



Get Involved. Get Connected. Play Golf.

## Relaxed Rules of Golf

**Make the game of golf faster, easier, and more fun.**

**(Based on Golf Channel, presented by Matt Ginella and Charlie Rymer)**

Tournament golf is supposed to be full of pressure and stress and challenging conditions combining to identify the best player.

Casual golf should be the opposite of those things.

When there's nothing on the line but fun, recreational golf should be enjoyable.

Trying to remember and decipher official rules can get in the way of a good time.

As a member of a WGANJ league, you and your friends should pick and choose the rules that best fit the way you all want to play, and enjoy the game.

Maximum Score:	Double par max ( <u>WGANJ STRONGLY ENCOURAGED</u> ) Or GHIN ESC (Equitable Stroke Control) Max if posting handicap*
Penalties:	1 stroke, Drop and go
Search Time:	2 min max ( <u>WGANJ STRONGLY ENCOURAGED</u> )
Unfortunate Lies:	Roll it and hit it
Conceded Putts:	Inside the leather ( <u>WGANJ STRONGLY ENCOURAGED</u> )
Common Sense:	Be fair and have fun

"We're not suggesting that golfers ignore the official rules." But be aware, only 12% of golfers hold handicaps. That means that nearly 90% of golfers do not. "When it's a match among friends, Relaxed Rules can make the game easier, faster and more fun. These simply are common sense practices, and it is how the majority of the game is being played anyway."

Adopt some or all of the rules within your group, and have a good time.

\*If you'd like guidance regarding Handicap Tracking, GHIN posting, and/or ESC definition, please ask for more information

### 1. **Maximum Score:**

Golfers should pick up and quit keeping score once they reach "double par", or their maximum ESC if tracking handicap in GHIN.

Following this simple guideline will speed up the game and help keep beginners from getting too frustrated. Perhaps triple is enough!

If tracking scores in GHIN follow this ESC (Equitable Stroke Control) table:

18 Hole Course Handicap (not Handicap Index)	Maximum Score Per hole
0-9	Double Bogey
10-19	7
20-29	8
30-39	9
40 and above	10

### 2. **Penalties:**

All penalties should be one stroke, including out of bounds, water and lateral hazards, a lost ball and an unplayable lie. Drop a ball near where the original was lost and play on. This will also save on time and arguments over the interpretations of the golf's most complex rules. Drop and Go! The drop counts as one.

### 3. **Search Time:**

2 min max. Spend two minutes looking for a lost ball and no more (not the five they do on the PGA Tour). Once it's deemed lost, drop and move on. No more nonsense of returning to the tee for a drive out of bounds.

### 4. **Unfortunate Lies:**

Mud-balls, that's unfortunate. In a divot in the fairway, unfortunate. Lying in goose droppings, very unfortunate. Against a root or on a rock, unfortunate and dangerous. In a footprint in the bunker, unfortunately you are following someone without golf etiquette! Roll the ball over, hit your shot and move on.

### 5. **Conceded Putts:**

Tap-ins, gimmies, and all balls inside the leather putts may be conceded with your playing partners' consent. This should be a given in every non-tournament round, even in the annual death-match with buddies. Concede more putts to keep things moving along. There's no reason to make everybody grind over 2-footers all day long. (WGANJ STRONGLY ENCOURAGED)

### 6. **Equipment:**

Long putters, belly putters, grooves on your wedges, chippers, an extra hybrid, or two! No restrictions, including number of clubs. Any new club designed to help you play better, have at it!

### 7. **Common Sense:**

When in doubt, use common sense and fairness. This is the most important offering.