



## LOCAL RULES

Revised 2019 – Handicap Committee

- 1) **USGA RULES and ETIQUETTE** govern play except where local rules apply.
- 2) **CHECK IN:** All players and visitors **MUST** check into the clubhouse before beginning play, a second round or using the golf facilities. Players shall begin on hole #1 unless permission is given upon check in. Each player must have a golf bag with a minimum of 4 clubs and proper attire – Shirt and shoes throughout play.
- 3) **PACE OF PLAY:** It is extremely important to maintain pace with the group in front and invite the group behind to play through if appropriate. Consider the timing of pre-shot swing routines and perhaps adopt “Ready Golf” to speed up play. Searching for balls shall be 3 minutes or less. Four active players are allowed in a group, with no more than two players per cart. Play from the set of tees based on player ability. Inquire in the clubhouse about Family Tees and scorecard. Rule 5
- 4) **COURSE PROTECTION:** DO NOT drive in NO PLAY ZONES! Please replace/repair fairway divots, spike and ball marks on green. Registered golf carts are allowed and shall obey the 90° rule. No person or vehicle is allowed on course property before opening hours or after dark without club-house permission. Beverages may be purchased in the clubhouse-personal coolers are not allowed.

### 5) **BOUNDARIES & PENALTY AREA:** Rule 17

OUT OF BOUNDS (OB): Paved roads & parking lots adjacent to the course. These may be marked by white lines or white stakes. A ball touching an OB area not marked with white lines is OB.

PENALTY AREA (PA): All wooded areas and ponds are PA's. All penalty areas are defined as “red”. If stakes mark any penalty area, the stakes themselves are inside the penalty area. Penalty relief options include playing it as it lies or under penalty of “1” stroke, utilize stroke and distance, back on the line of relief or 2 club length lateral relief from the point of entry to PA.

NO PLAY (NP) ZONE in a PENALTY AREA or ACC (Abnormal Course Condition): Immediate relief must be taken in Tall Grass areas around the course unless otherwise marked. No searching for balls. We prefer you stay out of these zones. “Play it as it lies” is NOT allowed in No Play Zones.

### 6) **DROP ZONE:** Additional 1 stroke Penalty Area relief option on hole # 4. Rule 14



### 7) **ABNORMAL COURSE CONDITIONS (ACC)(immovable obstructions):** Rule 16

Free relief is allowed under conditions noted below including, temporary or casual water; dangerous animal conditions; and for embedded ball in own pitch mark within a general area.

- a) PLANTINGS: All staked plantings and flower gardens.
- b) GRAVEL: Gravel areas and a gravel hillside on the course, unless otherwise marked.
- c) IMMOVABLE OBSTRUCTIONS: All artificial-surfaced cart paths, wood chips, drainage culverts, guide wire supports, buildings, signs, irrigation-utility units, and water/cleaning stations.

### 8) **OTHER:**

OVERHEAD WIRES – A ball striking overhead wires on holes #1 and #9. The stroke is cancelled, and it must be replayed from the previous location regardless of frequency.

LARGE BOULDERS are considered an integral part of the course – no free relief.

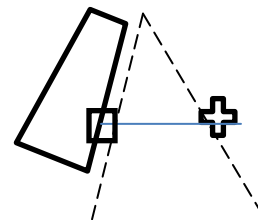
MAXIMUM STROKES - When a player has reached a score of 10, stop playing the hole (*pickup*).

The player is not disqualified, but simply earns the score of 10.

BUNKER RELIEF - Under penalty of 2 strokes and back on line of relief, players may also drop outside bunkers.

**LOST BALL AND OUT OF BOUNDS ALTERNATIVE:** When a player's ball has not been found or is virtually certain to be out of bounds, the player may proceed under the optional Stroke and Distance Rules. This choice is not available if a provisional ball has been played or if the ball is in a penalty area. **Under Penalty of 2 strokes:** a) Estimate the original *Ball Reference Point* (X) where the ball came to rest or last crossed the edge of course boundary. b) Find the nearest *Fairway Reference Point* (□) directly across from Ball Reference Point. Draw two imaginary straight lines from the flagstick through the reference points no closer to the hole. Drop and play within the reference point area or within two club lengths to the right or left of these points.

## LOCAL RULES BY HOLE



### HOLE #1

Overhead Wires – the ball is dead and must be replayed from previous position

No Play Zone Penalty Area – tall grass on right side. Tall grass on left is PA.

Out of Bounds - white stakes are located to the left of cart path, near private homes and left of the green by the parking lot and building.

### HOLE #2

Out of Bounds – highway pavement on left defines out of bounds

No Play Zone Penalty Area – all tall grass of right. Tall grass on the left is Penalty Area.

### HOLE #3

Immovable Obstruction - stone drainage culvert (relief of 1 club length – no penalty)

No Play Zone Penalty area – tall grass on the right hillside

Penalty Area – pond on left side near cart path

### HOLE #4

Penalty Areas – forest by tee, ponds and forest beyond the green

Drop Zone – addition relief option in penalty areas – lines are considered inside the zone

### HOLE #5

Abnormal Course Conditions – gravel/ maintenance path on right at top of the hill

Penalty area – pond located to right beyond green

### HOLE #6

For safety, please use mirror located on a pole near back tees to view fairway before teeing off

### HOLE #7

Immovable Object – shelter

### HOLE #8

Penalty Area – wetlands in front of forward tees, and two ponds on the right at top of hill and adjacent to the green.

Please take nearest point of free relief if landing on #9 tee box (1 club length)

### HOLE #9

Overhead Wires – if the ball hits the wires, the ball is dead and must be replayed

Abnormal Course Conditions – gravel hillside before the cart path (free relief to level area)

Penalty Area - the tall grass hillside to the right of the cart path. The guide wire support structure in this area is dangerous and considered an immovable object


# Ely Golf Club - Local Rules 2019

OB - Out of Bounds -----

PA - Penalty Area

NP - No Play

W - water PA

 - Bunker

ACC - Abnormal Course Condition

