## LACEY BOYS GOLF TEAM RULES

- 1. Your behavior during school hours is a reflection on you and the Golf Team. Conduct yourself in accordance with school rules as outlined in Student Handbook.
- 2. The use of to tobacco, alcohol or drugs will not be tolerated.
- 3. School attendance is mandatory. If late you must be in school be 8:15 am. No early dismissals except for Doctor Appointments.
- 4. Attendance at practice is mandatory. If unable to attend you must notify Coach prior to practice.
- 5. Golf team members must conduct themselves in keeping with the games traditions and rules, which include: respect for the golf course, teammates, coaches, competitors, golf course personnel and patrons. Club throwing, abusive language, horseplay, outburst in temper or other examples of poor sportsmanship will not be tolerated.
- 6. Proper attire is required at golf courses. No t-shirts, tank tops, gym shorts, sweatpants, blue jeans or other attire deemed inappropriate by the head coach is permitted. All hats/visors must be worn with the brim forward and shits must be tucked in.
- 7. USGA rules, except as modified by local rules, are in effect during all practice rounds and matches.
- 8. In order to win a Varsity Letter a player must complete the season and participate in 5 varsity matches. Seniors who don't meet match requirements are eligible for a Varsity Letter. Player who is injured during season will be considered for a letter. Head Coach will have final decision as to players who letter.
- 9. All players must promote and participate in appropriate behavior on all technology/social media forums at all times. Student-Athletes will not use social media to degrade, demean, or attack any person or school. Student-Athletes will not post sexist, racist, obscene or profane material of any kind.

regulations as stated above. Failure or school administration.	understand and agree to follow all school/team rules and to do so will result in disciplinary action taken by the head coach
Attest:	
(Parent or Guardian)	
Date:	