

WEST CHESTER LOCAL GOLF RULES

Out Of Bounds: Marked by White Stakes and Roadways.

Penalty Areas: Defined by Red Stakes or Lines.

Ornamental Planting areas and staked trees, also any trees with mesh wire around them are to be played as ground under repair

Mandatory relief must be taken.

Stones in Bunkers are movable obstructions and may be removed.

Distance Measuring Devices are Permitted.

Embedded Ball rule in effect in the General area. (Fairway, Rough) Does not include Bunkers or Penalty areas.

Ball Lost or Out of Bounds: You may choose a line from where your ball is lost or out of bounds from that point all the way two club lengths into the fairway and drop anywhere along that line.

(Under penalty of 2 strokes.)

Or you may go back to where you played the original shot from and play from there.

(Under penalty of 1 stroke)

Relief from sprinkler head (immovable obstruction) near putting green:

If a sprinkler head is within 2 club lengths of the putting green; and a player's ball is within 2 club lengths of the sprinkler head; AND lies in fairway height grass or lower; THEN a player is entitled to relief IF the sprinkler head is in their intended line of play.

Relief is taken by establishing the nearest point of relief; the player must drop their ball within 1 club length no nearer to the hole.

HOLE #7 / #16 HIGH GRASS BETWEEN TEE & GREEN

It will now be played as a Red Stake Penalty area

If you find your ball in the penalty area you may play it as it lies with no penalty stroke

If it is lost or you choose not to play it from the high grass use one of the options below

Please keep in mind you only have 3 minutes to search for your ball.

The next 3 options incur a 1 stroke penalty

Option 1: Lateral Relief pick the nearest point outside the high grass measure 2 club lengths and drop within the 2 club lengths. (This is the option that I suggest being used to keep pace of play)

Option 2: Back of line Relief (Keep the point where your ball is or is lost and go back as far as you want keeping that point between you and the hole.)

Option 3: Stroke & Distance (Go back to where you hit the last shot from and play from there)