1. Players must ascribe to all usual golf rules and etiquette like birdies and bogeys etc.
2. Always almostShag: to reduce neighborhood divot damage. (4x6 inch pocket shag/turf). You can use any kind of surface you would like, as long as it doesn’t hold up play or look too ugly. players are allowed to go “bareback” when they are within 40 yards of the hole…but…if you create a divot larger than a club face, you are penalized a stroke.
3. Streets and sidewalks are water hazards. (If you land in them and stay) But will allow ‘bouncies’. This means if you bounce from a parking lot or sidewalk onto the grass, you are safe. But if you land on grass and or pavement and roll into a street or sidewalk, you must drop on the nearest grass away from the hole and take a one stroke penalty.
4. Curbs are officially on the grass: If you are lucky enough to land on a sidewalk or curb and not go into the street and your ball is touching even the smallest blade of grass, you may place onto the nearest grass (away from the hole) by placing the ball one club length away from the original spot. If you are in the street against the curb, you are officially in the street and lose a stroke.
5. Neighborhood rules: This is the ‘Be cool’ or 45 degree rule. No hitting at or near pedestrians, home owners, moving or parked vehicles or law enforcement officials. If the ball lands close enough to a pedestrian to make them notice, you lose a stroke.
6. Ball relief: If you hit up against a non-movable hazard, you are allowed one club length relief, no closer to the ball. This rule can be enforced depending on the level of tournament difficulty or depending on how good you think you are.
7. Out of bounds: OB can be anything from private property to an area of a field where other people are playing and it would be uncool to hit through. Generally, if you hit OB from the tee, take one stroke and hit again. Depending on the format, you may call what the OB area is before you make the first shot. Once this is agreed upon, you may play the hole.
8. Cheating: If you catch a player cheating they lose two strokes. Cheating consists of things like dropping a different ball down to avoid taking a stroke for an OB or lost ball. Changing your placement (beyond placing on the almostShag) or any other uncool maneuver that you could pull off when your buddies aren’t looking. So don’t cheat.