



U.S.G.A. Rules Govern All Play

All yardage markers measured to the center of the greens.

Local Rules

1. OUT OF BOUNDS is defined by white stakes and boundary fences.
2. Red & Yellow penalty areas are defined by red and yellow stakes.
3. IMMOVABLE OBSTRUCTIONS: Cart paths, benches, sprinkler heads, restrooms, valve and control boxes, screens behind #2 and #12 tees, pumphouse on #8, and the snack shack are immovable obstructions. Drop one club length from the nearest point of relief, no nearer the hole-no penalty.
- 3a. FIXED SPRINKLER HEADS (Rule 16-1): All fixed sprinkler heads are immovable obstructions and relief from interference may be obtained. In addition, if such an obstruction on or within two club lengths of the putting green of the hole being played intervenes on the line of play between the ball and the hole, the player may obtain relief without penalty under the rule.
4. STAKED TREES: If a staked tree interferes with a player's stance or area of intended swing, the ball may be dropped within one club length from the nearest point of relief, no penalty.
5. PLANTED GARDEN AREAS: Players must drop outside of these areas, one club length from the nearest point of relief, no nearer to the hole-no penalty.
6. TREE WELLS: The 3 deep tree wells on hole #12 are deemed "No Play Zone" obstruction. The ball may be dropped within one club length from the nearest point of relief, no nearer the hole-no penalty.
7. BALL DROP HOLE #10: If a ball is in or it is known or virtually certain that a ball is in the penalty area located in front of the tenth tee box, the player may proceed under Rule 17; or as an additional option, drop a ball under one penalty stroke in the designated Ball Drop area.

Course Rules

1. All golfers must have a tee time and register in the Golf Shop prior to reporting to the tee.
2. Soft spike shoes only, no metal or ceramic spikes allowed.
3. Appropriate golf attire is required for all players. Members are expected to ensure that their family members and guests adhere to such rules. This includes the driving range, putting green and practice area.
4. Players are required to repair all ball marks, replace all divots and rake all bunkers after the play of each shot. Rakes are to be left in the bunker with the handle extending away from the green.
5. Play at a good pace. It is the group's responsibility to keep up with the group in front. If the group loses a clear hole and causes delay for the group behind, the group shall invite the group behind to play through, irrespective of the number of players in the group. "Good Pace" is 4 hours and 15 minutes or less for 18 holes.
6. The Golf Course Superintendent shall be the sole judge of when the course is unplayable and when powered carts are not to be used or are to be kept on the cart paths at all times.
7. Powered golf carts are to stay 60 feet away from all greens, without exception and must utilize cart paths around the tee boxes.
8. Persons operating powered golf carts must be at least 16 years of age and hold a valid driver's license.
9. Push or pull carts must stay 20 feet away from all greens and tee boxes, and cannot be wheeled between a bunker and a green.
10. Each player must have his/her own set of clubs.



100 Years & Counting!

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