



Key Royale Club Golf Rules and Etiquette

All organized events at Key Royale Golf Club are governed by USGA Rules as default and the additional Key Royale Golf Club Local Rules:

Key Royale Club Local Rules:

Cleaning Ball in Play

- Lift, Clean and Place applies to all balls in fairways or rough. Balls must be replaced within 6" of original lie, no closer to the hole. Original line to the hole must be maintained (no moving ball to avoid an obstruction).
- Lift, Clean and Place does not apply to balls in bunkers or other hazards.

Cart Path

- Balls on cart path may be moved to nearest point of relief with no penalty. All other balls must be played as they lie.
- Note - Key Royale Golf Club has only ONE official cart path, the paver/bricked area next to Number One Tee Box. Balls in or on all other areas, regardless of material composition, must be played as it lies.

Ground Under Repair

- Ground under repair will be clearly marked for tournaments. All other areas, including the trees and vegetation areas along Bimini Bay (holes 5 & 7) and waste areas are to be played as they lie. See USGA rules for unplayable lies, hazards and penalty strokes for moving balls.
- Abnormal Course Conditions such as spotted areas in fairways that have no grass (but should have grass), the ball may be moved to nearest point of relief, no closer to the hole. Original line to the hole must be maintained (no moving ball to avoid an obstruction).

Bunkers

- Due to the absence of rakes in Greenside Bunkers, balls may be moved, without penalty, out of footprints and depressions left by PREVIOUS players. Ball must remain as close to original lie as possible, within the bunker, and not moved closer to the hole. Balls in footprints and depressions caused by yourself, like "fried-egg" lies must be played as it lies.
- All waste bunkers are play it as it lies.

Putts

- All organized stroke play formats (including Tournaments, Championships, Stableford, Scrambles, etc) require all putts to be holed with no "gimmees", regardless of how short the putt may be.
- Exception – When playing in a Match Play format, your opponent may elect, at his/her discretion, to give you a putt.



Water Hazard - The following options are available when your ball enters a water hazard:

1. Play the ball as it lies (if possible).
2. Drop a ball on the near side of the water along the same line as it entered the water. This incurs a 1 stroke penalty.
3. On hole #2 may play from the drop zone (in front of Gold Tee Box). This incurs a 1 stroke penalty.
4. Replay from the spot last stroke was played from and incur a 1 stroke penalty.
5. Note – only in the very rare case that player’s ball crosses completely over the water hazard and lands on the far side on playable ground and then rolls back into the hazard may player elect to drop a ball on the far side of the hazard with a 1 stroke penalty.
6. Rocks (rip rap) bordering hazards are considered part of the hazard.

Abnormal Course Conditions

- Abnormal course conditions are those that were not intended to be part of the general play area. Man-made structures like the green wooden shelters, the maintenance buildings and standing water qualify (but natural trees and rocks do not).
- A free drop is allowed and must be within 1 club length from the nearest point of relief in any direction except not nearer to the hole.
- Nearest point of relief is only from the abnormal obstruction (ie. wooden shelter) and NOT other natural obstructions (trees, shrubs, etc).
- As example, a ball coming to rest against the shelter next to #7 tee box is allowed to be moved 1 club length away from the extremities of the shelter. If this spot is still in the area of trees and shrubs, it must be played from there. If it cannot be played, player may declare an unplayable ball.

Course Etiquette

- **Divots** – Please fill all divots with sand and then swipe your foot across it to flatten sand even with the surrounding grass. Protruding sand will dull the mower blades. Do NOT replace the original turf. Unlike northern climates, in Florida, replacing the divots hinders the re-growth of grass.
- **Ball Marks** – Please repair your ball mark on greens. Properly repairing ball marks allows for faster recovery of the damaged area. Please educate yourself on the proper way to repair a ball mark. It is proper etiquette that you repair your own ball mark and at least one other one.
- **Speed** – Please always play “Ready Golf” with player farthest from the hole playing first. Be ready to hit your ball when it’s your turn. Allow faster golfers to “play through”.



USGA Rules – All USGA rules always apply. The following are included as a reminder:

- **Resolving Rules Issues** – Resolving rule issues without a referee:
 1. Stroke Play – Ask playing partners for a ruling. If uncertain, play a second ball and maintain 2 scores for that hole. Resolve ruling by committee or tournament organizer before round is finalized.
 2. Match Play – Always ask your opponent for a ruling. You and your opponent may agree on how to decide a rules issue or clarify any uncertainty provided neither deliberately agree to ignore a rule or penalty you both knew applied.

- **Balls Lifted or Moved by Outside Influence** - If it is known or virtually certain that an outside influence (ie. Crow, other animal, person, etc.) lifted, moved or removed a players ball, the ball (or a new ball if taken) must be replaced on the nearest estimated spot to its original position, without penalty.

- **Grounding Club – Intentional & Unintentional**
 1. Improving Lie - Intentional grounding of the club with the intent to improve the lie in all areas of the golf course incurs a 2 stroke penalty in stroke play or loss of hole in match play.
 2. Greenside Bunkers - Incidental, unintentional or intentional touching sand in greenside bunkers, directly in back of or in front of ball during practice swing or backswing is considered improving lie and incurs a 2 stroke penalty in stroke play and loss of hole in match play (The Patrick Reed Move).
 3. Other areas - Waste Bunkers and Penalty areas (such as water hazards) are treated the same as general areas. There is no penalty for intentionally or unintentionally grounding club or touching elements inside the area (as long as the intent was not to improve the lie).

- **Hitting another ball on green** – If your ball hits another ball on the green, leave your ball where it comes to rest and replace the other ball as near as possible to where it was before being hit. In stroke play format, if you were on the putting green and hit another ball, you incur a 2 stroke penalty so please request opponent marks ball before you putt. If you were not on the green when you made your stroke, there is no penalty. There is no penalty in match play.

- **Unplayable Ball** – A player (and only the player) can declare ball as unplayable with the following options:
 1. Play from the spot just played last stroke from (if on tee, can re-tee) with a 1 stroke penalty.
 2. Play from a spot that avoids the unplayable condition, back along the line (any distance) or laterally (2 club lengths only) away from the condition but no closer to the hole, with a 1 stroke penalty.
 3. In the case where the unplayable ball is declared inside a bunker, the above option #2 relief option also applies as long as the ball remains in the bunker. If the player chooses to take ball out of bunker, an additional penalty stroke is assessed (total 2 strokes).



- **Ball Out of Bounds** – If ball is hit out of bounds player incurs a Stroke & Distance Penalty. Player has 2 options:
 1. Play from the spot last stroke was from (if on tee, can re-tee) with a 1 stroke penalty.
 2. Locate the nearest position where the ball went OB and then move laterally to the closet point in the fairway and drop a ball with a 2 stroke penalty.

- **Practicing on Course Before, During or After Rounds – Tournaments & Championship Competitions**
 1. Stroke Play – On the day of a Stroke-Play Competition: Players must not practice on the course before a round, except they may practice putting or chipping on or near the 1st tee box and any designated practice areas. First breach is a 2 stroke penalty, second breach is disqualification. Players may practice on the course AFTER their round.
 2. Match Play – Players may practice on the course before or between rounds of a match-play competition.
 3. During a Round – Players may practice putting and chipping on or near the hole just completed or any practice green or the teeing area of the next hole. Practice shall not be from a bunker and shall not cause unreasonable delay.