

## RULES of PLAY

The RCGA and host club rules are followed with the exception of the following NASA rules:

1. **A)** Where your ball is lost or out of bounds, in consultation with your playing partners:  
**B)** When you hit the ball into the trees, you may apply the NASA rule – point of entry, two club lengths, one stroke penalty or you may apply the unplayable lie rule at your option
  - 1) Determine the approximate point of entry and,
  - 2) Under a penalty of **one stroke**, drop a ball within two club lengths of this point of entry, no .....closer to the green.

REMEMBER WHEN YOU APPLY THE NASA RULE IT IS 2 CLUB LENGTHS FROM THE POINT OF ENTRY-PLEASE POINT THIS OUT TO YOUR PLAYING PARTNERS IF YOU SEE A BREACH (BREACH OF RULE 1 -DISQUALIFICATION)

- 2) If your ball is lost "through the green" anywhere on the course, fairway or rough and not in a hazard, you are to consult with your playing partners and determine the approximate spot the ball was lost and under a penalty of **one stroke**, drop a ball within two club lengths of this spot, no closer to the green.  
(BREACH OF RULE 2 –DISQUALIFICATION)
- 3) Play **ready** golf.
- 4) **All putts must be holed out. No GIMMIES.**  
(BREACH OF RULE 4 –DISQUALIFICATION)
- 5) No more than **three minutes** searching for a lost ball.
- 6) Players **75** years of age and older have the **option** of teeing off from the forward tees.
- 7) At the conclusion of the 18 holes, each player **must** provide a score card with, hole by hole scores, the player's printed name and NASA number, and the signatures of the player and the scorer.  
(BREACH OF RULE 7-DISQUALIFICATION)
- 8) **A)** Each player must register at least **30 minutes** prior to his tee time.  
**B)** Each player must pay for his round prior to tee-ing off  
(BREACH OF RULE 8-B SUSPENSION OF 10 GAMES FIRST OFFENSE AND REMOVAL FROM TOUR FOR SECOND OFFENSE)
- 9) Score cards **must** be exchanged within the group.
- 10) NASA will play whichever tees measure closest to 6000 yards **or such tees that the tour co-ordinator indicates would be appropriate for that day.**
- 11) Speed of play: We ask that each group keep up to the group ahead not just stay ahead of the group behind.
- 12) Sponsored Guests do not have scorer privileges, are welcome to play a maximum of two tournaments, do not enter into the awarding of flight prizes, and do not turn in a score card.



- 13) If you choose not to finish, for whatever the reason, **YOU ARE STILL REQUIRED** to turn in your score card.
- 14) Where there is a substantive breach of the rules like moving the ball to get a clear shot at the green, playing a second ball and pretending that is your first ball, fluffing your ball, etc and the player fails to correct the breach if pointed out or not pointed out.  
(BREACH OF RULE 14- THAT PLAYER WILL BE ASKED TO LEAVE THE TOUR.)

The player may appeal to the Board and the Tour Coordinator will appoint two Board members to assist him in reviewing the matter. If after such review they determine that there was a breach they may reduce the penalty, but in any event, may not reduce the penalty to less than a ten game suspension. If it is determined that there was no breach, no penalty shall apply.

### **GOLF ETIQUETTE**

"Golf is a good walk spoiled!"                      Mark Twain

While that may be true for some who have attempted the game, it is not so for many of us true golf enthusiasts. However, golf can be "spoiled" for some by the inappropriate actions of players in their group or groups in front or behind them. Golf is a great way to meet new people. NASA is a great opportunity for all of us to do just that. Everyone leaves an impression with each person we meet; good or bad! It depends on our actions and words. The same is true on the golf course; what we do or don't do on the golf course during the round leaves an impression.

### **Here are some basic considerations that are often forgotten by some players.**

1. Make sure no one is near you when you swing your club.
2. Make sure the group in front of you is clearly out of range before you hit your ball.
3. Do not stand directly behind the player, the ball or the hole when a player is making a stroke .....on the fairway or the green.
5. Stand still and refrain from talking when another player is hitting their ball.
6. Follow the flight of your group's shots to determine landing areas. It is amazing how much time ....is taken looking for a ball far ahead of where it actually landed.
7. Do not stand on another player's line of putt. (It takes up to 5 minutes for a footprint to ...."rebound" on the green and therefore can greatly affect the next player's putt).
8. Don't replay missed putts.
9. Fix your ball mark and two others on the green.
10. Record scores on the next tee, not on the hole you just completed.
11. Be ready to play at all times.
12. Keep your equipment with you when looking for a lost ball.
13. Rake bunkers after you play from them, leaving them in the condition you would like to play.
14. When teeing up your ball, be sure to stay within the markers and never ahead of them. (you .....can be up to two club lengths behind the markers)
15. If you are unsure of what to do in any situation ask your playing partners. Usually at least one .....will be familiar with the rules.
16. Let us be mindful of our motto: Good Golf and Good Fellowship.



## Tips for Filling in your NASA Score Card

You should have one objective when filling in your NASA Golf Card - Make it as easy as possible for the person who enters it in the NASA Scoring System. Why? Because you don't want to be on the **DQ list**. If you make it tough to find the information or read the numbers, you will make it to the **DQ list**.

**Printed Name and NASA Number** - This information should be on the top left part of the scoring area (NO, not on the bottom of the scoring area, make it the top left). It should be big enough to be easily seen and readable. No printed name - go to DQ list. No NASA Number - go to DQ list. Wrong NASA Number - go to DQ list. No First name in Printed Name - go to DQ list. No Last name in Printed Name - go to DQ list. If you want to **ALSO**, (not instead) put it on the front of the card it's OK, but you want your name and NASA number to be found quickly remembering that 200 cards will be looked at.

**Player and Scorer must sign** - Both the Player and Scorer must sign their name (no not printed) in the Player and Scorer area. If there is no Player and Scorer area on the card then simply make a Player and Scorer area on the lower right of the scoring area. Attest is **always** the **player**.

**Readable Hole Scores** - If you can't read the numbers easily then you know no one else can. For most people, putting a circle or box or smiling face over top of the number does not make it more readable. Only a very few people know how to make very small numbers very readable. Assume that doesn't include you so make the number big and don't put the circles or boxes or sunshine faces around the numbers. Remember if we decide that the number is unreadable you will go to the DQ list.

Now that you have all the required things on the card, don't put a whole bunch of other stuff there. If we decide your card isn't readable, it goes on the DQ list even if you think it's readable. You may argue, but you won't win – it will be too late.

We really don't want to send you to the DQ list. So make our job easier by having the right information in a readable way remembering that we need to look at over 200 cards. So for most of you, **PLEASE TRY HARDER**. (And if it looks that bad, then sit down and redo the card – but you will need all those pieces there and then make sure the 2 cards don't go in the box.)