

LOCAL RULES – 2025

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This section explains and illustrates "How We Play in OUR League."
In these pages, the definitions, and rules along with the tips to maintain the 'proper pace of play', to practice the 'proper golf etiquette' and to take 'care of course' are blended together to assist and guide you in playing the course.

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President's Letter

The goal of Our League is to allow the members to play

The Game of Golf

in a friendly, relaxed, fair and competitive atmosphere.

To create this atmosphere, we encourage members to *Play by the Rules* while also being mindful of *'the pace of play'*, *'the proper golf etiquette'* and *'the care of the course'*.

In this atmosphere, however, the rules should not be so rigid as to take away the MOST IMPORTANT reason for playing the Game which is:

***For ALL of US / To RELAX, ENJOY and Have FUN*!!**

Our league should also be a place where people can begin to learn the game. Beginners can play along with more experienced players and feel relaxed and comfortable as they play and learn.

Hopefully, this rules book will help us to reach our goals. The design intent is to blend together the DEFINITIONS and RULES along with the 'TIPS' to maintain the '*proper pace of play*', to practice *'the proper golf etiquette'* and to take *'care of the course'* and illustrate them in a manner that relates to the actual way we play in our League.

Our respect for and adherence to this rules book will enhance the *"enjoyment of the game"* for our members of all skill levels.

"HAVE FUN !!!" Ray Chisholm

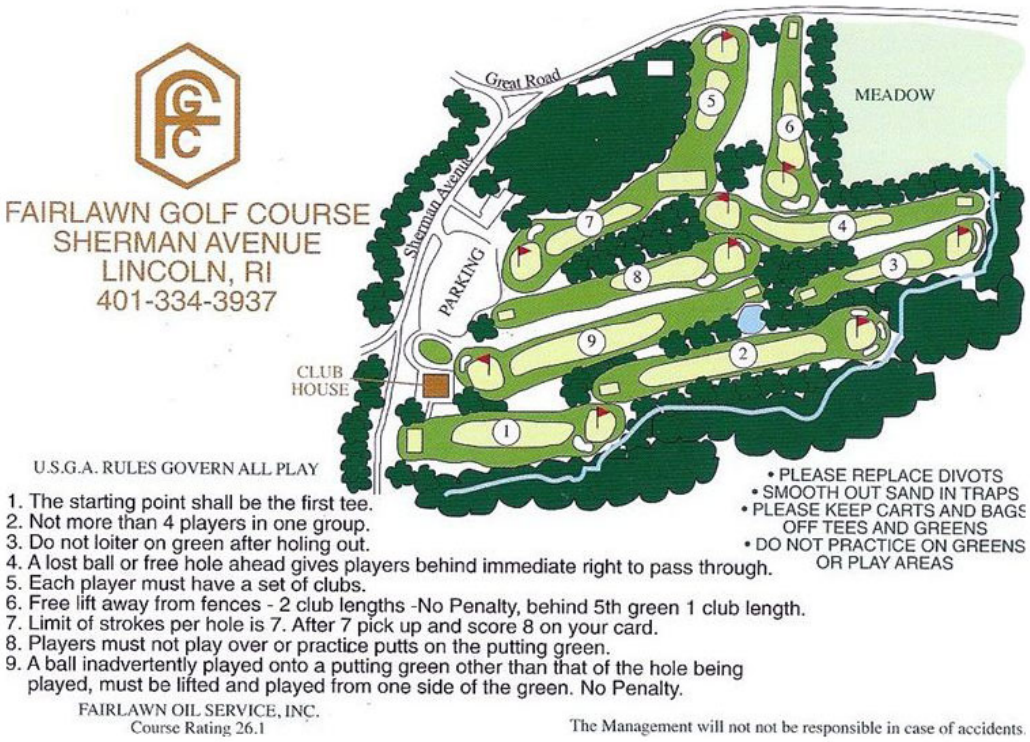
Former President, The Foxboro Company

Par 3 Golf League

About Our League

The name of our league is <u>The Schneider Electric Par 3 Golf League.</u>

Where do we play? <u>Fairlawn Golf Course</u> in Lincoln, RI.



HOLE	1	2	3	4	5	6	7	8	9	OUT
BLUE / WHITE TEES	133	181	121	167	91	110	110	161	193	1267
HANDICAP	13	1	11	3	17	5	15	9	7	
PAR	3	3	3	3	3	3	3	3	3	27

When do we play?	**Wednesday** **Tee Times: 4:30 PM to 5:30 PM** **We start mid/end of April and play a total of about 18 weeks, depending on the number teams. Usually, we finish around Labor Day.**
How is the league organized?	**There are no more than 18 teams with two players per team for a total of 36 regular players. There are also substitute players who fill in for the regulars when they cannot play.**
What are the dues and greens fees ?	**Dues are $25.00 for regulars players.** **Substitutes do not pay dues.** **Greens fees are set by Fairlawn.**
What is the format of play?	**Stroke play with teams of two players.** **The lowest total team net score wins the match.**

Definitions



As defined in :

(NOTE: The following are defined terms which form the foundation around which the rules of play are written. A good knowledge of the defined terms, which are *italicized* throughout this book, is very important to the correct application of the rules.

Abnormal Ground Conditions

An *"abnormal ground condition"* is any *casual water*, *ground under repair* or hole, cast or runway on the *Course* made by a burrowing animal, a reptile, or a bird.

Bunker

A *"bunker"* is a *hazard* consisting of a prepared area of ground from which turf or soil has been removed and replaced with sand. Grass-covered ground bordering or within a *bunker* is not part of the *bunker*. A ball is in the *bunker* when it lies in or any part of it touches the *bunker*. A *bunker* is more commonly called a **'sand trap'**.

Casual Water

"Casual water" is any temporary accumulation of water on the course which is visible before or after the player takes his stance and is not in a *water hazard*. Snow and natural ice, other than frost, are either *casual water* or *loose impediments*. A ball is in *casual water* when it lies in or **any part of it** touches the *casual water*.

Flagstick

The *"flagstick"* is a movable straight indicator centered in the hole of the *putting green* to show its position.

Ground Under Repair

"Ground under repair" is any part of the *Course* so marked by the Course Management. It includes material piled for removal and a hole made by a greenskeeper, even if not so marked.

Hazard

A *"hazard"* is any bunker or water hazard.

Line of Play

The "*line of play*" is the direction which the player wishes the ball to take after a stroke.

Line of Putt

The *"line of putt"* is the line which the player wishes the ball to take after a *stroke* **on the *putting green***.

Loose Impediments

"Loose impediments" are natural objects such as stones, leaves, twigs, branches, dung, worms and insects and casts or heaps made by them, provided they are not fixed or growing. Sand and loose soil are *loose impediments* on the *putting green*, but not elsewhere.

Lost Ball

A ball is lost if it is not found or identified by the player within 3 minutes after the player's team has started searching for the ball.

Obstructions

An *"obstruction"* is anything artificial, including the artificial surfaces and sides of roads and paths except:

- Objects defining *out of bounds* such as walls, fences, stakes and railings
- Any part of an immovable artificial object which is *out of bounds*

Out of Bounds

"Out of bounds" is beyond the boundaries of the course or any part of the course so marked.
Out of bounds is ground on which play is prohibited.
When *out of bounds* is defined by reference to stakes or a fence or as being beyond stakes or a fence, the *out of bounds* line is determined by the nearest inside points of the stakes or fence posts at ground level excluding angled supports.
Objects defining *out of bounds* such as walls, fences, stakes and railings, are not *obstructions* and are deemed to be fixed.
When *out of bounds* is defined by a line on the ground, the line itself is *out of bounds*.
A ball is *out of bounds* when **all** of it lies *out of bounds*.
A player may stand *out of bounds* to play a ball lying within bounds.

Partner

A *"partner"* is a player associated with another player on the same team or side.

Provisional Ball

A *"provisional ball"* is a ball played for a ball which may be lost outside a *water hazard* or may be *out of bounds.* In our League, we do not play a *provisional ball.* The term is defined here only for information.

Putting Green

The *"putting green"* is all ground of the hole being played which is specially prepared for putting**.** A ball is on the *putting green* when any part of it touches the *putting green.*

Stroke

A *"stroke"* is the forward movement of the club made with the intention of fairly striking and moving the ball. If the player checks the downswing voluntarily before the clubhead reaches the ball, the player is deemed not to have made a *stroke*. A swing with the intent of striking the ball and missing the ball is a stroke.

Teeing Ground

The *"teeing ground"* is the starting place for the hole to be played. It is a rectangular area two club-lengths in depth, the front and sides of which are defined by the outside limits of two tee-markers. A ball is outside the *teeing ground* when **all** of it lies outside the *teeing ground*.

Water Hazard

A *"water hazard"* is any sea, lake, pond, river, ditch, surface drainage ditch or other open water course (whether or not containing water). All ground or water within the margin of a *water hazard* is part of *the water hazard*. Stakes and lines defining the margins of the *water hazards* are in the *hazards*. Such stakes are *obstructions*. A ball is in *a water hazard* when it lies in **or any part of** it touches the *water hazard*.

Wrong Ball

A *"wrong ball"* is any ball other than the player's 'ball in play.'

Local Definitions

As defined in:



(NOTE: The following are defined terms which are "local" to Our League.)

Course

The Fairlawn Golf Course

Drop Area

An area, as defined by the *League*, to drop the ball after the ball has been determined to be *out of bounds* or in a *hazard*.

League

The officers and members of The Schneider Electric Par 3 Golf League.

Preferred Lie

A ball, in the proper fairway only, may be positioned with the clubhead within six inches of where it lies, but not nearer the hole. No penalty stroke is applied.

Whiff

A *"whiff"* is an attempt to strike the ball anywhere on the course and the ball is **MISSED**.
ADD ONE STROKE to your score.

Local Rules to our play at Fairlawn Golf Course

1. Preferred Lies around the greens. There are a lot of bare spots around the greens. If your ball is on a bare spot, move it to a patch of grass no nearer the hole. No penalty.

2. On hole 5, if you hit your ball over the fence, you should **not** re-tee. You should drop one club length from the fence where your ball sailed over the fence and incur a one stroke penalty.

3. Preferred lies in the fairways. If you ball is in the fairway, but in a bare spot, it may be moved to a patch of grass no nearer the hole. No penalty.

4. On the green, you do not need to putt through a bare spot. Move your ball to the nearest point of relief no nearer the hole where you can putt on a smooth surface. No penalty.

5. Follow fence drop rules as written on the score card, except on holes 2 and 5. On 2 and 5, if the ball is under the fence or under or on top of the fence curl, it follows the course local fence rule. If the ball is otherwise on or through the fence, it is a drop and penalty.

How We Play in Our League

Newsletters from the President of the League

Before the start of the golf season, the president of the league sends out a newsletter which contains the league roster of both regulars and substitutes and the schedule of matches.

Handicaps

This year (2025), handicaps for all new players will be based on the first 27 holes. For those returning, you will start out with the handicap you ended last year with.

Weekly Team Standings & Individual Handicaps from the Scorekeeper of the League

Each week during the golf season, the scorekeeper updates the individual and team statistics of the league players and e-mails the latest team standings and individual handicaps. If you do not have e-mail, then hardcopy printouts are available at the course on Wednesday.

Prior to Your Weekly Match

Check your schedule of matches to see what team you are playing.
If you know you cannot play your match on the scheduled night, let your partner and opponents know ahead of time.
If you plan to play a makeup match, notify your opponents and the President.
If you know you cannot play on a particular week and cannot makeup the match, notify the President who will contact the substitutes to see who can play in your place.
(Refer to next page for ***Substitute Policy***)

MAKEUP Matches

In case of illness, vacations, company trip, or last minute work schedule, you can play a makeup match. ***The scorecard for this makeup match must be turned in to the League Scorekeeper by the Wednesday following the missed match.***

- It is strongly advised that you play makeups in advance to bank one or two in case of a surprise absence.
- Makeup matches must be turned in after they are played and not held by the player.
- Makeup matches must be played any time **before** your match but cannot be played prior to league opening day.
- Week 1 scheduled start day only, it is allowable for the make-up to be completed no more than one week from the actual day of the scheduled match.
- Before you tee off you must verbally declare the round a make-up. The resulting match must be turned in.
- Makeup rounds are governed by league rules.
- Banked makeup rounds are used chronologically.
- The scorecard is to say "MAKEUP" and reflect the makeup date.
- On match day, a makeup match is any match that starts before 3:00PM of the league day.
- On the bulletin board to the left as you enter the Fairlawn Clubhouse, after you finish your makeup match, you can put the scorecard in the folder for the scorekeeper to pick up.

In Case of Inclement Weather Conditions

In case of inclement weather, the President of the League or one of the other Officers shall notify the members of the League ***by 1:00 PM*** of any cancellation or rescheduling for that date. The Fairlawn Golf Course will also be notified. If you haven't been notified and have concerns as to whether we are playing, please call or email the President or the Fairlawn Clubhouse at **401-334-3937.**

Substitute Policy

Each golf season, a goal of the league is to have a full complement of 36 players in attendance on each night of play. To attain this goal, we need the cooperation of all players, both regulars and substitutes.

Here is how the Substitute Policy works:

- ***If you are a REGULAR and know <u>in advance</u> that you and/or your partner cannot play on a particular night, please let the President know <u>as early as possible</u>.***
- ***Even if you plan to "MAKEUP" your match, let the President know so he can give the SUBSTITUTES an additional opportunity to play.***
- ***If something should come up <u>on the day of play</u> that would prevent you from playing, please let the President know no later than 1:00PM.***
- ***<u>DO NOT get the SUBSTITUTE on your own !</u>***
- ***On Tuesday of each week, the President polls the SUBSTITUTE list to see who is available for the Wednesday Golf Night.***
- ***Each week, the President will send out an email to the Substitute list to notify everyone of openings. The first to respond will play that week.***
- ***For you SUBSTITUTES, the President hopes to give you as much notice as possible, but, in case a last minute replacement is needed, have your golf equipment with you on Wednesdays.***
- ***SUBSTITUTES must submit score cards. They will used to determine handicaps if the player transitions to regular the next league year.***
- ***PLEASE contact the President by EMAIL or telephone at the following:***

Briane.ritchie@se.com

Mobile Phone: 508-635-7855

Day of the Match

Call opponents and partner to let them know you ***will, or will not***, be there and at what time.

All players must check in at the Fairlawn Clubhouse prior to Tee-Off time to pay their greens fees and to receive their *Course* scorecard which verifies that you have paid.

Tee Times – 4:30 to 5:30

You must wait to play with your scheduled opponents. **DO NOT Tee Off** with anyone other than your opponents.

If you are assigned a substitute to play on your team, you must wait for the substitute to arrive. **DO NOT Tee Off** until the substitute arrives!

Each group will choose the scorekeeper for the match. One score card per group will be turned in to the league scorekeeper after the match has been played. All score cards turned in shall be signed by **one player from each team.**

When all members of your group are **at the *Course* and ready to play,** place a ball in the starter's rack. This will determine your starting order. In fairness to all, please adhere to this rule.

We have to get nine groups off in a one hour time frame. A group should tee off on the 1st Hole every 6 minutes. Realistically, our last group should finish teeing off by 4:39PM.

Ideally, each group should complete their match in 1 ¾ hours.

PLEASE !!!! **Unless you are on Emergency Call,** we would appreciate it if you would **TURN OFF** your Cellular Phones when out on the Course !

To maintain the proper *'pace of play'* on the course, play

"Ready Golf"

We will explain on the following pages what we mean by *"Ready Golf".*

"SIMPLY STATED, as long as you are keeping up with the group in front of you, then you know that your group is not holding up play !!"

READY to TEE OFF On the 1st Hole

- Your group is ready to Tee Off.
- ALL players in the group should be ready **with tee, club and ball in hand** when it is their turn to tee off.
- The responsibility for playing the proper ball rests with the player. All players in your group should make sure that they are not playing the same brand and number of ball. Each player should put an identification mark on their ball.
- No one should move, talk, make noise or stand close to or directly behind the ball when a player is addressing the ball or making a stroke.
- If you know you cannot drive your ball into the group ahead of you, then ***"TEE YOUR BALL UP and HIT IT!!"***
- **To maintain a proper *"pace of play"*, it is extremely important that this method of teeing off be followed on all the remaining holes.**

  Never mind honors for someone who won the previous hole or had the lowest score.
- ALL players in the group should watch each other's drives and mark errant shots by lining them up between a landmark and the location of the original shot.
- If you think your original tee shot went *out of bounds* or may be lost, **DO NOT** hit a *provisional ball*. How you play your next shot is explained on subsequent pages.
- After Teeing Off, each player should return to their golf bag and be ready to proceed to their ball for the next shot.

REMEMBER ! To help the Play of All Players in Our League:

"The more experienced players should help the new players in playing the game!"

NOW, That You Have Teed Off, Play Your Shots to the Putting Green

- Go directly to your own ball so that you will be ready to hit when it is your turn.

  When you reach your ball, make sure that it is indeed *"your ball"*.

  Obviously, if your ball is ahead of the other players, you should stand behind or to the side of the other players until they hit. Then, you can go safely to your ball.

  If your previous shot has gone into the woods or tall grass it may be lost, do not delay your group more than **3 minutes** looking for the *lost ball*. Apply the *out of bounds* rule. Chances are that if you can't find it right away, it is not likely to be very playable anyway.

- Plan your shot and select your club while waiting for the group ahead to be safely out of your range.

- Take practice swings and get set while others are hitting as long as your practice swings do not interfere with or disturb the player getting ready to hit their shot.

  Give "Instructions" and "Help" as long as they do not slow the *"pace of play"* of your group.

  The player whose ball is the furthest from the hole should hit first.
  This is referred to as **"You're Away!"**

  When the group ahead is safely out of your range, take your stance over your ball, relax and hit it!

- If you hit an errant shot that heads in the direction of other players on the course,you and the other players in your group should
  IMMEDIATELY and LOUDLY YELL "FORE!"

- After you have hit your shot, replace any divots you have made.

  The maximum number of strokes per hole is **7**. After the **7th** stroke has been played, pick up your ball and score an **8** for that hole.

- In playing your shots on the way to the *Putting Green*, you may encounter some of the following situations:

Abnormal Ground Conditions

If your ball lands in *casual water*, *ground under repair* or any course damage, lift your ball and drop it within one club-length of and not nearer the hole than the nearest point of relief, on a part of the course which avoids interference by the condition. **NO PENALTY STROKE.**

Bunkers (Sand Traps)

Sand Traps are located on the 2nd, 4th, 6th and 7th holes of the course.
Do not bring extra clubs into the trap.
Always enter the trap from the shortest distance to your ball.
No practice swings allowed after you are in the trap.
Due to the typical poor bunker condition, Lift, Clean, Rake and Place is applicable for bunkers.
Your club head cannot touch the sand while setting up to swing.
After you have successfully hit your ball out of the sand trap, please smooth the trap by raking the shoe prints and ball marks.
Exit the trap as you entered raking as you go.
Do not leave the rake in the sand trap. Lay the rake down to the left or right of the trap.

Lateral Hazards

All *out off bounds*, *lost balls* and *hazards* shall be played as *lateral hazard*s. Drop your ball back in bounds at a point where it entered the lateral hazard but not nearer the hole or in a *Drop Area* where designated. Add a **ONE STROKE PENALTY** to your score.

Obstructions

In case of a ball landing behind or under a man-made *obstruction*, lift the ball and drop it one club-length away from the object, but not nearer the hole. **NO PENALTY STROKE**.

Out of Bounds

Out of bounds are located on the left sides of the **1st,2nd,3rd,4th, 7th,8th and 9th holes**(across road) and are governed by the white markers. In case of an *out of bound* ball, the ball must be brought back in bounds at a point where the ball crossed the outbounds boundary but not nearer the hole. Add a **ONE STROKE PENALTY** to your score.

Preferred Lies

Preferred lies are permissible only in the player's fairway without penalty. Anywhere else on the course, the ball must be played as it lies or the player must add a **ONE STROKE PENALTY**.

Trees and Shrubs

If your ball lands IN or UNDER a tree or shrub, you may declare the ball unplayable.
Lift your ball and drop it within two club-lengths from the tree or shrub but not nearer the hole.
Add a **ONE STROKE PENALTY** to your score.

Whiffs

If you swing and miss the ball, add a **ONE STROKE PENALTY** to your score for the '**whiff**'.

Water Hazards & Drop Areas

The ponds on the **2nd, 6th and 14th holes** are *water hazards*. If your ball lands in any of these ponds,

On the Putting Green

- **DO NOT LEAVE** your golf bag in front of the *putting green*. Leave it off to the side towards the next tee.

- When arriving on the *putting green*, take the time to repair any old hole plugs or damage to the *putting green* caused by the impact of your ball.

- Be sure that you have ball markers readily available.

- Mark your ball only if it needs cleaning or it is in the *line of putt* of another player.

- Do not step on the *line of putt* of another player.

- To protect the *putting green*, do not drag your feet.

- You may move sand and loose soil on the *putting green* and other *loose impediments* by picking them up or by brushing them aside with you hand or club without pressing anything down.

- If the *flagstick* is not to be attended, remove and place it carefully on the *putting green* away from all players' *line of putt*.

- Line up your putt before it is your turn.

- The player whose ball is the furthest from the hole should putt first.
  This also is referred to as **"You're Away!"**

- When another player is putting do not stand in their line of vision, move or make noise.
  Also, watch that your shadow is not over the line of their putt.

- When a player is left with a short putt and the next putt is straightforward, the player should putt out.

- Do not mark your ball more than twice on the green. Instead, continue to putt until you hole out or reach the maximum score. Marking your ball more than twice significantly slows down the *"pace of play"*.

- The first player in the group to hole out should retrieve the *flagstick* and be ready to replace the *flagstick* in the hole as soon as the last player in the group holes out.

- After all players in the group have completed putting, replace the *flagstick* **and go immediately to the next tee**.

- **NEVER** record your scores on or near the *putting green*. Go to the next tee to record the scores for your group.

Each player in your group is responsible for the correctness of their score for each hole. If any player in your group reports a score that you think is inaccurate, then it is your responsibility to question that score and help the player in recounting their score.

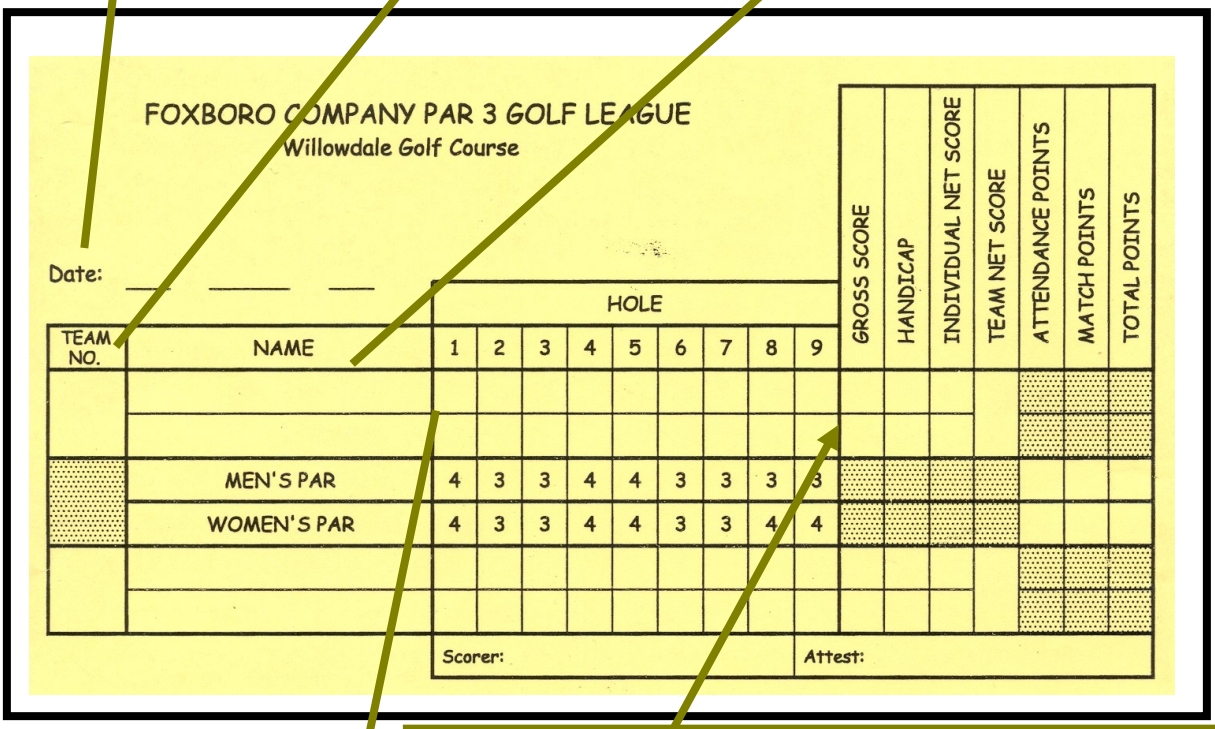
How to Make Out Your SCORECARD

A maximum of seven (7) points may be awarded to a team for the match. One (1/2 to 1) point is awarded for the attendance of each REGULAR player with a maximum of two (2) points per team. SUBSTITUTES are NOT awarded any points for attendance. Five (5) points are awarded to the team winning the match, This is determined by the team with the lowest team net score.
Only REGULAR's net score will be used in determining which team is awarded the match points.
In case of a TIE, each team is awarded 2 1/2 points.

1. Enter DATE of SCHEDULED MATCH

2. Enter Team Numbers

3. Enter Full Names of All Players



FOXBORO COMPANY PAR 3 GOLF LEAGUE
Willowdale Golf Course

Date: ___ _____ ___

TEAM NO.	NAME	HOLE 1	2	3	4	5	6	7	8	9	GROSS SCORE	HANDICAP	INDIVIDUAL NET SCORE	TEAM NET SCORE	ATTENDANCE POINTS	MATCH POINTS	TOTAL POINTS
	MEN'S PAR	4	3	3	4	4	3	3	3	3							
	WOMEN'S PAR	4	3	3	4	4	3	3	4	4							

Scorer: Attest:

4. Enter scores of each Hole.
   Put a circle around a PAR
   Put a double circle around a BIRDIE

FOR EACH PLAYER (both REGULARS & SUBSTITUTES):
5. Add up GROSS SCORE.
6. Enter HANDICAP from **Current Team Standings and Individual Handicaps**.
7. INDIVIDUAL NET SCORE = GROSS SCORE – HANDICAP

FOR EACH TEAM:
8. TEAM NET SCORE = Total of Team's INDIVIDUAL NET SCORES.
9. Each REGULAR player gets 1 ATTENDANCE POINT for a maximum of 2 per Team (SUBSTITUTES do NOT get ATTENDANCE POINTS, ½ attendance points are rewarded for match-up match players)
10. The Team with the LOWEST TEAM NET SCORE gets 5 MATCH POINTS.
    In case of a Tie, each Team gets 2.5 MATCH POINTS.
11. TOTAL POINTS = ATTENDANCE POINTS + MATCH POINTS
12. One member of each Team MUST ***SIGN*** the Scorer: and Attest:

General Info

League Committee

Our League is administered by the League Committee which is comprised of the following Officers and Committees:

Officers:	President
	Treasurer
	Scorekeeper
Committees:	Rules/By Laws
	Fun Night and Banquet
	Prizes

At the end of each season a nominating committee will determine a slate of candidates for each League office and committee to be placed on the election ballot.

Dues

All League dues, as set forth by the League Committee, shall be paid prior to the first match and are non-refundable.

Teams

The players will be assigned in teams of two. Therefore, when you sign up if you have a special person you would like to play with, please advise us or we will assign a partner to you.

Greens Fees

Prior to the start of each season, the Fairlawn Course management establish the greens fees for the current season.

Fun Night and End of Year Banquet:

In addition to the regular scheduled nights of play, a Fun Night and an End of Year Banquet will be held.

- The Fun Night will be held on the Wednesday of the week after the 4th of July.

  For regulars, there is no additional cost for the pizza and salad feast which follows the nine holes of play. It is part of the annual dues.

- If substitutes or non-employees/non-retirees wish to attend the fun night pizza and salad feast, they will be assessed the "meal price" unless they are playing as a substitute for a regular player.

- The End of Year Banquet will be held on a Wednesday in late September or early October.

- For regulars, there is no additional cost for the banquet. It is part of the annual dues.

- If substitutes, guests or non-employees/non-retirees wish to attend the End of Year Banquet, they will be assessed the "meal price".

Prizes:

- At the End of Year Banquet, prizes are awarded for individual and team acomplishments.
- In order for a regular player to receive a prize based on score average, the player **must** play in **75**% of the scheduled matches.

REGULAR - Prize Categories:

- First Place Team
- Second Place Team
- Most Improved (Men & Women)
- Fun Night Team
  - Note: Ties broken by matching score card hole by hole, and lastly random drawing if that does not work.
- Fun Night Closest to Pin
- Fun Night Longest Drive (Men & Women)

In the event of a tie in for first or second place team, head-to-head match-up results will be the first tie breaker. The second tie breaker will be a coin flip or hat drawing for three teams.

The President's Award:

- At the end of the season, the President will review the performance of all players (REGULARS & SUBSTITUTES) and will present a certificate of excellence for a unique accomplishment.

"And as a Final Reminder,
Play by the Rules while also being
mindful of 'pace of play',
'proper golf etiquette',
and 'care of course'.
AND Lastly, but MOST IMPORTANT,
ENJOY the Beauty of the Course
PLAY WELL and Have FUN!"

HERE are OUR OFFICERS for the YEAR 2016:

The Foxboro Company

Briane Ritchie
Treasurer

Briane Ritchie
President

Dave Ferreira
Scorekeeper

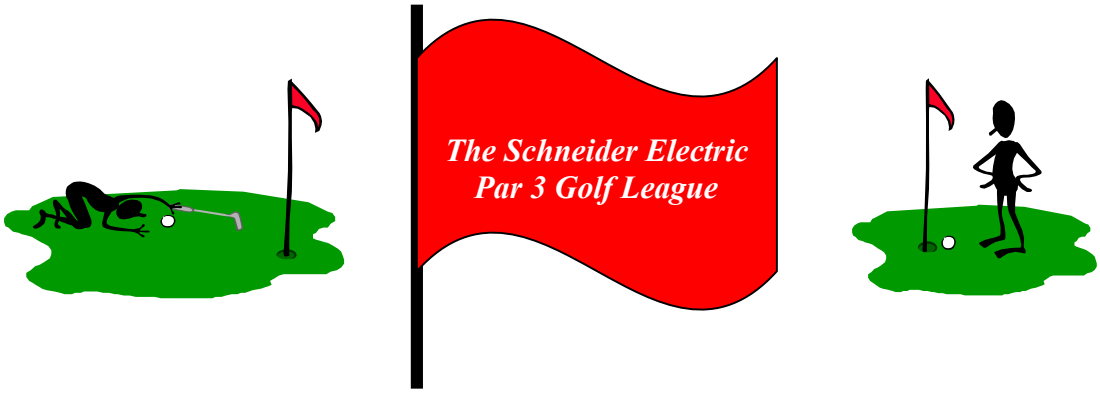
Les Schneider
Rules/ByLaws

Phil Smith
Rules/ByLaws

Briane Ritchie
Fun Night & Banquet

Officers
& Committees
for 2025

"Thanks to all of the above for helping to administrate our league!"



Briane Ritchie

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