



## COURSE COURTESY AND LOCAL RULES

**Many of the rules below will help to eliminate slow play. Teams of four players should allow no more than fifteen minutes per hole, finishing 9 holes within 2 hours 15 minutes.**

- When waiting on the tee for the group in front to clear the fairway, the shortest hitters should go first, when the group ahead has moved out of their range.
- Limit your practice swings. One practice swing should suffice.
- Players make each stroke in no more than 40 seconds and usually in less time.
- On the tee, pay attention to your partners' drives. If they lose sight of their ball, you can help direct them to it and avoid any searching.
- Hit a provisional ball **immediately** if your ball may be lost or you are unsure whether it has come to rest out of bounds.
- When a provisional ball has not been played, significant issues with pace of play can result for a player needing to take stroke-and-distance relief for a ball that is out of bounds or cannot be found. The purpose of this local rule is to allow an extra relief option that allows a player to play on without returning to the location of the previous stroke. This option allows the player to drop in a large area between the point where the ball is estimated to have come to rest or gone out of bounds and the edge of the fairway of the hole being played that is not nearer the hole. The player gets two penalty strokes when using this relief option. This means that the relief is comparable to what could have been achieved if the player had taken stroke-and-distance relief.
- When two players are riding in a cart, drive the cart to the first ball and drop off the first player with her choice of clubs. The second player should proceed in her cart to her ball, as long as she is not in front of others. After the first player hits her stroke, she should begin walking towards the cart (mindful of other players' positions) as the second golfer is playing.
- Carry extra tees, markers, and an extra ball in your pocket. Also, take more than one club from the cart to your ball. Getting to the ball only to find out you don't have the right club is a huge time-waster on the golf course.
- Allow no more than 3 minutes to search for a lost ball.
- Place your carts and bags on the side of the green towards the next hole. Take the putter, and if needed, a chipper.
- When on the green, stand behind ball, as long as you are not in another players' line, think about putt, lining up in mind.
- Avoid standing or casting a shadow on another player's line of putting.
- Do not move, talk or stand close/behind a player making a stroke.
- When putting, players are allowed to leave the flagstick in the hole or take the flagstick out.
- If your putt is short, go ahead and putt out. Continuous putting saves time.
- Mark your scorecard **after** reaching the next tee.

- Play ready golf, where order of play is based on who's ready, not who's away, when safe to do so.
- Players should ensure that any electronic device taken onto the course will not distract others.
- The course courtesy goal is to speed up play so that everyone on the course will have an enjoyable experience.

## Portland Golf Course Local Rules

1. Course Out of Bounds will be defined by **WHITE** wooden stakes on holes 3,4,5,6,7,8,9,12,16,17,18. Play another ball from where the original ball was played. Loss of stroke and distance. (Section 18)
2. Course Out of Bounds will also be defined by property markers on hole numbers 3,4,5,6,7,9,12,16,17,18. Any ball inside of these boundaries that is not found will be considered a lost ball. Play another ball from where the original ball was played. Loss of stroke and distance. (Section 18)
3. Frontal hazards will be defined by **YELLOW** wooden stakes on hole numbers 2,16,18. Water hazard. Play another ball from where the original ball was played **OR** drop a ball back as far as you want, in line from where ball crossed the hazard boundary to the hole. Loss of one stroke. (Section 17)
4. Lateral hazards will be defined by **RED** wooden stakes on hole numbers 2,3,6,8,9,10,12,13,15,16. Same options as Yellow stakes above **OR** drop a ball within two club lengths of the line connecting two red stakes at the point where the ball last crossed it, no closer to the hole. Loss of one stroke. (Section 17)
5. Any part of the parking lot is considered out of bounds.
6. Putting Green/Club House area shall be defined as Out-of-Bounds and will be marked with **WHITE** stakes.
7. Areas worn by carts or by maintenance traffic will be played as such. One club length relief, no closer to the hole.
8. Ground-Under-Repair will **ONLY** be marked by **White Lines** or ropes and stakes. There is not any "Old" ground under repair, only those currently marked. Relief from Ground Under Repair areas will be mandatory unless otherwise noted.
9. The use of Range finders is approved as long as they do not measure other conditions. (i.e. gradient, slope, wind speed and temperature, etc.)
10. If a tree has been cut down and the stump remains in the ground it will be ruled as ground under repair. You may take one club length relief, no closer to the hole without penalty.
11. If a ball comes to rest on any roots that have grown to the surface around many of the trees on the course, you may take one club length relief, no closer to the hole, without penalty.
12. You may remove rocks in the bunker without penalty. This is to promote safer playing conditions.
13. If your ball comes to rest on rocks you are able to mark your ball, clean away any rocks (loose impediments) and replace your ball. This is to promote safer playing conditions.
14. A leaf rule may be put in effect by the pro shop staff as necessary. The leaf rule will allow a player whose ball is lost within the tree lines of the hole of play, free relief within one club length of where the ball was deemed lost. **THIS DOES NOT INCLUDE THE TREE LINE OR THE OUTSIDE.**
15. Mulch beds will be considered ground under repair. Take relief as necessary.