

A. Please refer to the USGA Rules of Golf book effective January 2023 concerning any rules questions. These Local Rules supersede Local Rules on the scorecard.

- **B.** Penalty Areas will be defined by white lines or physical features. In the absence of lines, physical features such as foliage, water or roads define the area.
- C. Where marked, white lines will define the "Out of Bounds Penalty Area." Out of bounds will be defined by white lines, property fences, and the inside edges of any city road. A ball that travels over a city road is considered out of bounds. OB is determined by the nearest inside points of the line, fence or road at ground level. When a player hits a ball into a white, out of bounds penalty area, he or she has two options for relief, which will cost a one or two penalty stroke:
 - a. Stroke-and-distance relief in which the player can replay his or her shot from the original spot where the previous stroke was made. One stroke penalty.
 - b. Back-on-the-line relief in which the player notes the reference point of where the ball entered the penalty area, goes back on a line that extends straight back from the hole, and drops a ball within two club lengths of that spot. Two stroke penalty.
- D.Any ball hit that is unplayable and did not cross out over an area marked with a white line is considered a "Red Penalty (Lateral Drop) Area." When a player hits a ball into a red penalty area, he or she has three options for relief, all of which cost one penalty stroke:
 - a. Stroke-and-distance relief in which the player can replay his or her shot from the original spot where the previous stroke was made.
 - b. Back-on-the-line relief in which the player notes the reference point of where the ball entered the penalty area, goes back on a line that extends straight back from the hole, and drops a ball within two club lengths of that spot.
 - **c.** Lateral relief in which the player identifies the spot where the ball last crossed the penalty area and drops a ball within two club lengths of that spot, no closer to the hole.
- E. Ground under repair will include:
 - a. Areas on the course marked with white lines
 - **b.** Staked trees. Any young tree on the course designated by ropes and stakes is considered a no play zone in which mandatory relief required for lie of ball, stance and area of intended swing. The tree itself along with the ropes and stakes are considered as one.

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- c. All ornamental flower beds throughout the course are No Play Zones. Relief is mandatory. The outside edge of the flower bed is the edge of the no play zone. If a curb is present it is in the no play zone. If the flower bed is in the general area free relief must be taken under Rule 16.1b. If the flower bed is in a penalty area, the player must take relief under Rule 17.1e.
- F. Any worn down or bare area within a club of any cart path will be considered ground under repair.
- G.Sand bees, fire ants and their mounds are considered a dangerous situation and relief is granted under Rule 16.2a & 16.2b
- H. Animal hoof damage: In the general area or in a bunker, damage that is clearly identifiable as having been caused by animal hoofs is ground under repair and Rule 16.1 applies (Abnormal Course Conditions). Such damage to the putting green may be repaired and Rule13.1c (2) applies.
- I. Damage by animals: Damage in the "general area" caused by animals such as armadillos, skunks, opossums, or ground hogs will be considered ground under repair. Interference does not exist if the damage only interferes with the player's stance.
- **J.** Any ball that comes to rest on a road or cart path will be granted free relief from the road to the nearest point of relief no closer to the green.
- K. Any ball that comes to rest on or under a rock or bolder in play is considered an unplayable lie. The ball must be dropped at the nearest relief point, no closer to the green and will require a one stroke penalty.
- **L.** Integral parts of the course:
 - a. Wires, cables or electric boxes closely attached to trees or other permanent objects
 - i. If a ball hits a power line on a regular path to a fairway or green the ball is dead and will be replayed from the previous spot with no penalty.
 - ii. If a ball is against an electrical box on the course it may be moved two club lengths not closer to the hole without changing the lie with no penalty.
 - b. Retaining artificial walls when located within penalty area.c. Landscaping stones placed in areas to prevent erosion.
- M. Drop Zones: As an additional option for a ball in a penalty area, drop zones are located on designated holes. Additional drop zones may be provided as part of an individual rules sheet for an event.



Course Play Rules by Hole

- Hole #1 Drop Zone
- Hole #2 RPA all sides
- Hole #3 OB left, RPA right
- Hole #4 OB left, OB Short in marsh, RPA right
- Hole #5 Drop Zone
- Hole #6 Drop Zone, OB long over cart path in residential yards
- Hole #7 OB left in residential yards, OB right and long over public roads
- Hole #8 OB left in residential yards, OB right over public roads
- Hole #9 RPA all sides
- Hole #10 RPA all sides
- Hole #11 Drop Zone
- **Hole #12** RPA all sides (GUR off cart path and in flower beds near the green)
- Hole #13 RPA all sides
- **Hole #14** Drop Zones (2)
- Hole #15 Drop Zone
- Hole #16 RPA all sides
- Hole #17 Drop Zone
- Hole #18 RPA all sides

RPD – Red Penalty Area

OB – Out of Bounds



Scramble Tournament Rules

Participants will play a two- or four-person scramble format. Each player will hit their tee shot to begin each hole. The team will choose the best shot and from that spot each player will hit their second shot. This format will continue until completion of the hole and a single score is recorded. Upon completion of the round, the 18-hole total will be the team's overall score.

1.Golf Course Rules

a. Be sure to follow all course rules. For a copy of course rules please refer to the course rules sheet on the Raven Rock website.

2.Improving your lie

a. Each participating team must mark the spot of each selected shot with either a golf tee or divot repair tool. At that time all members of the team may lift, clean, and place their golf ball according to the stipulations listed below.

3.Fairway

a. The ball may be placed one club length from the spot of the selected ball no closer to the hole. When placed, the ball must remain in the fairway.

4.Rough

a. The ball may be placed one club length from the spot of the selected ball no closer to the hole. The replacement of the ball may improve the team's stance, swing and line of sight but must not be placed outside the one club length limit. When placed, the ball must remain in the same cut of rough in which the selected ball came to rest.

5.Hazard

a. The ball may be placed one club length from the

spot of the selected ball no closer to the hole. The replacement of the ball may improve the team's stance, swing and line of sight but must not be placed outside the one club length limit. When placed, the ball must remain in the same hazard in which the selected ball came to rest. In regard to sand traps, the trap may be raked before placement of the ball.

6.Putting Green

a. The selected ball may be placed one putterhead length from the spot of the selected ball no closer to the hole.

7.Putts

a. There are no gimmies. All putts must be made to officially finish the hole.

8.Scoring

a. At the completion of play all teams are to sign and attest their respective scorecards and turn them into the appropriate Raven Rock staff. Each scorecard must have the signature of the scorer as well as a signature from the other participating team.

9. Tie Breaking Policy

a. The Raven Rock staff will determine the winner of any tie utilizing a "card-off" system. The scores starting on hole #1 through #18 handicapped ranked holes will be used to determine the winners.

10.Tees

a. Men: White Tees

b. Men Seniors (65-74): Gold Tees

c. Men Super Seniors (75 & Older): Red Tees

d. Ladies: Red Tees