

To be read in conjunction with the Rules of Golf, the Local Rules on the host club scorecard and the club notice board.
Should any local rule on the club score card or notice board contradict the below, the GolfWA local rules take precedence.

Note the penalty for a breach of a Local Rule is the General Penalty - Loss of hole in Match Play.

1. Out of Bounds (Rule 18.2)

Beyond the inside line of any wall, fence (or the extension of such wall or fence line) or line of white stakes, white stakes with black tops and/or white lines defining the boundary of the course.

2. Embedded Ball (Rule 16.3)

Refer to Rule 16.3a for when relief is allowed and Rule 16.3b for relief details.

3. E-5 Alternative to Stroke and Distance for Lost ball or Ball Out of Bounds

This local rule does not apply to GolfWA Pennant Competitions.

4. Penalty Areas (Rule 17)

When a penalty area adjoins a boundary, the penalty area edge extends to and coincides with the boundary.

When a player's ball is found in or it is known or virtually certain to have come to rest in any penalty area where the ball last crossed the edge of the penalty area at a point that coincides with the boundary of the course, opposite side relief is available under Model Local Rule B-2.1.

Dropping Zones for Penalty Areas

Where a dropping zone is marked for a penalty area, it is an additional option for relief under penalty of one stroke. The dropping zone is a relief area. A ball must be dropped in and come to rest in the relief area.

5. Immovable Obstructions (e.g. Sprinkler Heads) Close to Putting Greens – Line of Play Interference

Rule 16.1b applies to immovable obstructions close to putting greens. In addition to the types of interference described in Rule 16.1a, interference also exists with an immovable obstruction if all of the following is true:

- It is on the player's line of play, AND
- It is within two club-lengths of the putting green, AND
- It is within two club-lengths of the ball.

(Exception – There is no relief under this Local Rule if the player chooses a line of play that is clearly unreasonable).

6. Integral Objects

The following are integral objects from which free relief is not allowed:

- All roads and paths which are not artificially surfaced.
- Wood-chipped areas are integral objects unless the provisions of another local rule apply (individual woodchips are loose impediments).

7. Abnormal Course Conditions, incl. Immovable Obstructions (Rule 16)

a. Ground Under Repair

- (i) Any area bound by a continuous or dotted white line(s) or white stakes.
- (ii) Clearly defined wheel ruts.
- (iii) Washaways in bunkers and at the margins of bunkers.
- (iv) Ground affected by tree roots on surfaces cut to fairway height or less, or within two club-lengths of surfaces cut to fairway height or less.
- (v) If a player's ball in the general area lies in or touches a seam of cut turf, or a seam interferes with the player's area of intended swing, the player may take relief under Rule 16.1b. Interference does not exist if the seam only interferes with the player's stance. All seams within the area of cut turf are treated as the same seam in taking relief.
- (vi) Kangaroo marks and their scratching's, both in bunkers and in the general area, and interference restriction is as per in (v) above.

b. No Play Zones – Staked Trees and/or Staked shrubs

Staked trees and staked shrubs (including the stake and any wrapping) are no play zones. If a player's ball lies anywhere on the course other than in a penalty area and it lies on or touches such a tree or such a tree interferes with the player's stance or area of intended swing, the player must take relief under Rule 16.1f.

8. Pace of Play (Rule 5.6)

Refer to Rule 5.6a and 5.6b for information and recommendations on Pace of Play.

Note that in match play, the players may agree that one of them will play out of turn to save time (refer Rule 6.4a).

9. Suspension of Play (Rule 5.7)

The following signals will be used to suspend and resume play:

Immediate stop for imminent danger (mark ball and proceed to shelter) – one prolonged note of a siren

Stop for a non-dangerous situation (remain in position on course) – three consecutive notes of a siren

Resumption of play – two consecutive notes of a siren