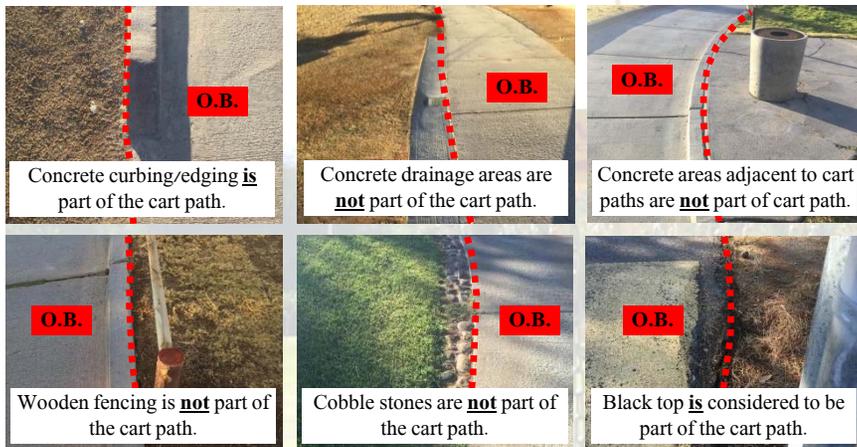


# Local Rules



**General** - Contact tournament central at **702-249-0387** for any problems or questions. When in doubt, use the provisional rule (804.06)!

**Cart Paths** - The cart path is defined as the point where the roots of the grass and the concrete edge of the cart path (including raised edging) meet (unless marked by string). All other improvements (see examples below) adjacent to the cart path are **not** part of the cart path. The out-of-bounds line is a vertical up-and-down plane. The out-of-bounds line is part of the out-of-bounds area. **Therefore, a disc landing on dirt or grass growing over a cart path edge is out-of-bounds when 100% of the disc is on the O.B.-side of the vertical plane!**



**Casual Water** - Player may relocate disc on the line of play, no closer to the target, not more than five meters from the original lie, without penalty

**Course Availability** - Courses are closed after Wednesday. Players caught playing a closed course are in violation of Player Misconduct and subject to **immediate disqualification at the discretion of the Tournament Director.**

**Discs Retrieval (from Back Yards & Water Areas)** - Entering into private yards or wading into water to retrieve a disc will be seen as Player Misconduct and subject to **immediate disqualification at the discretion of the Tournament Director and potential criminal/trespassing charges by the City of Henderson Police Department.**

## **GCC Dress Code for All Players (National Tour Requirement) -**

All players must wear shoes and a well-tailored shirt with a collar and sleeves covering upper chest area and upper arm. Crew neck/v-neck shirts made of high-performance or high-tech materials are permitted. Women may wear sleeveless shirts with collars or a well-tailored one-piece tennis dress.

**Island Holes** - Disc must come to rest on marked islands. If island missed, take one-stroke penalty and next shot from the designated drop zone. For every additional shot which does not land on island, take one-stroke penalty and continue drop zone use until disc comes to rest on island.

**Sand Traps** - The sand trap is defined as the point where the roots of the grass and the sand meet (unless marked by string). The hazard line is a vertical up-and-down plane. The hazard line is part of the hazard area. **Therefore, a disc landing on grass growing over a sand trap is in the hazard when 100% of the disc is on the hazard-side of the vertical plane!** Treat sand traps as a hazard (one-stroke penalty and play it where it lies). No relief provided from sand traps. Raking of sand traps is **not** required.

**Selling of Merchandise** - Permission is **not** granted to sell merchandise on Wild Horse property without consent of the Tournament Director. Such activities will be seen as Player Misconduct and subject to **immediate disqualification at the discretion of the Tournament Director.**

**Teeing Areas** - Tee boxes include an area up to three (3) meters directly behind the designated tee line/block. When in use, Teeing Areas are in-bounds.

**Two Meter Rule** - In effect for all courses, with a one-stroke penalty.

**Water Areas** - Water areas are defined as the point where the water and the roots of the grass meet (unless marked by string). The out-of-bounds line is a vertical up-and-down plane. The out-of-bounds line is part of the out-of-bounds area. **Therefore, a disc landing on grass growing over water is out-of-bounds when 100% of the disc is on the O.B.-side of the vertical plane!**

**Zero Tolerance** - Any illegal or inappropriate activities will be dealt with immediately. A player will be disqualified if in violation of any laws or regulations, **even if activity occurs before or after a player's round.**