



LOCAL RULES & CONDITIONS OF PLAY

Play is governed by the United States Golf Association Rules of Golf and, where applicable, by the following Local Rules. Unless otherwise provided, penalty for breach of a Local Rule is: Stroke Play – two shot penalty. **{Note: Local rules on course scorecards or bulletins are not in effect unless included on this notice.}**

TEES:

- All play from the GOLD Tee Markers
- Players with a 32+ Handicap have the option to play from the RED Tee Markers on Par 4's and 5's.

OBSTRUCTIONS:

- The retention basins on Hole #11 is not a hazard; if your ball comes to rest in standing water please proceed under Rule 16-1a applied: Abnormal Ground Conditions
- The wall within and near the fairway bunker on Hole #18 is an *integral* part of the golf course and NOT an obstruction. Rule 16.1 does NOT apply. No relief given.
- Electrical Power Lines hit by ball in flight **MUST** be replayed with **NO PENALTY**. Local Rule E-11
- Electrical Towers are considered immovable obstructions; Rule 16.1a applies: Player receives swing relief and stance relief. No line of sight relief.
- Pump house and fencing on Hole #15 is out of bounds and NO relief is given for immovable obstructions that are out of bounds. See Rule 16.1, obstructions that are OB
- Stones in bunkers are movable obstructions - You may remove stones from the bunkers without penalty, following the proper procedure. Rule 15.1.

DISTANCE-MEASURING DEVICES:

- Distance-Measuring Devices are permitted as long as they only measure distance.

PACE OF PLAY: PLAY READY GOLF!

- *Golfers are expected to play 9 holes in at least 2 hours and 15 minutes and 4 ½ hours for 18 holes.*
- A player shall be subject to penalty if he/she unduly delays play. Rule 5.6a

OUT OF BOUNDS:

- All out of bounds areas are defined by white stakes on Holes #1-18. If lines are painted, they take precedence over the stakes.
- LOCAL RULE – DO NOT HIT A PROVISIONAL. Two Options:
 - 1) Decide RIGHT AWAY that you are going to re-tee and put a new ball in play. Re-Tee with a 1 stroke penalty. Once you re-tee you **MUST** play that ball. This is NOT a PROVISIONAL. Once you decide to re-tee, that ball is in play and the original ball is no longer “in play” and cannot be played, even if found. If your re-tee shot also goes OB or is lost, pick up and take the maximum score for that hole.
 - 2) Drop the golf ball within two club lengths of where the ball **CROSSED** the OB line or is thought to have been lost. Drive up to where the group consensus is, of where the ball is crossed the line or thought to be lost. You **MUST** stay within two club lengths and take a 1 stroke penalty. Do not move the ball more than two club lengths.

PENALTY AREAS:

- Red Penalty Areas are defined by red stakes on Holes 1, 2, 3, 4, 5, 9, 10, 12, 13, 14, & 15
- Yellow Penalty Areas are defined by yellow stakes on Holes 17 & 18
- Painted lines take precedence over the stakes

GROUND UNDER

REPAIR/ABNORMAL GROUND

CONDITIONS:

- All red-stoned and mulched areas located throughout the course should be treated as G.U.R.
- Any marked areas throughout the General Area of the golf course.