Durand Eastman Golf Club Local Rules – 2017

1. **Fairways:** Defined by the cut of the grass, all other areas considered as rough
2. **Summer Rules:** Expect that summer rules (play the ball as it lies) will be in force unless a notice is posted in the pro shop stating otherwise.
3. **Preferred Lies/Winter Rules:** If severe conditions exist, a sign will be posted in the pro shop. Under this temporary local rule, a player who's ball is in the fairway, after marking his position, may lift, clean, and place, his ball within the length of a Durand scorecard of original position, no closer to the hole. Fringe of greens is considered fairway.
4. **On the Putting Green:** There is no penalty if the ball or ball marker is moved accidently by the player, his partner, his opponent or any of their caddies or equipment.
5. **Embedded ball:** Through the green (all ground except hazards, tee and green of hole being played), a ball embedded in its own pitch mark may be lifted, cleaned, and dropped no closer to the hole. Position must be marked before lifting.
6. **Water hazards:** Regular water hazards are defined by yellow stakes. Lateral water hazards are defined by red stakes. **The stakes are defined to be immovable obstructions** and are not to be removed. Breach - 2 strokes/loss of hole. Ball is considered in a hazard, if any part of it is touching the hazard line. Hazard line is defined as the fairway edge of the stakes. Within a hazard, there is no relief. Outside a hazard, the immovable obstruction options apply. Relief for interference to normal stance or swing (nearest point of relief no closer to hole, then within one club length). No relief for line of flight/sight. This local rule is due to driving the stakes deeply to prevent loss from vandalism. If for some reason a stake is obviously missing, the cut line, if any, will be used define the hazard. Otherwise, the judgment of the foursome will be used. All bridges are considered to be within the hazards. No relief from bridges, if ball in hazard.
7. **Out-of-bounds:** Out of bounds is defined by white stakes. If a stake is obviously missing, it will be the responsibility of the foursome to decide if the ball is in play. A ball is only out of bounds if all of the ball is out. The fairway edge of stakes is used as the line. Out of bounds stakes must not be loosened or removed - 2 stroke penalty.
8. **Ground under repair:** Ground under repair is defined by white lines and/or signage. Also, see Relief Situations - Ground Under Repair.
9. **Staked/tagged trees and flower beds:** Trees less than 2 club lengths high, staked or tagged trees, or flower beds - free drop within one club length of nearest point of relief no nearer the hole.
10. **Hole #11 -** The right side of the road (edge) on the left side of Hole #11 marks the hazard. This hazard starts at the #11 tee and runs down the left side of the hole until the first out of bounds stake. The road itself is in the hazard, therefore no free relief.
11. **Hole #16 -** The hazard on the left side of the hole #16 is defined by the right edge of the cart path. The cart path is in the hazard therefore, no free relief. The hazard ends just past the pond access road and is marked by the last red stake.
12. **Relief from cart path behind #5 north green (Rarely Used Green) -** Option to use nearest drop zone left or right of green, drop zones are white blocks, drop within one club length no nearer hole from white block.
13. **Cart path near green on #4 -** Cart path posts are immovable obstructions (relief for stance/swing) - drop within 1 club length nearest point of relief (it may be up the hill); may want to consider options under unplayable lie rule
14. **Measuring Devices** - use of measuring devices that comply with USGA rules is allowed in both regular and tournament play.
15. **General Speed of Play and Etiquette:** 
    1. **Slow play** - If a group falls behind by a full hole, the group behind them has the right to alert them and then play through without question.
    2. Par 3's (#5, #8, #12, #17) - wave up players, if no gap between your group and group ahead - #12 especially, to help avoid lost balls
    3. Hole #4 - landing area - wave players on the tee to hit to speed play after finding your balls.
    4. Hole #4 - green - leave by way of upper path to speed play and it is saferchun
    5. Hole #16 - do not drive up by the tee (off the cart path)
    6. Hole #16 - do not try to drive the green while players are still on it (players on green. Wave up players behind if will not delay play).
    7. Carts - use 90 degree rule, obey restricted staked areas
    8. ***NOTE: ALL scores MUST be posted by Player unless informed otherwise***

Relief Situations – Ground Under Repair

As determined by Club Pro

Where course is not marked:

1. Mark, lift, clean, and drop (nearest point of relief + 1 club length)
   1. Obvious ground under repair, such as holes filled with plugs, torn turf due to grubs
   2. Newly sodded/seeded areas and loose soil immediately next to it
   3. Deep ruts from equipment (usually in muddy areas and covered by casual water rule)
   4. Holes due to collapsed of French drains
   5. Very muddy areas - these are covered by casual water rule
2. Immovable Object (ie downed tree)
   1. The player must lift the ball and drop, without penalty, within 1 club length of and not nearer the hole than the nearest point of relief. The player must determine the nearest point of relief without crossing over, through or under the obstruction.
3. Lost ball due to abnormal ground condition (very soft ground or unmown turf (normally mown)
   1. Group must agree on point of entry, then nearest point of relief + within 1 club length
4. All other areas - summer rules, play it as it lies - unless winter rules

- **Rules and Greens Committee - 2017**