

1. **Electric Overhead Lines:** A ball striking overhead lines on holes #2, 5, 12 and 13 must be replayed, without penalty.
2. **Obstructions:** On hole #16, you are granted relief for line of play intervention (within one club length from the nearest point of relief, no nearer the hole) without penalty from the weather station only. All other permanent obstructions, proceed in accordance with Rule 24-2.
3. **Decorative Areas:** Relief granted to protect decorative, planted areas. These are deemed to exist to the left of #9 green and to the right side of #15 fairway (left of the cart path). Drop within (1) club length from the nearest point of relief, no nearer the hole.
4. **Abnormal Conditions (Mud, Extreme Wetness):** Note, determination as to whether these temporary rules will be placed into effect will be made by the Rules and Greens Chairman (or another committee member should he be unavailable) prior to the start of a given tournament's play
 - a. **Relief for embedded ball** – through the green, a ball that is embedded in its own pitch-mark in the ground may be lifted, without penalty, cleaned and dropped as near as possible to where it lay but not nearer the hole. The ball when dropped must first strike a part of the course through the green.

Exceptions:

1. A player may not take relief under this Local Rule if the ball is embedded in sand in an area that is not closely mown.
2. A player may not take relief under this Local Rule if interference by anything other than the condition covered by this Local Rule makes the stroke clearly impracticable.
- b. **Cleaning ball** - permission is also provided to lift, clean and replace the ball without penalty. Note: The position of the ball must be marked before it is lifted under this Local Rule – see Rule 20-1.
- c. **“Preferred Lies” and “Winter Rules”** - A ball lying on a closely mown area through the green may be lifted, without penalty, and cleaned. Before lifting the ball, the player must mark its position. Having lifted the ball, he must place it on a spot within one club-length and not nearer the hole than where it originally lay, that is not in a hazard and not on a putting green.

A player may place his ball only once, and it is in play when it has been placed (Rule 20-4). If the ball fails to come to rest on the spot on which it is placed, Rule 20-3d applies. If the ball when placed comes to rest on the spot on which it is placed and it subsequently moves, there is no penalty and the ball must be played as it lies, unless the provisions of any other Rule apply.

If the player fails to mark the position of the ball before lifting it or moves the ball in any other manner, such as rolling it with a club, he incurs a penalty of one stroke.

Note: “Closely mown area” means any area of the course, including paths through the rough, cut to fairway height or less.

5. **Accidental Movement of a Ball on a Putting Green:** Rules 18-2, 18-3 and 20-1 are modified as follows: When a player's ball lies on the putting green, there is no penalty if the ball or ball-marker is accidentally moved by the player, his partner, his opponent, or any of their caddies or equipment. The moved ball or ball-marker must be replaced as provided in Rules 18-2, 18-3 and 20-1. This Local Rule applies only when the player's ball or ball-marker lies on the putting green and any movement is accidental. Note: If it is determined that a player's ball on the putting green was moved as a result of wind, water or some other natural cause such as the effects of gravity, the ball must be played as it lies from its new location. A ball-marker moved in such circumstances is replaced.

Anaheim Hills Golf Club Tournament Rules

1. Play from the Anaheim Hills Golf Course markers, unless instructed otherwise
2. Posting of all rounds shall be as indicated on the tournament write-up sheet
3. Immediately upon completion of a round, turn signed and attested score cards in to tournament host
4. Handheld devices used to determine real-time distance information are permitted providing they conform to USGA / SCGA rules and don't unduly slow the pace of play
5. You are required to putt out in all tournaments, except during match play when your opponent concedes the putt or best ball tournaments when you concede your ball
6. For CTP side games, must make par or better
7. For net par side game, must score at or better than par from the tees being played