

RPMGA Local Rules For RPMGA Sanctioned Play Only

Adopted June 12, 2025

For further clarifications or suggestions please contact the Pro Shop

Pace of Play

First and foremost, play ready golf. When going from your tee ball to your second shot, take your playing partner to their ball first so they will be ready to go after you play your ball. Don't sit in the cart and wait for your partner to hit while you could be getting a yardage and selecting a club. Keeping up with the group in front of you is paramount, do not worry about the group behind you.

Root Rule

To prevent injury, if tree root(s) become dangerous to a player's health during the player's swing the player may move the ball one club length, no closer to the hole, with no penalty. The ball may only be moved if a tree root impeded the player's ability to strike the golf ball. Any hinderance to a player's stance does not qualify for relief.

Silt (Black Fabric) Fencing

You may not take free relief from objects that define or mark course boundaries. Options are as follows: A) Play as it lies B) Proceed under penalty of stroke & distance by playing again from spot of last stroke adding a 1 stroke penalty C) Declare your ball as unplayable - **YOU MAY DROP ON THE LINE OR WITHIN 2 CLUB LENGTHS** adding a 1 stroke penalty.

Left Side of Trees on #15 is not Out of Bounds

You may declare your ball unplayable in the general area. Add a 1 stroke penalty. Relief is no nearer the hole. You may also take back on line relief under rule 19.2B. The player must know the spot of the original ball to be deemed unplayable. It is a good idea to play a provisional ball if your shot goes left of 15 Cart Path to help with pace of play.

Sprinkler Heads

Rule 16.1 - Allows for free relief (of one club length) from an immovable obstruction, like a sprinkler head that is within two club lengths of the **putting green** and two club lengths of the ball, if the obstruction interferes with your line of play.

Lift, Clean, and Place

When the golf course or the hole you are playing is Cart Path Only, you may play lift, clean, and place in closely mown areas, within one club length no nearer the hole.

Bunkers & Rakes

Rakes are to be placed outside of the bunkers, running parallel with the fairway.

When a bunker has standing water, you may take free relief at your nearest point of complete relief & relief area must be in the bunker.

Burrowing Animals/Armadillo Holes

Armadillos are burrowing animals. If a player knows or is virtually certain the ball came to rest in or on abnormal course conditions, the player may estimate where the ball last crossed the edge of abnormal course conditions as the spot the ball for purposes of finding the nearest point of complete relief. No nearer the hole.

Event Payouts

Generally, and depending on the size of the field 30% of the field will be paid. 1st Place – 50% of purse, 2nd place- 30% of purse, 3rd Place – 20% of purse.

Blind Draw Payout

Blinds are not paid, and monies will be split evenly amongst players on the team.

Scorecard Playoff

If players are tied, a scorecard playoff will be used to break the tie. This involves comparing scores for the last nine holes, then the last six, the last three, and finally the 18th hole.

If questions arise during play, try to work it out with your opponent, or call the Pro Shop!

Treat others as you would like to be treated and Have FUN!