



# Local Rules

## **Cart Paths**

Players are entitled to relief from cart paths – surfaced and austere.

Relief is one club length from the nearest point of relief no closer to the hole – no penalty.

## **Cellular Telephones**

Smartphones or other cellular devices may be carried so long as ringers are turned off.

Penalty for a cellular device ringing while the player is on the course is two strokes per occurrence.

## **Bluetooth Speakers / Music**

Music will **not** be allowed during Club Championship.

Music is allowed during regular league play.

- Confirm with your group if they are ok if it is played.
- Volume is to be kept within your personal space.

## **Course Closure – Club Championship**

Players may not practice or play (other than tournament play) on the course from 20:00 hours on the Friday immediately prior to the start of play through the conclusion of the tournament.

Penalty for this infraction will be disqualification from the tournament.

## **Green Metal Boxes**

Players are entitled to one club length from the nearest point of relief not closer to the hole – no penalty.

There is NO line-of-sight relief.

## **Greens**

If a ball comes to rest on a green other than the one being played, the player is entitled to full relief - one club length from the nearest point of relief no closer to the hole except where drop zones have been established (see local rules by hole) – no penalty (Take full relief, including your feet).

## **Greens With Winter Damage**

If a ball comes to rest on a green where grass has not grown in, the player may – if he chooses – move the ball left or right no more than six (6) inches (not closer to the hole), to be able to start the putt from a patch of grass.

**PLAYERS ARE NOT PERMITTED TO RELIEF TO AVOID PUTTING THROUGH UNEVEN PATCHES ON GREENS – THE SIX-INCH MOVE IS THE MAXIMUM RELIEF ALLOWED**

## **Ground Under Repair**

Players are entitled to relief from Ground Under Repair (GUR).

On certain holes drop areas will be designated. In all other instances players receive one club length from the nearest point of relief. Unless otherwise marked, all hard-pan found on the course is in play – no relief. GUR will be delineated by white paint on the ground – all area inside the marking is considered GUR.

## **Nearest Point of Relief**

Is the point on the course nearest to where the ball lies that is not nearer the hole and where, if the ball were so positioned, no interference by the condition from which relief is sought would exist for the stroke the player would have made from the original position if the condition were not there.

Nearest point of relief does not mean the first spot found not closer to the hole that offers a clear shot to the desired target. For line-of-sight relief the obstacle is not interfering with vision, swing and/or potential flight of the ball.

## **THE “ALTERNATIVE TO STROKE AND DISTANCE” PROVISION IS IN PLAY FOR ALL VMGC EVENTS.**

### **Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds**

The purpose of this Local Rule is to allow an extra relief option that allows a player to play on without returning to the location of the previous stroke.

This option allows the player to drop in a large area between the point where the ball is estimated to have come to rest or gone out of bounds and within 2 club lengths into the fairway of the hole being played that is not nearer the hole.

The player gets two penalty strokes when using this relief option. This means that the relief is comparable to what could have been achieved if the player had taken stroke-and-distance relief.

If a provisional ball is played and neither the original ball nor the provisional ball can be found, or both balls go out of bounds, then the Local Rule may be applied for the provisional ball that cannot be found.

### **Out of Bounds**

The penalty for a ball going out of bounds is Local Rule “Alternative to Stroke and Distance”, unless a provisional ball is played.

If a ball is lost or is out of bounds, the player may play a ball under penalty of one stroke, playing a provisional ball, as nearly as possible at the spot from which the original ball was last played or a penalty of 2 strokes where the ball went out of bounds or was deemed lost.

- Road behind Hole #4 Green
- Driving Range left on Hole #6
- Cricket Pitch left on Hole #9 – indicated by their boundary - white line. If there is no white line, then the white stakes will be considered out of bounds.
- Wooden Fence down the right side of Hole #11 and Hole #12
- Ball diamond right side on Hole #13 – White stakes or completely through the trees into the ball field of play.

Under no circumstance is a player to walk back to the location of the previous stroke, after looking for a ball that has been deemed lost or out of bounds. The Alternative to Stroke and Distance must be used if a provisional ball has not been played.

### **Provisional ball**

At any time in the round if you hit a shot that you suspect is in play, but might be OB or difficult to locate, play a provisional ball then proceed to look for your original ball. This will help speed play.

You can play the provisional ball until you reach the spot the original ball is likely to be.

If you make a stroke from the place where the original ball is likely to be or from a point nearer the hole than that place, the original ball is considered lost and the provisional ball becomes the ball in play under the penalty of stroke and distance.

### **Staked Trees**

Players are entitled to relief from all staked trees only when the tree interferes with the stance and/or swing – line-of-sight relief is not permitted.

Relief is one club length from where the ball rests no closer to the hole – no penalty.

### **Tee Boxes**

All tee boxes are in play. If a ball comes to rest on a tee box, the player shall play from that spot.

### **Unraked Bunkers**

If a player's ball lies in an unraked footprint or divot in a bunker, and if one competitor concurs, the player may lift the ball, rake the spot, and place the ball in its original position. This does not apply to a ball embedded in its own mark, such as a "fried egg" lie.

### **Mud on ball – Fairway in Play**

All season, all events: If you drive your ball in the fairway of the hole you are playing and there is mud on the ball – provided at least one other member of your playing group agrees – you may lift, clean and place the ball without penalty. Remember to mark the spot before lifting.

### **Unplayable Ball**

The player may deem his ball unplayable at any place on the *course* except when the ball is in a *water hazard*. The player is the sole judge as to whether his ball is unplayable.

If the player deems his ball to be unplayable, he must, under penalty of one stroke:

- a) Play a ball as near as possible at the spot from which the original ball was last played; or
  - i) Option A is superseded by Local Rule "Alternative to Stroke and Distance"
- b) Drop a ball behind the point where the ball lay, keeping that point directly between the *hole* and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped; or
- c) Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the *hole*.

### **Unplayable ball in a Bunker**

The player is the sole judge as to whether his ball is unplayable.

If the player deems his ball to be unplayable, he must, under penalty of one stroke:

- a) Play a ball as near as possible at the spot from which the original ball was last played; or
  - i) Option A is superseded by Local Rule "Alternative to Stroke and Distance"
- b) Take back-on-the-line relief: remaining within the bunker, dropping behind the ball on the line between the hole and the ball, no nearer the hole; or
- c) Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole, remaining in the bunker.
- d) Take back-on-the-line relief: outside of the bunker, dropping behind the ball on the line between the hole and the ball. This option results in a 2-stroke penalty.

the player may proceed under Clause a, b or c. If he elects to proceed under Clause b or c, a ball must be dropped in the *bunker*. The ball may be lifted and cleaned when proceeding under this Rule. PENALTY FOR BREACH OF RULE: Two strokes.

### **Burrowing Animal Holes**

A burrowing animal hole that interferes with a player's stance, swing, or the lie of their ball is considered an abnormal course condition, and the player is generally entitled to free relief.

This means the player can take a drop within one club-length of the nearest point of relief, not nearer the hole. – No penalty.

### **Preferred Lie (Winter Bump) – Up to and including July 1st**

- a) Only when your ball lands on a dead area of grass – **Fairway ONLY**
- b) If unsure about an area that you have landed in, get confirmation from one of your playing partners.
- c) Ball can be "bumped" to the closest point of relief, **NO** closer to the hole
- d) This is **NOT** allowed if your ball lands in a divot
- e) This is **NOT** free license to "Fluff up" your ball for every shot.

## **Local Rules: By Hole:**

### **Hole 1 and 2**

Players receive relief, one club length not nearer the hole, for stance and swing only, from maintenance sheds– no line-of-sight relief.

### **Hole 3**

The Green fence protecting Hole #4 Tee-box: If the fence interferes with stance or swing– player receives relief, one club length from the nearest point of relief not closer to the hole – no penalty. NO line-of-sight relief.

### **Hole 4**

#### **Left Side:**

Lateral Hazard down the left side from the tee box to the end of the trees by the first fairway bunker.

Two club lengths from point of entry. One stroke penalty. (Large trees closest to the fairway are in play with no relief from these)

#### **Right Side:**

Ball inside blue stakes beside the maintenance building on the right. Drop ball within two club lengths from the point of entry, no closer to the hole – No Penalty

#### **Driveway behind the Green:**

If your ball goes on the road or beyond, it is considered out of bounds (2 stroke penalty – Alternative to Stroke and Distance).

### **Hole 5 and 6**

The fence between the tee box on Hole #5 and the green on Hole #6: If the fence interferes with stance or swing– player receives relief, one club length from the nearest point of relief not closer to the hole – no penalty. NO line-of-sight relief.

### **Hole 6**

- The ravine left of the green is a lateral hazard. Drop ball within two club lengths, at closest point of entry no closer to hole - one stroke penalty.
- The fence marking the driving range - If the ball is in bounds but the fence interferes with stance or swing– player receives relief, one club length from the nearest point of relief not closer to the hole – no penalty.
- If your ball goes into the driving range, it is considered out of bounds (2 stroke penalty – Alternative to Stroke and Distance).

### **Hole 9**

- White lines defining Cricket Pitch, into the parking lot, and beyond the railing in front of the clubhouse are OB – (2 stroke penalty – Alternative to Stroke and Distance).
- A player may stand out-of-bounds to play a ball that is in-bounds.
- The cart path behind the green and the garden is in play, but relief is to be taken within the drop zone – no penalty. If the ball cannot be found the ball is considered lost – (2 stroke penalty – Alternative to Stroke and Distance).

### **Hole 10**

Manhole cover right of the green – players are entitled to one club length from the nearest point of relief not closer to the hole – no penalty.

### **Hole 11**

- Players hitting onto the Number 2 or 16 green, during Club Championship, must drop their ball in the designated drop zone. All other league events, drop ball within one club length from the closest edge of the green, no closer to the hole – No Penalty (Take full relief, including your feet)
- Players are entitled to relief from the fence at the right rear of the green - one club length from the nearest point of relief not closer to the hole – no penalty. NO line of sight.
- Players whose ball comes to rest on the gravel drainage strip at the bottom of the ditch are entitled to relief - one club length from the nearest point of relief not closer to the hole – no penalty.
- Beyond the fence down the right side of the hole is OB – (2 stroke penalty – Alternative to Stroke and Distance).

### **Hole 12**

- Beyond the fence down the right side of the hole is OB – (2 stroke penalty – Alternative to Stroke and Distance).
- Players ending up on the service road, behind the green, are entitled to relief - one club length from the nearest point of relief not closer to the hole – no penalty.

### **Hole 13**

- Players hitting onto the bridge, are entitled to relief, one club length from the nearest point of relief not closer to the hole – no penalty. If the bridge interferes with a player's swing, he is entitled to relief – the ball must remain in the rough – one club length from the nearest point of relief not closer to the hole – no penalty. – NO line-of-sight relief.
- Players hitting into the stairs running up the hill are entitled to relief – if the ball is found - one club length from the nearest point of relief not closer to the hole – no penalty. NO line-of-sight relief.
- Ball diamond right side beyond the ditch is out of bounds – White stakes or completely through the trees into the ball field of play – (2 stroke penalty – Alternative to Stroke and Distance).
- The asphalt-walking trail behind the green is out of bounds – (2 stroke penalty – Alternative to Stroke and Distance).

### **Hole 14**

Players ending up on the service road are entitled to relief - one club length from the nearest point of relief not closer to the hole – no penalty.

### **Hole 16**

Should a player's ball come to rest on the gravel drainage strip at the bottom of the ditch, beside the green, they are entitled to relief - one club length from the nearest point of relief not closer to the hole – no penalty.

### **Hole 18**

Players who hit the ball beyond the grass to the asphalt, next to the clubhouse, and or garden area past the back of the 18th green and if they are able to find their ball must take relief in the designated drop zone near the 10th tee box – no penalty.

If the ball cannot be found the ball is considered lost – (2 stroke penalty – Alternative – Alternative to Stroke and Distance) Hit from the drop zone.

## [Playing Extra Holes](#)

**ALL extra holes played MUST be coordinated with the Pro-shop**

### **Match Play Tournament**

- Must start at Hole # 1
- This is due to handicaps being in play

### **Stroke Play Tournament**

- Will start at Hole # 1 or # 10
  - Pro-shop will decide where we can fit in best among the public
- Extra holes must run in sequence (i.e., Hole # 1, 2, 3... or 10, 11, 12...)

## [Special Mention](#)

### [Putting out](#)

- All holes are to be putted to completion.
- There are **NO** gimmies allowed. **NO EXCEPTIONS, EVER!**
- Even that 1 inch putt must be finished in the hole

### [Mulligan's](#)

- These do not exist. There are **NO free** re-loads allowed.

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