



## Miami Whitewater Forest Golf Course

### Rules of Play

- All USGA, OHSAA, and SWDAB Rules and Regulations will be in effect for the Sectional Tournament!
- All play will be from the **green** tees.
- If there is any doubt as to proper procedure or rule, announce your intentions to play a second ball, and which ball should be scored if the rules permit. Putt both balls out, record both scores, and get a ruling before signing your scorecard!

### Local Rules

- The embedded ball rule is in effect through the green.
- A ball striking the power line on Hole #4 MUST be replayed.
- Water Hazards are defined by Yellow stakes or lines.
- Lateral Water Hazards are defined by Red stakes or lines – the entire left side of hole #11 is to be played as a lateral hazard as marked up to Mt. Hope Rd.
- The Blue Bird boxes and posts on the edges of the fairway are immovable obstructions (free relief only if it interferes with stance or intended swing).
- Fence on hole #11 is to be played as an immovable obstruction (relief only if it interferes with stance or intended swing).
- Landscaped areas between #1 tee & #9 green, to the right of #11 green, and between #12 green & #13 tee are to be played as ground under repair as marked with white lines.
- Renovations for 2015: The bunker was removed from #2 fairway – it was seeded and strawed and is Ground Under Repair and #16 fairway was widened in front of the fairway bunker on the left – it was seeded and strawed and is Ground Under Repair.
- Areas with newly seeded grass & straw should be played as ground under repair only when marked by white lines (the straw in other areas throughout the course is to be played as it lies).
- Out of Bounds – On or over Mt. Hope Rd., the riding cart lot and both parking lots are to be played as out of bounds.
- Practice Bunker on Driving Range – to be played as ground under repair
- **Severe Weather Warning** – signaled by one long blast of siren, Players will have the option of finishing the hole if they are on hole #9 or #18 otherwise all players are to stop immediately. Players should not start until the all clear sounds (signaled by 3 short blast of siren).