

EXAMPLE OF LOCAL RULES FOR MATCH PLAY TEAMS

USGA RULES GOVERN PLAY MODIFIED BY THE FOLLOWING LOCAL RULES:

OUT OF BOUNDS – Defined by white stakes and perimeter fences.

WATER HAZARDS – Defined by yellow stakes and lines.

LATERAL WATER HAZARDS – Defined by red stakes and lines.

IMMOVABLE OBSTRUCTIONS – Include artificially surfaced cart paths and adjoining curbs. Included are artificially surfaced cart paths and curbs, yardage markers, ball washers, pipes and valves, pumps, electrical control housings, tee signs, drain pipes, drinking fountains, barrier posts and attached ropes, restroom buildings and adjacent plantings.

STAKED TREES – RELIEF FROM BOTH STAKE AND TREE. NO PENALTY

Ground Under Repair – Defined by white lines. (Sometimes defined by roped off areas, but be sure to specify how it is defined. E.g. by areas encircled by short green stakes with ropes attached). Relief for stance or swing – No penalty.

FLOWER BEDS – Played as ground under repair but mandatory to drop out. No penalty.

Abnormal Conditions – If the use of Preferred Lies/Winter Rules is warranted, players will be notified at the golf course prior to play.

A ball lying through the green may, without penalty, be lifted, cleaned and placed within one club length of where it originally lay, but not nearer the hole, and not in a hazard or on a putting green. Before lifting, the position of the ball must be marked. If the player fails to mark the position of the ball before lifting it or moves the ball in any other manner such as rolling it with a club, she incurs a penalty stroke. Once the ball has been placed and is at rest, it is in play. If the ball is touched or lifted thereafter, a one-stroke penalty shall be applied.

Distance Measuring Devices – The local rule allowing players to use devices that measure distance only is in effect. However, the use of devices that gauge or measure other conditions that might affect a player's play (e.g. wind or gradient) is not permitted. Penalty for breach of Local Rule: Disqualification.