

## The Coimbatore Golf Club - Local Rules

### **1. Out of Bounds (OB):**

The Outer edge of the course is defined by the inside edge of the boundary wall/skirting of the fence along the perimeter. The OB boundaries near the club house / pro shop are defined by white concrete blocks/ white paint on the concrete path and white paint on the wall.

### **2. Penalty Areas:**

Penalty Areas are marked by Red or Yellow lines/ stakes.

### **3. Abnormal Course Condition Rule 16.1:**

a) All areas bounded by white lines

b) Play Prohibited: Practice green/chipping green are “Wrong Putting Green” – Relief as per Rule 13.1f.

### **4. Immovable Obstruction Rule 16.1 (Relief)**

a) Sprinkler head, pipes, hydrants etc. b) Yardage markers, Penalty area stakes  
c) Electric posts, stay wires, junction boxes etc. d) Sign boards & Advertisement boards on the course  
e) Chairs/Benches on the course f) Tee Markers. g) Tying material used to block pathways.

In determining the nearest point of Relief, the player must not cross over, through or under the obstruction. (The nearest point of Relief must be taken on the side of the obstruction)

### **5. Integral Parts of the course (No Relief):**

a) The temple on the 8th fairway b) Restrooms near the second green and on the left of the 15th fairway. c) Concrete walls of all penalty areas. d) The net and posts of the practise area behind the chipping green. e) The fence protecting the 4<sup>th</sup> Tee Box.

### **6. Permanent Elevated Cables:**

Any ball striking the overhead wires, cables, post and transformer on the 1<sup>st</sup>, 3<sup>rd</sup> and 4th holes must be replayed without penalty in accordance with rule 14.6. If the ball is not immediately recoverable, another ball may be substituted.

### **7. Abnormal Ground Conditions**

Rule 16.1): Hard conical Ant Hills, Tyre Rut, Holes made by Burrowing Animal, Repaired Patches, freshly dug up areas, Dangerous Situation: Snakes / Fire Ants, All vehicle Paths. DropZones may be used when provided, as an additional option.

## **8. Discontinuing play: The following signals will be used:**

Discontinue play "immediately": One prolonged note of the siren. Penalty: Disqualification.

Discontinue play: Three consecutive notes of the siren, repeated.

Resume play: Two short notes of the siren, repeated.

## **9. Code of conduct**

a) A Player must not distract his co-player by talking during his stroke. He must ensure that he does not stamp his line of putt or stand in his line of sight (either in front or behind) while he is preparing for his next stroke, or in making the stroke

Penalty: The first instance in a round will not incur any penalty. If having been warned by the co-player, the player infringes this rule again during the same round he will incur the General Penalty. A further infringement can lead to other penalties imposed by the Committee.

b) Carrying Cell Phone onto the Golf Course

1 stroke penalty, Loss of hole in match play

Using the Cell Phone during play.

2 strokes penalty, loss of 2 holes in match play. Committee may impose additional penalties

c) Pace of Play

When a group is clearly holding up the group behind (regardless of number of people playing/no of clear holes ahead) they must stop play and invite the group to play through. Exception, no need to give a pass if there are 4 or fewer holes to complete.

Penalty. General Penalty for the entire group. Penalty will be imposed at the discretion of the Committee

d) Caring for the course

Not repairing divots. General Penalty

Not raking bunkers General Penalty

**Penalty for breach of local rules: General Penalty**