST BALL -

- **You must play the shot over (drop) from where you originally played.** (stroke and distance penalty)
- If you are in doubt, hit a provisional, then look for your original ball. This will save having to walk back and slow up play.

WHITE STAKES (OUT OF BOUNDS) - The entire ball needs to be past the line, or past an imaginary line between the nearest stake on each side of the ball. If any part of the ball touches, it is still in play.

- **You must play the shot over (drop) from where you originally played.** (stroke and distance penalty)
- If you are in doubt that you are OB – Hit a provisional, then look for your original ball. This will save having to walk back and slow up play

RED STAKES – Lateral Penalty Area - 4 Options

- Play the ball from within the hazard (no penalty)
- Go back and hit from original spot (stroke and distance penalty)
- Hit anywhere back on a straight line from the flag from the point you entered.
- Hit from within 2 club lengths (no closer) of where you crossed the red line/stakes.

YELLOW STAKES – Penalty Area - 3 Options

- Play the ball from within the hazard (no penalty)
- Go back and hit from original spot (stroke and distance penalty)
- Hit anywhere back on a straight line from the flag from the point you entered.

UNPLAYABLE LIE – (Anywhere that is not a Penalty Area) - 4 Options

- Hit from original spot (stroke and distance penalty)
- Hit anywhere back on a straight line from the flag from the point you entered.
- Hit from within 2 club lengths (no closer) of where you crossed the red line/stakes.
- **BUNKER** – An additional option, to use back on the line to drop outside of the bunker (2 stroke Penalty)

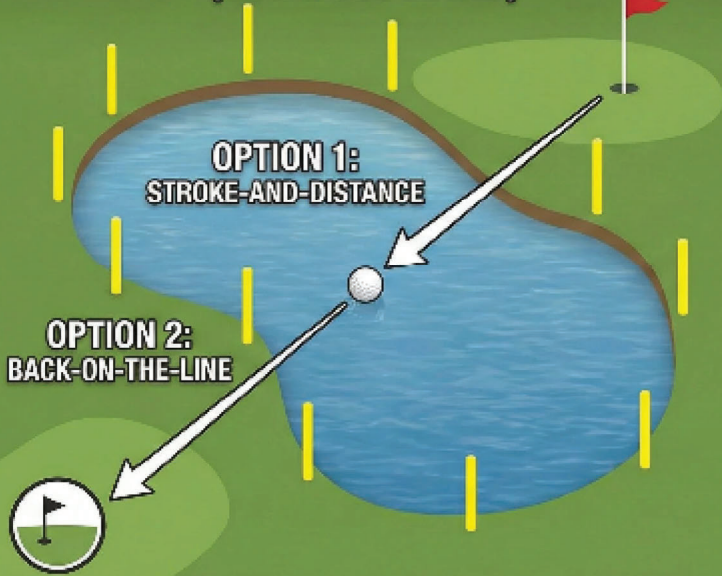
ABNORMAL CONDITIONS –

- Discuss with your opponent, we should be fair to each other – we are here to have fun.
- Bare Lies (no grass) anywhere that is not a hazard - Free Relief No Closer
- Abnormal Rough (i.e. bottom right on 5) - if all agree the ball is there, free drop no closer no penalty

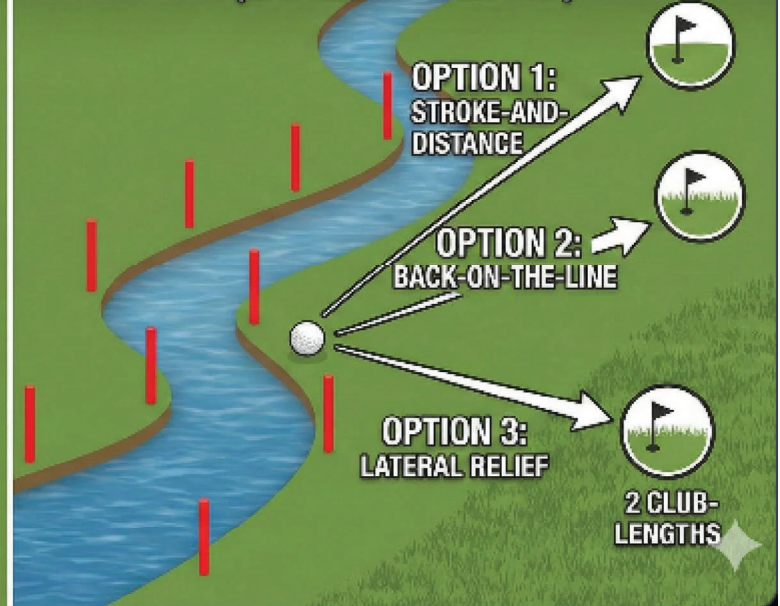
RULE DISAGREEMENTS WHILE PLAYING – If the players cannot agree. Play two balls, one for each ruling. Hold scores to the end and it will be ruled on by the Bullshit Committee – **Decision Binding**

PENALTY AREAS: RED VS. YELLOW

YELLOW STAKES (WATER HAZARD)



RED STAKES (LATERAL HAZARD)



● Yellow Stakes (Regular Hazard)

Two options (1-stroke penalty): 1) Replay from last spot. 2) Drop back-on-the-line as far as you want.

● Red Stakes (Lateral Hazard)

Three options (1-stroke penalty): Same as Yellow, PLUS Lateral Relief (drop within 2 club-lengths of entry point). This is usually your best bet.

| 6. Lost Ball & Out of Bounds (White Stakes)



The Killer Rule. If you hit past white stakes (OB) or lose a ball (search limit: ****3 Minutes****), you must take ****Stroke and Distance****. This means you count the shot, add a penalty stroke, and go back to where you hit the previous shot. Hitting a "Provisional Ball" saves you this walk.

| 7. Unplayable Lie



Stuck in a bush? You can declare your ball "Unplayable" anywhere (except a penalty area). For ****1 penalty stroke****, you can: 1) Replay the shot, 2) Drop within 2 club-lengths (no closer to hole), or 3) Drop back-on-the-line.