

Ocean Ridge ORLGA Local Rules **Revised July 16, 2019**

In accordance with the ORLGA by-laws, members of the ORLGA must adhere to the USGA Rules of Golf, and by these ORLGA local rules, and are encouraged to follow these rules in all play, not just ORLGA events.

In league events where scores are posted, no mulligans are allowed and all putts must be holed unless conceded in a match play event, or specified by the Committee (e.g. tournament director). The ball must be played down unless relief is provided by the rules of golf or these local rules.

ORLGA has adopted the following Local Rules for use in League events. The local rules are grouped by the USGA rule to which they are related.

Relief from Abnormal Course Conditions (Including Immovable Obstructions), Dangerous Animal Condition, Embedded Ball

Drainage structures in Fairway: The drainage structures in the fairway of hole number 14 of Lion's Paw after the dog leg are declared to be immovable obstructions and relief may be taken in accordance with [Rule 16.1.b](#).

Preferred Lies: If on-course playing conditions warrant "preferred lies," the Monday/Wednesday directors or Tournament director will notify the participants. The directors must specify the area in which preferred lies is in effect such as "in the General Area", or in the "closely mown sections of the general area". Closely mown means any grass that is cut to fairway height, (so the fairway), and it also means if a strip of grass in the "rough" was cut to fairway height, you can also take relief.

In proceeding under this Local Rule, the player must choose a spot to place the ball and use the procedures for [replacing](#) a ball under [Rules 14.2b\(2\)](#) and [14.2e](#).

Abnormal Ground Conditions:

- **Aeration Holes:** [General Area](#), a ball that comes to rest in or on an aeration hole may be lifted without penalty, cleaned and dropped as near as possible to the spot where it lay but not nearer the [hole](#). The ball when dropped must first strike a part of the [course](#) in the General Area.
 - On the [putting green](#), a ball that comes to rest in or on an aeration hole may be placed at the nearest spot not nearer the [hole](#) that avoids the situation.

- **Seams in Cut Turf:** “If a player’s ball lies in or touches seam of cut turf or a seam interferes with the player’s area of intended swing:
 - (a) Ball in General Area. The player may take relief under [Rule 16.1b](#).
 - (b) Ball on Putting Green. The player may take relief under [Rule 16.1d](#).

But interference does not exist if the seam only interferes with the player’s stance.

- **Roots:** “If a player’s ball is at rest in a portion of the *general area* and there is interference from exposed tree roots that are part of the *general area cut to fairway height or less, or in the rough within 16 club-lengths (approximately 20 yards) of the edge of the ground cut to fairway height or less*, the roots are treated as *ground under repair*. The player may take relief under [Rule 16.1b](#). Roots must be on a part of the Course on the fairway side of cart path and inside the tree line or Penalty Area line on the other side of the fairway. (In other words in can not be in a penalty area or in the woods). **But** interference does not exist if the tree roots only interfere with the player’s stance.
- **Leopards Chase 5th Hole:** The first 15 feet of the waste bunker directly right of the green, where carts usually park, and within the boundaries of the front and back edges of the putting green is deemed to be Ground Under Repair. Player may play the ball as it lies, or take relief under [Rule 16.1c](#). If taking relief, Player must lift the ball and drop it, without penalty, within one club length and not nearer the hole than the nearest point of relief. The nearest point of relief would be outside the 15 foot margin.
- **Washed Out Bunker:** When there is Significant washout damage to a Bunker, player may take relief from interference under [Rule 16.1c](#). If player has doubts as to whether or not a washout constitutes Significant damage, in Stroke play, player should proceed under [Rule 20.1c\(3\)](#) and play out hole with two balls.
- **Animal Dung:** “At the player’s option, dung from geese and/or dogs may be treated either as:
 - A [loose impediment](#) that may be removed under [Rule 15.1](#), or
 - [Ground under repair](#) from which relief is allowed under [Rule 16.1](#).
- **Animal Hoof Damage** - “Damage that is clearly identifiable as having been caused by [animal](#) hoofs is [ground under repair](#) from which free relief is allowed under [Rule 16.1](#). [But on the [putting green](#), [Rule 16.1](#) does not apply as such damage may be repaired under [Rule 13.1](#).]
- **Landscapes and Beauty Areas:** Ocean Ridge Golf (ORG) has defined “landscapes and beauty areas,” which are areas having a defined boundary in which are planted

flowering plants, small trees, and shrubs. This includes, for example, the low-lying junipers found on Tiger's Eye holes # 1, # 11, #12 and elsewhere throughout the courses, the landscaped and flowering areas to the left of the cart path on Lion's Paw No. 9 and the area of grasses on the front left side of the green on Leopard's Chase No. 2. **All such landscapes and beauty areas must be played as ground under repair.**

Ball Unplayable

Pampas Grass: A ball hit into the Pampas Grass on hole number 1 of Panther's Run or on several holes on Leopard's Chase, can only be declared an unplayable lie if the ball is found and identified. If the ball is not found, it is considered lost and the player must proceed under penalty of stroke and distance in accordance with [Rule 19.2a](#). or under Local Rule E-5 below (Alternative to Stroke and Distance for Lost/Out Of Bounds Ball).

Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds (USGA Model Local Rules (MLR) E-5. See Diagrams 1-3 Below

"When a player's ball has not been found or is [known or virtually certain](#) to be [out of bounds](#), the player may proceed as follows rather than proceeding under [stroke and distance](#).

For **two penalty strokes**, the player may take relief by [dropping](#) the original ball or another ball in the [relief area](#) (see Rule 14.3):

Once the player puts a ball [in play](#) under this Local Rule:

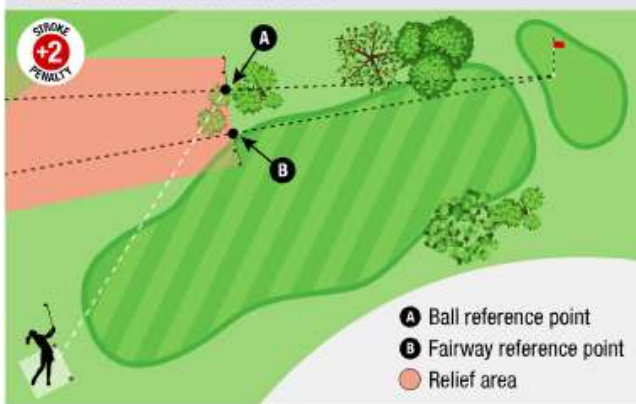
- The original ball that was [lost](#) or [out of bounds](#) is no longer [in play](#) and must not be played.
- This is true even if the ball is found on the [course](#) before the end of the three-minute search time (see Rule 6.3b).

But the player may not use this option to take relief for the original ball when:

- That ball is [known or virtually certain](#) to have come to rest in a [penalty area](#), or
- The player has played another ball provisionally under penalty of [stroke and distance](#) (see Rule 18.3).

A player may use this option to take relief for a provisional ball that has not been found or is known or virtually certain to be out of bounds.

MLR E-5 DIAGRAM 1: BALL NOT FOUND

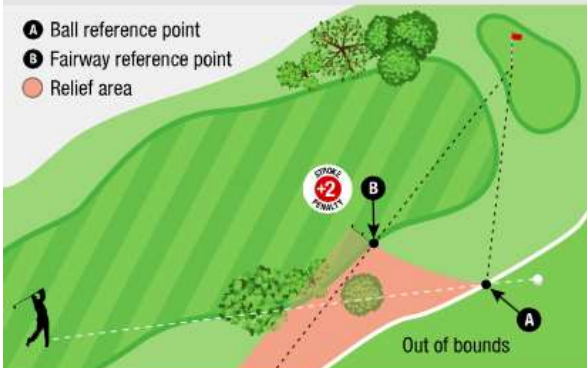


When a player's ball has not been found, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Points	Size of Relief Area	Limits on Relief Area
A. Ball Reference Point: The point where the original ball is estimated to have come to rest on the course (point A) B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point	Anywhere between: • A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line), and • A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line)	The relief area: • Must not be nearer the hole than the ball reference point, and • Must be in the general area

Player Notes:
 As the relief area is likely to be very large, the ball could roll a considerable distance

MLR E-5 DIAGRAM 2: BALL OUT OF BOUNDS

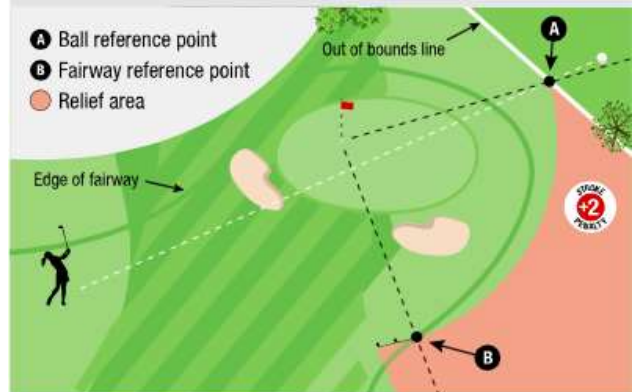


When a player's ball is known or virtually certain to be out of bounds, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Point	Size of Relief Area	Limits on Relief Area
A. Ball Reference Point: The point where the original ball is estimated to have last crossed the edge of the course boundary to go out of bounds (point A) B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point	Anywhere between: • A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line but still on the course), and • A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line)	The relief area: • Must not be nearer the hole than the ball reference point, and • Must be in the general area

Player Notes:
 As the relief area is likely to be very large, the ball could roll a considerable distance from the spot where it first strikes the ground and not need to be dropped again.

MLR E-5 DIAGRAM 3: BALL NOT FOUND OR OUT OF BOUNDS CLOSE TO GREEN



When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Points	Size of Relief Area	Limits on Relief Area
A. Ball Reference Point: The point where the original ball is estimated to have come to rest on the course or last crossed the edge of the course boundary to go out of bounds (point A) B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point	Anywhere between: • A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line), and • A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line)	The relief area: • Must not be nearer the hole than the ball reference point, and • Must be in the general area

Player Notes:
 As the relief area is likely to be very large, the ball could roll a considerable distance from the spot where it first strikes the ground and not need to be dropped again.

The Course

Out of Bounds (OB) Markings: Ocean Ridge Golf has modified its method for marking out of bounds limits. In the past Ocean Ridge Golf has used white 4"x4" posts to delineate the OB boundaries. Now in some areas, especially where sight lines between OB posts may be obscured, Ocean Ridge Golf has supplemented those posts with white wooden 1"x2" stakes between the 4"x4" posts to identify OB. White circular PVC pipes or other stakes that are used to designate lot lines and such have no relevance to OB boundaries. Many homeowner lots, especially in Leopard's Chase, are not marked by OB stakes. If this is the case and your ball is in a homeowner's lot, the ball is deemed to be out of bounds and the player is to proceed under penalty of stroke and distance.

Unmarked Yellow and Red Penalty Areas: If the boundaries of yellow or red penalty area are not marked, the boundary is defined as two club lengths from the penalty area's natural edge.

Wooden Ties: Wooden ties at the edge of penalty area and bridges are considered part of the penalty area. Therefore, play ball as it lies or take relief under the appropriate rule. Wooden ties that line the edge of cart paths are considered part of the cart path; therefore, relief is afforded without penalty.

Dropping Zones

"If a ball is in or it is known or virtually certain that a ball that has not been found is in the Penalty Area, the player may:

- proceed under [Rule 17.1d](#); (**See Diagrams # 1 & # 2 on Page 6**)
- OR
- as an additional option, drop a ball, under penalty of one stroke, in the dropping zone.

DIAGRAM #1 17.1d: RELIEF FOR BALL IN YELLOW PENALTY AREA

X Point that ball entered the penalty area
 ● Reference points
 ○ Relief area

When it is known or virtually certain that a ball is in a yellow penalty area and the player wishes to take relief, the player has **two options**, each for one penalty stroke:

(1) The player may take stroke-and-distance relief by playing the original ball or another ball from a relief area based on where the previous stroke was made (see Rule 14.6 and Diagram 14.6).

Reference Point	Size of Relief Area	Limits on Relief Area
The spot where the player's previous stroke was made (which if not known must be estimated)	One club-length from the reference point	The relief area: <ul style="list-style-type: none"> • Must not be nearer the hole than the reference point, and • Must be in the same area of the course as the reference point

(2) The player may take back-on-the-line relief by dropping the original ball or another ball in a relief area based on a reference line going straight back from the hole through point X.

Reference Point	Size of Relief Area	Limits on Relief Area
A point on the course chosen by the player that is on the reference line through point X (the point where the ball last crossed the edge of the yellow penalty area). There is no limit on how far back on the line the reference point may be	One club-length from the reference point	The relief area: <ul style="list-style-type: none"> • Must not be nearer the hole than the reference point, and • May be in any area of the course except the same penalty area

Player Notes:
In choosing this reference point, you should indicate the point by using an object (such as a tee).

DIAGRAM #2 17.1d: RELIEF FOR BALL IN RED PENALTY AREA

X Point that ball entered the penalty area
 ● Reference points
 ○ Relief area

When it is known or virtually certain that a ball is in a red penalty area and the player wishes to take relief, the player has **three options**, each for one penalty stroke:

(1) The player may take stroke-and-distance relief (see point (1) in Diagram #1 17.1d).
 (2) The player may take back-on-the-line relief (see point (2) in Diagram #1 17.1d).
 (3) The player may take lateral relief (red penalty area only). The reference point for taking lateral relief is point X.

Reference Point	Size of Relief Area	Limits on Relief Area
The estimated point where the original ball last crossed the edge of the red penalty area (point X)	Two club-lengths from the reference point	The relief area: <ul style="list-style-type: none"> • Must not be nearer the hole than the reference point, and • May be in any area of the course except the same penalty area

Drop Zones have been established for the following holes at Ocean Ridge Plantation:

Lion's Paw:

Hole #3: Left of the Penalty area approximately 60 yards from the center of the green

Hole #6: Closely mown area left of and in front of the red tees

Panther's Run:

Hole #18: Regular League Day Play or Specified Tournaments: Closely mown "mound area" left of and in front of the green, just past the bridge.

Hole #18: Club Championship, Member Guest, Member/Member, Ringers & President's Cup: There will be a defined drop zone area at the end of the fairway (prior to the pond). The water penalty area stays in play.

Tiger's Eye:

Hole #11: Left of the green on the opposite side of the cart path

Leopard's Chase:

Hole # 4: Area in front right of the green between the green and the penalty area

Hole #13: Right of the cart path just past the penalty area

Hole #16: Right of the cart path on the hill just past the penalty area

Local Guidance for Individual Courses (Rule 2)

Tiger's Eye

Hole #14 The water behind the 14th green must be played as red penalty area

Sandy areas: The following areas of Tiger's Eye are considered sandy areas/waste bunkers:

Hole #3: Sandy area down entire right side of fairway and green

Hole #4: All sandy areas

Hole #5: Sandy area on the right side of the fairway

Hole #6: All sandy areas

Hole #18: Sandy area adjacent to the right side of fairway and the green

Panther's Run

Hole #4 For a ball hit into the (water) penalty area before the bridge or a ball hit on land over (water) penalty area before the bridge that is in bounds, play as a red penalty area. The pond between the fairway and the green to the right of the bridge is a (water) yellow penalty area.

Hole #12 All of the pond on the left side of the fairway is part of the red penalty area.

Hole #13 The water behind the 13th green is part of the (water) penalty area.

Hole #16 The water behind the 16th green is part of the (water) penalty area.

Sandy Areas: The following areas of Panther's Run are considered sandy areas:

The term "**Sandy Areas**" is new in 2019 and refers to any portion within the general area that contains sand, and is not a bunker. This can be a "waste bunker" (waste bunker is not a golf term) or an area of the course where sand has collected

Hole #2 All sandy areas

Hole #3 Sandy areas on the right side of the fairway near cart path and green

Hole #5 All sandy areas on right side of fairway

Hole #11 All sandy areas

Hole #16 Sandy areas on left of fairway up to approximately 150 yard mark but not including greenside bunkers.

Lion's Paw:

Hole #1: The woods on the right side of fairway from tee to green is a Red penalty area.

Hole #2:
If ball lands in creek to left of fairway, play it as a Red penalty area.
The rocks are considered part of the penalty area.

If ball is in oyster shells to right of green, play it as a Red penalty area

The wooded area on the right side of the fairway from tee to green is a Red penalty area.

Hole #16: A ball hit over water to right of fairway must be played as a red penalty area.

Sandy Areas: The following areas of Lion's Paw are considered sandy areas:

- Hole #1** Large sandy area to right of fairway near woods near 100 yard marker
- Hole #5** Sandy area on right side of fairway
- Hole #7** Sandy areas to left and right of 100 yard marker
- Hole #16** Sandy areas on right side of fairway near water but not bunkers near green

Leopard's Chase:

Water or Marsh areas in direct line of flight to the hole are yellow penalty areas (Holes #4, #11, #12, #13, #14 #16, #17 and #18 (directly in front of the tee boxes). All other penalty areas are:

- Hole #3** The drainage ditch behind the green is a red penalty area. The area beyond the ditch is out of bounds.
- Hole #4** Water lines on the left side of the green, right of the sand traps and behind the hole are red penalty areas.
- Hole #5** Right side of cart path on the right is a red penalty area
- Hole #6** Right side of cart path on the right is a red penalty area
- Hole #7** Far right side is a red penalty area at the water's edge. Tree line right of the cart path to the right of the green is a red penalty area.
- Hole #8** Left side of cart path to the green is a red penalty area
- Hole #9** Swampy area on the left side of the fairway and right side of cart path from the tee General Area are red penalty areas
- Hole #10** Right side tree line to the green is a red penalty area
- Hole #11** Tree line left side of fairway to the green is a red penalty area; Right side of cart path to the green is a red penalty area except for the private property to the right of the 150 yard mark which is out of bounds.
- Hole #12** On the right from the bridge to the end of the tree line of the swampy area is a red penalty area. The tree line to the left of the fairway from the bridge General Area is a red penalty area.
- Hole #13** The tree line past the marsh on the right side to the green is a red penalty area.

Hole #14 Left side tree line from mid-point of the closely mown General Area is a red penalty area including the low lying area left of the left fairway sand traps. Tree line to the right of the green is a red penalty area.

Hole #15 Left side tree line and water line to the green is a red penalty area.

Hole #16 Left side of cart path General Area is a red penalty area

Hole #17 Left side of cart path General Area is a red penalty area

Sandy Areas:

Hole #3 Sandy area on right side of closely mown general area

Hole #4 Sandy area on the back of the green

Hole #5 Sandy area surrounding the approach to and around the green.

Hole #10 Sandy area on the right side to the green

Hole #15 Sandy area left side of closely mown general area

Hole #18 Sandy area on the right side of the closely mown general area

Other Helpful Items:

Ball at Rest on Bridges: All bridges are part of the penalty area which they cross. If a ball comes to rest on a bridge, your options are:

- Play ball as it lies and you may ground your club.
- Take relief appropriate for (water) penalty area

Stones Around Drains Not in a Penalty area: Several drains such as on the left side of the cart path and right of the fairway on hole 12 of Panther's Run have large stones to prevent erosion in the area of the drain. These stone structures are declared to be immovable obstructions and relief may be taken in accordance with [Rule 16.1.b](#).

- **Other Abnormal Ground Conditions:** Relief Allowed Anywhere on Course Except When Ball Is in Penalty Area. Relief from interference by an *abnormal course condition* is allowed under [Rule 16.1](#) only when both:
 - The *abnormal course condition* is on the course (not out of bounds), and

- The ball is anywhere on the course, **except** in a penalty area (where the player's only relief is under [Rule 17](#)).

There is no relief under [Rule 16.1](#) when playing the ball is clearly unreasonable because of something other than an *abnormal cause condition*.

- **Mud in Bunkers:** There is no relief from mud in a bunker unless the ball is in casual water. If a ball is in temporary water, the player may take relief under [Rule 16.1](#).

Disputes and Decisions:

- **Rules Discrepancy or Doubt as to Procedure:** If a rules discrepancy arises or there is doubt as to the procedure to be followed in the play of a hole, play two balls under [20.1.c\(3\)](#) for the remainder of that hole. Write down both scores. At the end of play, get a determination on which ball should be scored from the Head Pro, his designated representative or that day's play director before signing your scorecard