



Poppy Penney Invitational Local Rules

Play is governed by the Rules of Golf, and, where applicable, by the following Local Rules.

1. Penalty Areas (Rule 17) – **All penalty areas will be played as Red Penalty Areas. Interior areas of the course (outer edge of rough - not fairway side) are now classed as penalty areas** and relief should be taken as per the [Rules of Golf](#).
2. Out of Bounds (Rule 18.2) – Defined by course-side points at ground level of white stakes defining the out of bounds area. If there is a white line marked along with white stake, please use white stake to determine whether your ball is out of bounds. Please note: Any ball played from the 18th teeing ground that comes to rest on the boundaries of hole #1 (including any of the 3 bunkers), or West thereof, will be considered Out of Bounds. Only hit a provisional ball if you believe your ball is Out of Bounds.
3. Model Local Rule F-17 – “All roads and paths on the course, even if not artificially surfaced, are treated as immovable obstructions from which free relief is allowed under Rule 16.1”. This also, includes tractor tracks.
4. Abnormal course conditions - Including Immovable Obstructions (Rule 16)
Ground Under Repair - Rule 16.1 includes:
 - a) Areas defined by white lines (Not out of Bounds);
 - b) French drains filled with stones; also humps or depressions caused by sunken drains.
 - c) Newly dug areas, newly seeded or sodded areas. Old bunker behind #14 green (May use drop area).
 - d) Flower bed behind #18 green (may use the nearest drop area to where your ball lies).
 - e) Exposed rocks not in penalty area.
5. Course is not to be used for practice.
6. All divisions will play from the white tees. Any player that regularly plays from the forward yellow tee may play from the yellow tee in this tournament.
7. Please replace divots and fix ball marks on the greens!!



Poppy Penney Format & Rules

Saturday 15th July - Two Man Scramble

1. Both players tee off each hole.
2. Both players may place their ball within one club length of ball chosen each time.
3. If your chosen ball is not on the green, you cannot use the club length to move your ball to the green.
4. If the ball chosen is in a hazard/bunker all shots must be played from the hazard/bunker.
5. Putts must be attempted from no more than six inches of ball chosen – No closer.
6. There are no minimum number of tee shots needed by either player.
7. **Enter one score per hole per team.**

Sunday 16th July – Two Man Better Ball

1. Both players play their own ball and take the best score for the hole.
2. **Enter one score per hole per team.**