

## **MISSION STATEMENT**

THE RENAISSANCE COUNTRY CLUB, IN JOINING WITH  
THE USGA AND R&A, CONTINUES IN ITS QUEST OF PROMOTING  
INTEGRITY AND RESPECT FOR THE GAME.



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**Golfer's Handbook**



## **PRO-SHOP**

**(732) 657-8900**

Renaissance Country Club hereafter referred to as RCC.

- Closed January 1 through March 31
- Course closed second Wednesday of each month for heavy maintenance.

Members may call or sign-up in person two days in advance for a tee time.

## **PRO-SHOP HOURS**

January, February, March	CLOSED
April	7:30 AM – 5:00 PM
May thru September	7:00 AM – 6:00 PM
October	7:30 AM – 5:00 PM
November	8:00 AM – 4:00 PM
December	8:30 AM – 3:00 PM

The 1<sup>st</sup> Tee time is a half hour after the Pro-Shop opens, course conditions permitting.



## SCHEDULE

The Golf Season is from April 1 to December 31. The Golf Course and Pro-Shop will be open seven (7) days per week, weather permitting **or** unless otherwise posted.

**Exception** - closed second Wednesday of the month for heavy maintenance. Other exceptions or changes in any of the following schedules will be posted in the Pro-Shop and online. Additional closings may be necessitated by inclement weather conditions or the need for specialized maintenance.

- MONDAY** Open Play. Tee times two days in advance.  
Associate and Guest play after 11:00 AM.  
Rookie and 4 Game Package holders play after 2:00 pm.
- TUESDAY** Renaissance Men's Golf Association (RMGA) Reserved tee times.  
Sign-up for RMGA Members is two days in advance of play.  
  
Open tee times for Ladies, Associates and Guest Play following conclusion of RMGA Tournament.  
Tee times two days in advance.  
Rookie and 4 Game Package holders play after 2:00 pm.
- WEDNESDAY** Open Play. Tee times two days in advance.  
Associate and Guest play after 11:00 AM.  
Rookie and 4 Game Package holders play after 2:00 pm.
- THURSDAY** Renaissance Ladies' Golf Association (RLGA) Reserved Tee times.  
Sign-up for RLGA Members is two days in advance of play.  
  
Open tee times for Men, Associate and Guest play following conclusion of RLGA Tournament. Tee times two days in advance.  
Rookie and 4 Game Package holders play after 2:00 pm.
- FRIDAY** Open Play. Tee times two days in advance.  
Associate and Guest play after 11:00 AM.  
Rookie and 4 Game Package holders play after 2:00 pm.
- SATURDAY** RCC Event. If no tournament scheduled, open play.  
Tee times two days in advance. Associate and Guests after 11:00 AM.  
Rookie and 4 Game Package holders play after 2:00 pm.
- SUNDAY** Open Play. Tee times two days in advance.  
Associate and Guest play after 11:00 AM.  
Rookie and 4 Game Package holders play after 2:00 pm.

## ASSOCIATE GOLFERS

The course is available after 11:00 AM daily for these members unless otherwise posted.

## ROOKIE MEMBERSHIP & 4 GAME PACKAGE HOLDERS

The course is available after 2:00 PM daily for these members unless otherwise posted.



## TEE TIMES

- A tee time is recommended at all times! A golfer, who has obtained a Membership is encouraged to register for the Chelsea Tee Time reservation system. Registration requires a unique member ID (information has been sent to all golfers). The Pro Shop or any golfer with access to the online system can provide you with your member ID. Tee times can be made up to seven days in advance. Golfers can also call the Pro Shop to reserve tee times.
- **All Golfers and Guests must sign in at the Pro-Shop prior to play. Failure to check in and register at least 20 minutes prior to a reserved time may cause cancellation or set back.**
- Each golfer must have their own set of clubs; no sharing permitted.
- Any Associate Member, 4 Game Pass Holder, or Guest must have a receipt for their greens fee or they will be asked to leave the course.
- A Golfer, who has obtained a Membership Package, playing with a guest after the Pro-Shop closes, **must** pre-register and pay the appropriate fee prior to the close of the Pro-Shop. Receipt for guest must be available for rangers during the round.
- An Associate Member, playing after the Pro-Shop closes, must pre-register and pay the appropriate fee prior to the close of the Pro-Shop. An Associate Member must have a receipt for the greens fee in their possession while on the golf course. Four game pass holders must also have their receipts.
- In most instances, singles or twosomes will be allowed and must have a tee time. The Pro-Shop will have full authority to pair up these groups. Any single or double who refuses to pair up, will forfeit their spot until the Pro-Shop reassigns their position.
- Non-playing, non-member individuals must be approved by the Pro-Shop e.g., Club Championship Finals.



## **STARTING PROCEDURES**

- All players must start from the hole designated by the Pro-Shop.
- NO PERSON MAY EVER START FROM THEIR HOUSE.
- Players making the “turn” after 9-holes will have priority on the 10<sup>th</sup> tee. Groups wanting to play 18-holes must tell the Pro-Shop upon making their initial tee time.
- Stopping after 9 holes may cause you to lose your position on the 10<sup>th</sup> tee and is not advisable. You may, however, re-enter after checking with the Pro-Shop. They will start you at the next available opening.

## **SLOW PLAY**

### ***“While we’re Young”***

*The rules of golf state, “In the interest of all, players shall play without delay.”*

- Groups are expected to complete 9-hole rounds in 1 hour and 45 minutes or less and 18-hole rounds in 3 hours and 30 minutes or less. Players in a group who demonstrate an inability to play within these time constraints on several occasions will be subject to Infraction Policy and/or designated times of play. NO exceptions!
- Players MUST allow faster players to play through. This is defined by the fact that an entire hole has opened up in front of you, or you are not keeping up with completing 9-holes in 1 hour and 45 minutes, or less.
- Observe Lost Ball Rule (e.g. no more than 3 minutes to look for a lost ball).
- Play ‘Ready Golf’ (e.g. be ready to hit when it is your turn).
- Move from the green to the next tee before recording scores or selecting clubs.
- Play a Provisional Ball if there is a chance of a lost or out of bounds ball (see local rules section for procedures and options).
- Players should have a general knowledge of the USGA Golf and RCC Club Rules. The Pro-Shop staff will be happy to answer or assist you with any questions.
- If a slow group does not ask you to play through, you may tactfully ask to do so. If the group does not relent; make the Golf Staff or Ranger aware as soon as time permits so appropriate action can be taken.



## PLAY

- All Play will be governed by USGA Rules except where modified by RCC Local Rules.
- Event players and Non-event players should check dates of said events. Players are solely responsible for knowing the Club schedule. Event players may register up to **two (2) weeks in advance** (unless otherwise posted in the Pro-Shop). Players will pay an entry fee prior to the posting of tee-times on the Thursday prior to the event.  
**NO REFUNDS AFTER TEE TIMES ARE POSTED.**

## GUEST POLICIES

- *Any Golfer, who has obtained a Membership Package, sponsoring a guest is responsible for their guests' fees, behavior, and attire. Please make sure your guests are generally aware of RCC policies in order to avoid any possible embarrassment to yourself, your guest and the staff.*
- Payments and guest registration to take place in the Pro-Shop only, no later than 20 minutes prior to tee time. See "Tee Times" if playing after the close of the Pro-Shop. Guests are to have a register receipt in their possession when on the golf course.
- A RCC Golfer, who has obtained a Membership Package, must accompany all guests.
- A Golfer, who has obtained a Membership Package, is responsible for guests' conduct and any penalties for violation of course rules.
- A Golfer, who has obtained a Membership Package, and/or their guests are liable for any golf course property damage and/or personal injury resulting from their guests' activity on the golf course. Guests must abide by the same tee usage rules as members.
- All guests must be sponsored by a golfer who has obtained a Membership Package and play with a golf member. Guests will not be allowed to play during sanctioned RCC events with certain exceptions (i.e., Member Guest Tournament, Nine and Dine (if space is available)).
- Limit of 3 guests per Golfer who has obtained a Membership Package (at one time). The sponsoring must play with parties of 1, 2, or 3 guests.
- Each golfer must have their own set of clubs.
- Children under the age of 17 will be given conditional golf course privileges. Conditional privileges will be at the discretion of the Pro-Shop after the member provides the staff with the juniors' golf history and experience. All decisions to allow junior golf privileges will be final.
- Any junior under the age of 18 without a valid driver's license will not be permitted to operate a rental power golf cart on the golf course.

## **ALL EXCEPTIONS MUST BE CLEARED THROUGH THE PRO-SHOP**





## **MEMBERSHIP**

- Infractions (as per the Infractions and Penalties) of any golf regulations will result in a penalty, up to revocation of golfing privileges.
- **Golfers who have obtained a Membership Package, must display their BAG TAG at all times.**
- Membership privileges are not transferable.
- **Associates, Four Game Package Holders, and guests must have a receipt for their green fees, or they will be asked to leave the course.**

## **DRESS CODE**

### **MEN'S DRESS CODE**

No tank tops, cut offs, athletic shorts or pants, bathing suits, sweat suits, short shorts (Bermuda length shorts allowed), tennis shorts, denim jeans of any color, or shirts without collars (exception: mock turtle).

### **LADIES' DRESS CODE**

Same as the Men's Dress code with the exception that certain ladies golf wear does not incorporate collars and sleeves. Shorts must not be shorter than mid-length. Halters and tube tops are not allowed.

### **SHOEWARE**

RCC is a spikeless/non-metal facility.

**The dress code is applicable to the putting green, hitting net and the course.**

**Failure to adhere to the Dress Code will result in a 'No Admission' to the Golf Course. Members are responsible for their Guests' attire.**

## **GOLF COURSE AVAILABILITY**

- Weather, Unusual Ground Conditions, Special Events, or Outings may close the Golf Course for general play.
- The Golf Course Superintendent will determine when play is permitted. The decision as to when the course is fit or unfit for play, either for opening or re-opening, will be decided by the Golf Course Superintendent in coordination with Course Management.
- The Golf Course Superintendent can unilaterally make these decisions at any time. When possible, members will be notified in advance of closings.
- When possible, course conditions will be posted on website.



## POWER GOLF CARTS

- Power cart must be electric and fitted with turf tires (street tires/nub and oversized tires are not permitted).
- Power carts are to remain on the cart path in the vicinity of all greens, and not be driven on the banks and/or knolls of the greens.
- Cart must be housed inside owner's dwelling (no outside storage).
- \$300,000 liability insurance must be acknowledged annually.
- There will be no lending of golf carts to other members. Guests of cart owners may ride with sponsoring owners.
- Power cart application form and appropriate trail fee check must be submitted prior to cart use on golf course.
- A current cart fee membership decal must be displayed on the driver's side, left bottom of the windshield.
- An assigned cart number is to be displayed on both sides of the cart. The minimum number height is five (5) inches. Numbers are available through the Pro Shop.
- Cart fees are transferable if a resident sells a cart and is not purchasing another cart. Cart fees are not transferable when a resident is buying another cart. The registration moves with the owners' new cart.

## RENTED & OWNED POWER CARTS

- All Carts must remain on the cart paths unless otherwise posted.
- Rented carts are not to be removed from the golf course grounds.
- Power Golf Cart rentals will be available for fair and reasonable rates and on a first come first serve basis.
- Rented Carts are for use on the Golf Course only.
- Rental Cart operators must be at least 18 years old or have a valid driver's license.
- Only 2 persons and 2 sets of clubs are permitted per cart.
- Cart operators must obey all golf cart traffic signs. **DO NOT** drive within 30 feet of the green.
- **DO NOT** drive a cart in hazard areas or woods.
- Be careful to avoid any soft area(s).
- **DO NOT drive on resident's property at any time!**
- Operation of a Rental Cart is at the risk of the operator. Cost of repair to the cart due to negligence will be charged to the member or sponsoring member.
- **Course conditions permitting the 90 degree rule is in effect on all par 5's, 4's, and holes 9, 10, 11, and 14. Carts are to remain on the paths on all other par 3's.**
- **The use of an authorized privately owned electric cart on the Renaissance Golf Course is only permitted by the member(s) who is (are) assigned to that cart number.**



## **90 DEGREE RULE**

- You may drive down the rough to your ball on all Par 4's, Par 5's, and hole-number 9, 10, 11, and 14. If the ball is on the fairway, drive 90 degrees to your ball; after you hit, continue back to the rough to your next shot. At no time should you drive down the fairway to your ball.
- Carts must stay on the cart path on Par 3's unless otherwise noted.

## **CART PATH ONLY RULE**

- When this rule is in effect, it will be posted in the Pro-Shop and at the first and tenth tees; carts **must** remain on the cart path at all times.
- When stopping the cart, keep all four wheels on the path and allow those approaching from behind to leave the path to pass. This will help to maintain the grass next to the cart path.

## **HANDICAPPING**

- The World Handicapping System will be used.
- All golfers, who join the GHIN system, are required to enter all 9- and 18- hole scores.
- In order to play in the League or in Tournaments, you must have an Active GHIN Number (5 current scores.)
- Fair handicapping depends on golfers turning in all his/her scores. Every golfer is responsible for making sure **all, in season scores**, are entered. (A handicap may be adjusted if it is learned a player knowingly did not turn in a score).
- The Handicap Committee is empowered to make adjustments under USGA recommendations.



## **SAFETY**

- Renaissance Country Club has no stated Lightning Policy. RCC would like all patrons to know that lightning and thunderstorms are dangerous and potentially deadly natural events. Please take appropriate measures to leave the course if these conditions are present. No players will be allowed to tee off when these conditions are present.
- Improper use of Electric Carts (Leased or Owned) may result in injury to you, passengers, or others. Do not speed or make sharp turns at high speeds. **Observe and obey cart signage.**
- Familiarize yourself with the cart by checking brakes and the forward and reverse gears. Stop at least 6 feet behind any cart in front of you and do not tailgate. Be alert to hazards in your path.
- Set the foot brake when you exit the cart.
- A swinging club can be a lethal weapon. Make sure the area is clear when you address the ball or take a practice swing.

**ALL PLAYERS MUST REPLACE DIVOTS,  
REPAIR BALL MARKS, AND RAKE BUNKERS!**

**Help keep YOUR course looking great!**



## **PROCEDURE TO REPORT A [MEDICAL EMERGENCY ON THE GOLF COURSE](#)**

### **Call 911 and give them your location**

Example: Renaissance golf course at hole #\_\_, tee box, fairway, or green

- Call Security, 732-408-0054, informing them of the medical emergency and the location.
- Call the Pro Shop, 732-657-8900, if during operating hours.
- Call PMO, 732-323-0222, if during operating hours.
- The Manchester Police Department has in their possession detailed instructions on how best to access the various locations on the golf course.

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### **LOCATIONS OF DEFIBRILLATORS IN RENAISSANCE**

- **One defibrillator, for the golf course, is located by the pump station near holes 7 and 11.**
- 2 defibrillators in the Clubhouse – 1 outside the ballroom and the other outside the fitness center.
- One in the Annex, next to the main door.
- One in the PMO building near the Pro Shop.
- One in the recreation area at the Pavilion, next to the red emergency phone.



## CONDUCT

- **Golfers, who have obtained a membership package which includes a bag tag, must display it at all times.**
- All golfers and guests are expected to conduct themselves as gentlemen and ladies and to observe the Rules of Play (See Infractions/Penalties Section III of this booklet).
- No alcoholic beverages are allowed on the golf course.
- All golfers and/or their guests shall be liable to golf management for the value of Golf Course property that is damaged or removed by themselves or their guests.
- Golfers, who have obtained a membership package, shall not reprimand any Employee or Contractor. Complaints, in writing, listing deficiencies in service or demeanor of any employee or contractor will receive immediate attention by Golf Committee. Complaints **MUST** be filed on a violation report form available in the Pro-Shop.
- Proper attire must be worn at all times. Please refer to the dress code section.

## GENERAL RULES AND MISCELLANEOUS

- **Homeowners' property is private. Absolutely NO trespassing or hitting from these areas. These are "Out of Bounds."**
- Homeowners are responsible for any damage done to their house by errant golf balls (See Tee Usage).
- Each Player must have a set of clubs and an appropriate device in which to carry them. Maximum 14 clubs.
- Players will observe the Lost Ball Rule which allows 3 minutes or less to locate your ball. "Ball-hawking" will not be permitted.
- Spectators will only be allowed for certain Special Events including, but not limited to, the Club Championship. Spectators may not have golf clubs in their possession or on their golf carts.
- Caddies are NOT permitted unless approved by Pro-Shop.
- The Practice Green and Hitting Cage are considered part of the Course and will **NOT** be open when the Course is closed. Chipping will be allowed within 10 feet of the Practice Green.
- **The Hitting Cage is for Members and accompanied Guests only. Use of the Hitting Cage is at your own risk. Anyone under the age of 18 MUST be accompanied by an adult member.**
- **Pets are NOT permitted on the Golf Course at any time.**
- More than 4 Players in a group is prohibited unless approved by Golf Shop. Fivesomes, if approved by Golf Shop, MUST allow fast groups to play through.



## TEE USAGE

### MEN'S HANDICAP TEE STANDARDS

<b>BLACK TEES</b>	18-Hole course handicap of 0-11
<b>WHITE TEES</b>	18-Hole course handicap of 12-UP

### LADIES' HANDICAP TEE STANDARDS

Ladies' tee usage will be limited to red and silver tees.

<b>RED TEES</b>	18-Hole course handicap of 0-35
<b>SILVER TEES</b>	18-Hole course handicap of 36-UP

The above tee usage coincides with RCC approved usage. However, **Members** may move up to play the Red or Silver tees without obtaining the approval of the professional. This applies to all non-league or non-tournament play.

In tournament or league play, if a member desires to move to other than approved tees, they must discuss this with the Pro, and he would have final decision about what tees can be used by an individual.

### MEMBERS WITH NO HANDICAP

Men must play white tees. Women must play red tees.

### GUESTS WITH NO HANDICAP

Men must play white tees. Women must play red tees.

- **During the Club Championship, players may challenge up to a lower handicap flight at time of sign up.**

## MEMBER RESPONSIBILITY

- Golfers are responsible for their guests. If damage is found to be caused by the violation of tee usage policies, full accountability and responsibility will revert to the member golfer in violation, not the resident homeowner. The violator of these policies, who causes damage, will be fully liable for any and all damages.
- Any golfer not playing the recommended tees is responsible for any damage that they have caused to someone's personal property.



## ETIQUETTE

- All golfers are expected to conduct themselves as ladies and gentlemen and to observe our rules of play.
- From tee to green, always remain behind the person about to strike his or her golf ball.
- Remain quiet and motionless until after your playing partner has hit his or her golf ball.
- When on the green, avoid stepping on the line between another golfer's ball or mark and the cup.
- When on the green do not stand in golfer's line of vision when golfer is putting unless asked to tend the flag stick.
- Shout "**fore**" if a golf ball is headed toward a person or an owner's property.
- No player shall play until players in front are out of range.
- Player who has honors hits first unless honor player is not ready, then other players may ask to hit first.
- Write scores on next tee, not on green played or near green played. Remember other people are waiting to hit.
- **If you hit a shot and are not sure if it is inbounds or easy to find, re-hit (provisional) in order to speed up play, or you may proceed as delineated in section II. Your partners need to be notified that you are hitting a provisional shot.**
- Cell phones should be turned off while on the golf course and used only in case of an emergency.
- **Do not use the head of the putter to remove a ball from the cups. This damages the hole and the green!**







**SECTION II**

**Local Golf Rules**

**USGA Rules Apply Except for LOCAL RULES AS STATED**

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## PLAY

- **ALWAYS PLAY YOUR BALL AS IT LIES (fairway and rough).**
  - Exception: Pro announces winter rules are in play.

## PENALTY AREAS

- **Yellow Stakes:**
  - Player may play a ball, as nearly as possible, at the spot from which the original ball was played (Provisional).
  - Player may drop a ball behind the water hazard, keeping the point where the ball crossed the margin of the water hazard directly between the hole and the spot on which the ball is dropped with no limit how far behind the hazard the ball may be dropped.
  - Yellow stakes are in play from the rear tees on holes numbers 1, 10, and 11.
  - All the above incur a **ONE (1) STROKE PENALTY.**
  - You may ground your club and remove loose impediments. If a ball is moved it must be replaced to its original position. **ONE (1) STROKE PENALTY**
- **Red Stakes:**
  - Player may drop outside the water hazard within two club lengths of and no nearer than the point where the original ball crossed the margin of the hazard; **ONE (1) STROKE PENALTY.**
  - Player may replay from the spot where the original ball was played; **ONE (1) STROKE PENALTY.**
  - You may ground your club and replace loose impediments. If the ball is moved it must be replaced to its original position; **ONE (1) STROKE PENALTY.**

## DROP AREAS

- There are drop areas located on holes one (1), and seven (7). If a player elects to use them with a ONE (1) STROKE PENALTY.
- When taking a drop, you should drop the ball from knee height into the relief area.
- See local rule.



## OUT OF BOUNDS

- **White Stakes:**

- A ball coming to rest out of bounds can be replayed, as near as possible, at the spot from which the original ball was last played; **ONE (1) STROKE PENALTY.**
- Player may choose to drop a ball between the point where the ball crosses the out of bounds line and the fairway, no closer to the hole; **TWO (2) SHOT PENALTY.**

## LOST BALL

- **Lost Ball:**

- The player may look for his/her golf ball for three (3) minutes. If ball is not found, a ball must be played, as near as possible, to the spot from which the original ball was played; **ONE (1) STROKE PENALTY.**
- During League or Tournament Play - when in doubt if the players' ball is lost, he/she should:
  - Hit a provisional ball from the tee box if you were hitting from the tee box or from your previous spot if not on tee box.
  - If original ball is found, it must be played. If not the provisional ball carries a **ONE (1) STROKE PENALTY.**
- During non-league or non-tournament play, the player may drop a ball between where it is believed to have been lost and the edge of the fairway, no nearer the hole. **A TWO (2) STROKE PENALTY IS INCURRED**

## PROVISIONAL BALL

If after hitting a shot a player is unsure if the ball is out of bounds or lost (i.e. in woods) the player should declare that he/she is hitting a provisional ball. The provisional ball must be played as near as possible from the spot where the last shot was played. **If the original ball is found, it must be played. If it is not, the provisional ball is played; ONE (1) STROKE PENALTY.**

## BUNKERS

- Players must play ball as it lies. Player is not allowed to ground club or take a practice swing that touches sand.
- If the ball is unplayable (under the lip or buried in the sand), player may drop ball in the bunker, **ONE (1) STROKE PENALTY**, or go back to where he/she hit the shot into the bunker, **ONE (1) STROKE PENALTY.**
- The player may choose to drop out of the bunker, keeping the original lie between the hole and where the ball is dropped; **TWO (2) STROKE PENALTY.**



## **WASTE AREAS**

- Several bunkers have been designated as waste areas. This means you may ground your club and take practice swings. These bunkers have clumps of love grass planted in them and are located at:

Hole #1 – left side of green

Hole #4 – right side of fairway beyond the woods

Hole #8 – far right side of green

Hole #9 – right side of green

If additional areas are added the same rules will apply.

## **100 YARD MARKERS (love grass)**

- If the players' ball lands in the marker or his/her swing is impeded by it, two club relief can be taken. Ball must be dropped no closer to the hole and in the rough. No penalty incurred.

## **UNPLAYABLE LIE**

A Player may declare his/her ball unplayable any place on the course. If player deems his/her ball unplayable then he/she may, under **PENALTY OF ONE (1) STROKE**, do one of the following:

- Play ball as near as possible from where the ball was last played.
- Drop ball within 2 club lengths where the ball lay, (no nearer the hole).
- Drop ball behind the point where the ball lay in line with the flag. There is no limit as to how far back.

## **UNPLAYABLE BALL**

If you don't want to or decide you cannot play your ball as it lies, you have the option to decide that it is unplayable for one penalty stroke (see Rule 19.2). This will give you three options on where you may drop your ball away from the spot where it came to rest. (1) You may play a ball at the spot of your previous stroke (see Rule 19.2a). (2) Take back-on-the-line relief (see Rule 19.2b). (3) Drop within two club-lengths and not nearer the hole than where your ball came to rest (see Rule 19.2c).

## **ABNORMAL PLAYING CONDITIONS**

If the ball lies in an abnormal condition (i.e., ground under repair, casual water, or cart path) or if it affects the player's stance or swing, the player may lift and drop it **without penalty within one club length of the nearest point of relief that is not closer to the hole.**



## **WOODS**

The woods are part of our course. Ball is not to be moved unless you claim unplayable lie. See unplayable lies; **ONE (1) STROKE PENALTY**.

## **TREES AND SHRUBS**

Ball is in play under the trees. If unable to hit a shot you must claim unplayable lie. **ONE (1) STROKE PENALTY (SEE UNPLAYABLE LIE)**. **EXCEPTION: STAKED TREES**. Providing relief for young trees, if such a tree interferes with a player's stance, or the area of his/her intended swing, the ball must be lifted, without penalty, and dropped within two (2) club lengths of the perimeter of the tree, no closer to the hole with **NO PENALTY**.

## **BAG TAGS**

- A current membership Bag Tag is to be displayed on your golf bag at all times.
- Contact Pro Shop if you have lost your bag tag.
- Associates, Four Game Package Holders, and Guests must have in their possession a paid receipt from the Pro-Shop.

## **POWER CARTS**

- Course conditions permitting, **ALL** power golf carts will be permitted to use the 90-degree rule on par 4's, par 5's and holes 9, 10, 11, & 14. All carts must remain on the cart path on all other par 3's.
- There is a sign posted adjacent to the practice green and at the first (1) and the tenth (10) tees, informing all players of the cart rules for the day.
- All power golf carts are to remain on the cart path when the *cart path only* sign is posted.
- The Golf Course Superintendent will determine when the 90-degree rules are in effect.

## **PULL CARTS**

Pull carts must exit before the green. Carts are never allowed on the Tee Box, fringe, or rough close to the green.



## **DISTANCE MEASURING DEVICES**

In accordance with USGA rules, the Rules Committee has approved the use of appropriate distance measuring devices in all play at RCC.

## **GREEN PIN PLACEMENT FLAGS**

The small flags on the flagstick positioned below the main flag signal the depth of a pin placement.

If this flag or ball is high up the stick, almost immediately below the main flag, then the pin is at the back of the green. If lower down the stick, then the pin is at the front of the green.

## **PUTTS**

During individual or tournament play, hole out every putt. **NO GIMMEES!**  
Exception: Match Play.

Players may repair any damage on the putting green caused by a person, a ball, an animal or maintenance practices.

When on the putting surface, a player can leave the flagstick in the hole when putting.

## **SPECIAL RULE HOLE #7**

A fence was added along the bulkhead. A ball, that comes to rest where the fence would interfere with the player's swing, may be lifted and dropped no closer to the hole. This allows the player to play the shot without interference. (No penalty)

## **REMEMBER TO**

Keep up the pace of play  
Rake the bunkers & replace rake in bunker  
Replace your divots  
Fix your ball marks  
Be respectful of our homeowners property



The game of golf relies on the integrity of the individual to abide by the rules. Following USGA and Local Rules ensures a level playing field and that a proper handicap is established for each player.

All RCC golfers should familiarize themselves with the Rules and Etiquette of the game.

**THE LOCAL RULES ARE SUBJECT TO CHANGE.**  
**THE INTENT OF LOCAL RULES IS TO CLARIFY, SIMPLIFY, AND SPEED UP PLAY.**



## **SECTION III**

### **INFRACTIONS & PENALTIES**

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## **INFRACTIONS AND PENALTIES**

*Enforcement of the rules is a delicate subject. No one wants to be the “golf patrol” so; we basically charge the starter, ranger, and professional staff with this task. However, all members have the responsibility to themselves, their guests, and other members to adhere to RCC and USGA rules and regulations.*

*The Golf Committee has established a Golf Infractions Protocol and a Grievance Committee. Said committee consists of the Chairperson of the Golf Committee, his/her designee, the Rules Chairperson, and the RCC Golf Professional. Here is how it works:*

**ALL INFRACTIONS MUST BE DOCUMENTED IN WRITING. THE GRIEVANCE COMMITTEE WILL CAREFULLY REVIEW THE COMPLAINT. THE SEVERITY OF THE INFRACTION WILL DETERMINE THE RESPONSE OF THE COMMITTEE. THE COMMITTEE CAN SUSPEND GOLF PRIVILEGES FOR A SPECIFIED PERIOD OF TIME OR TERMINATE MEMBERSHIP WITHOUT REIMBURSEMENT.**

### **LIST OF INFRACTIONS**

- Trespassing on homeowner’s property
- Hitting a ball from homeowner’s property
- Abusive behavior/language directed at employees, homeowners, or members
- Refusal to follow Ranger/Starter instructions
- Walkers pulling or placing carts on the tee box, greens, or collar of green
- Electric carts on the tee box, greens, or collar of green.
- Continued and willful disregard of the rules and/or guidelines as stated in this handbook
- Failure to follow cart usage signs and rules







## SECTION IV

### TECHNOLOGY

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**Email:**

- Much communication from the Golf Committee to the membership is done via email. For that reason, we ask that each member submit their email address with their initial golf registration.
- If you change your email address, please submit it in writing to the Pro-Shop.
- We ask that each member create a contact in their email software for Golf. The Golf email is: [RenGolfManchester@gmail.com](mailto:RenGolfManchester@gmail.com)
- This email address is not monitored on a daily basis, therefore, all questions and/or concerns should be addressed to the Pro, who will forward it to the appropriate committee person.

**Website:**

Renaissance Golf has a website which can be found at: [www.renaissancegolfcourse.com](http://www.renaissancegolfcourse.com)

On the website you will find the following pull down menus:

- Home: Contains course information  
Links to Current Golfers Handbook & Registration Forms
- About: Brief history of Renaissance and the golf course
- Golf: Course & Committee Information  
Description of the various membership plans  
Standard Policies & Fees  
The Golf Cart Guidelines
- Pro-Shop: Shop information  
Hours of operation
- Associations: Information about the RLGA and the Golf Cart Club
- Tournaments: Yearly Tournament Schedule  
Club Championship Information  
Information about the Men's League and the RLGA League
- Daily Updates Course Conditions  
Mens' & Ladies' League Pairings and Results
- Score Posting Information on Posting Procedures



**The Golfer's Handbook was Prepared and Revised by:**

**Joe Averbach, Chair**

**Gail Burneyko**

**Anne Maher**

**John Mutch**

**Erich Herkloz**

**Bob Reiter**

**Jason Pulsinelli, PGA**

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**THE BOARD OF TRUSTEES RESERVES THE RIGHT  
TO CHANGE THESE POLICIES AT ANYTIME.**

**INTERPRETATION SOLELY AT THE DISCRETION OF MANAGEMENT.**



**NOTES**



**NOTES**



## **THE SEVEN COMMANDMENTS OF RENAISSANCE GOLF**

1. Thou shall replace or repair all divots.
2. Thou shall repair all ball marks on the green.
3. Thou shall rake footprints in sand traps.
4. Thou shall not trespass on homeowner's private property to retrieve or hit golf balls.
5. Thou shall be courteous to fellow golfers and golf course staff.
6. Thou shall, in the interest of all, play without delay, thus eliminating slow play.
7. Thou must try to enjoy each round of golf, focusing on the positive and beauty of the game.