



Fly-Bye Night League Rules

2026

1. No mulligans can be taken in this league.
2. On a tee shot, if the ball accidentally falls off the tee, replace the ball on the tee; or if you are taking a practice swing off the tee and touch the ball, there is no penalty.
3. League will play winter rules (ability to move ball out of water/wet grass in fairway or bunker without penalty.) The fairway is the cut grass between the tee box and the green. The rough is the longer uncut area.
4. A swing and miss are to be counted as a stroke.
5. Out of bounds: A new local rule allows golfers to drop in the area within two club lengths not nearer to the hole of where the ball is lost or out of bounds under a two-stroke penalty. In essence, if you send your ball OB right off the tee, you will walk to the point of entry where the ball went out of bounds and drop your ball - from knee height - to the nearest edge of the fairway and play your FOURTH shot from there.
6. Sand Bunker: When landing in a bunker (sand trap), you cannot set your club down in the sand before you attempt to hit your ball. If the bunker has water and your ball lands in that water, you can take relief from the water hitting inside the bunker but not nearer the hole. If your ball lands in a footprint or divot caused by another player, you can move your ball to the closest spot out of the footprint or divot. If you choose to take relief outside the bunker, it will result in a one stroke penalty.
 - a. Under the official rules you still should not ground your club or take a practice swing that moves sand.
 - b. Hole 21/26 is a true waste area and not considered a sand bunker, meaning you can ground your club, take practice swings etc.
7. Ball in water:
 - a. If your ball is in a water hazard, add one stroke for removing the ball and continue on. (League play – hit one in the water, carry the ball over. The count would be 1-in the water, 2-out of the water, 3-hit.)
 - b. If your ball goes in the water on your tee shot on #1, you are not allowed to carry the ball over (with penalty.) You will need to take your water penalty and play your ball over the water (hitting 3.) If your ball goes in on that shot, you can carry over (hitting 5).
 - c. Hole 7: The same rule applies as going over water. An attempt must be made to cross the marsh. If your ball lands in the marsh, add a stroke and hit from the drop zone on the other side of the marsh.
 - d. Hole 17: If your ball goes in the ditch in front of the green, you cannot carry your ball over to the other side. Most often, the ditch is dry. You can either play your ball where it lays or take a penalty stroke and move your ball to shoot over the ditch.
8. If you can't find your ball within five minutes, it is considered lost. Take a ball and drop at the point of entry, one club length away and no closer to the hole, and play the ball from there adding one penalty stroke.

9. Nitty Gritty Rules:
 - a. If you hit another player's ball, you must take a 2-stroke penalty.
 - b. When putting, if your ball hits another player's ball on the green, it is a 2-stroke penalty. If you ask someone to mark or watch your ball, the 2-stroke penalty does not apply. This does not apply when you are chipping onto the green.
 - c. If you hit a ball on the green when chipping, replace the hit ball as close to the place where the ball was originally located.
 - d. Each player can determine if they wish for the flagstick to remain in the hole or be removed when putting. If the flagstick is left in the hole, it is not considered in unless a portion of the ball is below the level of the green. If the ball hits the flagstick and bounces out, you must putt from where the ball lands.
10. If you feel there is a rule infraction, bring it up immediately in your foursome. If the group is unable to make a decision on a rule, bring it to the rules committee after the round is completed for a decision.
11. To play faster it was voted that you have an option for a "give me" if your ball is within the length of your putter grip from the hole. The "give me" means you do not have to putt the ball into the cup, you just add the one stroke to your score.
12. There is an encouragement of "ready golf" play to speed up play.
13. Golfers should record actual score. Rolling Meadows will calculate handicap.
14. No penalty for a double hit.
15. If a team cannot play league on Tuesday evening, the team has the opportunity to make up the match prior to the next scheduled league night.
16. If a team chooses to forfeit, the team they are scheduled to golf against must golf to receive the hole points.