



ADOPTED September 8, 2009

The USGA Rules of Golf shall govern all play except as modified by these Local Rules.

SLOW PLAY:

Playing time for a group of 4 on Diamond Oaks Golf Course shall be 4 hours 40 minutes. Each member of a group will be subject to a **2-stroke penalty** for slow play if the group does not complete their round within 4 hours 40 minutes **and** within 15 minutes of the group in front of them. **(A breach of both conditions must exist for a penalty to apply.)**

Official clocks may be positioned at the teeing ground of the starting hole and the putting green of the finishing hole of the stipulated round. When clocks are present, each competitor **MUST** record on **their individual scorecard** the time the first member of their group tees off on the starting hole and the time that the flagstick is replaced after all members of the group have holed out on the finishing hole. **Failure to do so will result in a two-stroke penalty.**

Maximum penalty for a violation of the Slow Play Policy will be 2 strokes.

Any imposed penalty may be appealed to the Rules Committee.

(Rule 6-7, Note 2)

PRACTICE:

For the purpose of discouraging slow play:

A player **must not** practice putting or chipping on or near the putting green of the hole last played.

Penalty for breach is 2 strokes.

(Rule 7-2, Note 2)

PREFERRED LIES:

When preferred lies are in effect as defined in the Standard Playing Procedures:

If a player's ball lies through the green, the player may mark, lift and clean his ball **without penalty**. Before lifting, he must mark the position of the ball and then place the ball on a spot within one score card length of and not nearer the hole than where it originally lay, that is not in a hazard or on a putting green. A player may place his ball only once, and it is then in play.

Penalty for breach of procedure is 2 strokes.

(Rule 20-3 and Rule 20-4)

DISTANCE MEASURING DEVICES:

For all RGC events, a player may use a distance-measuring device to obtain distance information. Players may share such a device and may share any measured yardage with another player. **However, the use of a device that provides other information such as gradient and wind is not allowed and *penalty for use will be disqualification* regardless of whether any such other information is actually used.**

(Decision 14-3/0.5)

AERATION HOLES:

Through the green, a ball that comes to rest in or on an aeration hole may be lifted ***without penalty***, cleaned and dropped as near as possible to the spot where it lay but not nearer the hole. On the putting green, a ball that comes to rest in or on an aeration hole may be placed at the nearest spot not nearer the hole that avoids the situation.

(Appendix 1 – Part B – 4d)

EMBEDDED BALL:

Through the green, a ball that is embedded in its own pitch-mark in the ground may be lifted ***without penalty***, cleaned and dropped as near as possible to where it lay but not nearer the hole.

(Appendix 1 – Part B – 4a)

STONES IN BUNKERS:

Stones in bunkers are movable obstructions, and they may be removed ***without penalty***.

(Appendix 1 – Part B – 5b)

IMMOVABLE OBSTRUCTIONS CLOSE TO PUTTING GREEN:

If a ball lies off the putting green but not in a hazard and an immovable obstruction on or within two club-lengths of the putting green and within two club-lengths of the ball intervenes on the line of play between the ball and the hole, the player may take relief ***without penalty***.

The ball must be lifted and dropped at the nearest point to where the ball lay that (a) is not nearer the hole, (b) avoids intervention and (c) is not in a hazard or on a putting green. The ball may be cleaned when lifted.

(Appendix 1 – Part B – 6)

PUMP HOUSE AREA AND ENCLOSURE – HOLE #10:

The pump house area and enclosure near the teeing ground of Hole #10 is deemed to be an immovable obstruction. When a ball is lost within the enclosure or when the obstruction interferes with the lie of the ball, the player's stance or the area of his intended swing, the player may drop and play a ball ***without penalty*** from within the white teeing ground. **THE BALL MAY NOT BE TEED.**

(Appendix 1 – Part B - 8)

OBSTRUCTIONS:

Including but not limited to:

- Asphalt Maintenance road to the left of the fairway and behind the green of Hole #10
(**Dirt maintenance roads and paths are deemed to be integral parts of the course where no free relief is given – Play the ball as it lies**)
- **Concrete** surfaced Cart Paths
- Sprinklers and Sprinkler Control Boxes
- Drain Covers
- Staked Trees
- Distance Markers
- Unattended maintenance equipment
- UNMARKED drain pipes/culverts and accompanying rocks throughout the course
- Large decorative and defining rocks near paths, tees, and planting areas
- Restrooms near #3 and #14 teeing grounds
- Protective screen directly behind the #4 forward teeing ground
- Post and chain safety barrier fronting and to the side of the hazard on Hole #6

For immovable obstructions, determine the nearest point of relief and drop the ball *without penalty* within one club-length of that point, no nearer the hole.

Any obstruction that can be moved shall be moved to obtain relief.

(Rule 24-1 and 2)

ABNORMAL GROUND CONDITIONS:

In addition to any area of the course specifically marked as such, the following conditions will be considered Abnormal Ground Conditions.

- Casual Water, including the overflow of water from water hazards that is outside the margin of the hazard
- Ruts and holes made by carts and maintenance vehicles
- Old, uneven cup holes on the putting greens

Through the green, determine the nearest point of relief and drop the ball within one club-length of that point, no nearer the hole. *No penalty*

On the putting green, lift the ball and place it at the nearest point of relief. *No penalty*

(Rule 25-1b)

WATER HAZARDS and LATERAL WATER HAZARDS:

Water Hazards are defined by YELLOW stakes and or lines. Lateral Water Hazards are defined by RED stakes and or lines. When the number of stakes is not sufficient to clearly define the hazard line or there is a great distance between the stakes, the cut and contour of the grass shall determine the margins of the hazard.

Play the ball as it lies (you may not ground your club), or proceed under Rule 26-1 (Ball in Water Hazard) under *penalty of one stroke*. (Rule 26-1)

Hole #17: The concrete drainage ditch and the ground between the ditch and the boundary fence paralleling the left side of Hole #17 are deemed to be a lateral water hazard.

Play the ball as it lies (you may not ground your club), or proceed under Rule 26-1 (Ball in Water Hazard) under *penalty of one stroke*.

(Rule 26-1)

NOTE: A ball is in a Water Hazard when it lies in or any part of it touches the Water Hazard.

BRIDGES OVER WATER HAZARDS:

Bridges are obstructions in the hazard. If a ball lies on the bridge, there is NO FREE RELIEF. Play the ball as it lies (you may ground your club - Rule 13-4, Note) or proceed under Rule 26-1 (Ball in Water Hazard) *under penalty of one stroke*.

OUT OF BOUNDS:

Out of Bounds is defined by:

The inside edges, at ground level of:

- White paint lines
- White stakes
- Perimeter fence posts (**Including but not limited to**):
 - Fence surrounding the electrical units/trash bins to the left of #18 green
 - Fence behind #18 green
 - As an additional option for a ball that you declare unplayable due to interference from the boundary fence and that lies between the blue staked area of the fence, you may, under penalty of one stroke, drop and play a ball from the drop area defined by blue tee markers behind the green**
- Perimeter Retaining Walls (**Including but not limited to**):
 - The wall to the left of hole #5
 - The Cart Barn wall behind #9 green
- Driving range fence posts
 - The area between the driving range and the residential private property boundary to the right of the #8 teeing ground is through the green and in play.**
- The parking lot, Pro Shop, restaurant patio and practice areas

For a ball that may be Out of Bounds, the player should play a provisional ball in accordance with Rule 27-1.

If a ball is Out of Bounds, the player must play a ball, *under penalty of one stroke*, as nearly as possible at the spot from which the original ball was last played (*distance*).

(Rule 27-1)

INTEGRAL PARTS OF THE COURSE:

- **Dirt maintenance roads**
 - Hole #2 – Left side of the fairway, paralleling the boundary fence**
 - Hole #8 – Left side of the fairway, paralleling the driving range boundary fence**
- **All bare areas caused by occasional cart/maintenance vehicle travel**
 - Hole #4 – Bare areas on either side of the bridge crossing the hazard on the right**

For a ball lying on an integral part of the course, play the ball as it lies or, *under penalty of one stroke*, proceed under Rule 28 (Ball Unplayable)

NOTE:

THE PENALTY FOR A BREACH OF PROCEDURE FOR MOST RULES OF GOLF IS 2 STROKES.

THE PENALTY FOR A SERIOUS BREACH MAY BE DISQUALIFICATION.

IT IS THE RESPONSIBILITY OF ALL PLAYERS TO BE FAMILIAR WITH THE RULES OF GOLF AND TO APPLY THEM PROPERLY.

WHEN IN DOUBT, APPLY RULE 3-3, AND PLAY TWO BALLS.