# **RULE GUIDELINES BY HOLES**

## **QUAIL COURSE**

### Holes #2 & 3

Tee shot or second shot hit into the water - Red Penalty Area.

## Hole #3

Out of Bounds along right side of Fairway and behind green to sidewalk.

## Hole #4

Tee shot hit to the right into the desert. Options – **Provisional Ball,** or **Hit Another Ball** or **Unplayable** or **Alternative to Stroke and Distance for Lost Ball** (Model Local Rule E-5).

#### Hole #5

Tee shot or second shot to the right into the **Obstruction** (Cart Path/River Rocks). If ball is found in obstruction, you may either play it from the obstruction – no penalty – or take free relief and drop ball in relief area of one club length, no closer to the hole. **Rule 16.** 

## Hole #8

Tee shot – Goes into the water- **Red Penalty Area**. Three Options – hit again from the teeing area (you may tee the ball up) or go to the drop area (no tee). If the ball crosses the red penalty line off the tee and then comes back into the water, you can still use the lateral relief -two club lengths, no closer to the hole. **Red Penalty Area**. **Rule 17**. If the ball goes into the Red Penalty Area up by the green, two club lengths lateral relief, no closer to the Hole. **Rule 17**.

### Hole #9

**Obstruction** (rocks and cement culvert) right side below green. If ball in **obstruction**, may play from the **obstruction** or take free relief, no closer to the hole. **Rule 16. Out of bounds** behind green and along RR ties above culvert.

## **ROADRUNNER**

### Hole #3

Tee shot or second shot into the desert right or left Options – **Provisional ball, Unplayable Ball or Hit Another Ball or Alternative to Stroke and Distance for Lost Ball** (Model Local E-5).

## Hole #4

Tee shot or second shot into Red Penalty Area. Rule 17.

### Hole #5

If any of your shots go into the desert, or **red penalty areas**, you may play the ball as it lies or take penalty relief for a one stroke penalty (best option), or use **Stroke and Distance**.

## Hole #6

If your tee shot goes into the ditch, you can play the ball as it lies or take an **Unplayable.** 

#### Hole #7

If either your first or second shot goes into the desert – Options – **Provisional Ball or Hit Another Ball or Unplayable, or Alternative to Stroke and Distance.** 

### Hole #8

If either your first, second or third shot goes into the **Red Penalty Area** (water), you may take penalty relief. Best option would probably be two club lengths from where the ball entered the penalty area, no nearer the hole (one stroke penalty). If the ball crosses the **Red Penalty Area** (line) up by the green and comes back down into the water, you can still use this option, just make sure you are not nearer the hole, one stroke penalty. If it doesn't cross the **red penalty line** up by the green, must go back on **the Line of Relief** (Rule 17).

## Hole #9

Tee shot or second shot goes into the desert on the right, you may play a **provisional ball, or Hit Another Ball** from the original spot or **an Unplayable Ball, or Alternative to Stroke and Distance for Lost Ball** (**Model Local Rule E-5**). If your ball goes into the ditch in front of the green you may either play your ball from there (no penalty) or **Unplayable Ball.** (The rock wall is an Integral Object with no free relief). **THE DROP AREA IS NOT TO BE USED.** Discuss the situation with Rules Committee before signing scorecard.

## **COYOTE COURSE**

## Holes #1, 2, 3, 7 & 9

**Obstruction** (Cart Path/River Rock) Local Rule and Rule 16.

#### Hole #6

Tee shot or second shot goes into the desert on the right. Options — **Provisional Ball or Hit Another Ball or Unplayable Ball, or Alternative to Stroke and Distance** for Lost Ball (Model Local Rule E-5).

## Hole #9

Tee shot into desert in front of teeing ground. Options – **Provisional Ball,** if you think you may be able to find your original ball and hit it, or take an **Unplayable** or **Hit Another Ball** from the tee and it becomes the ball in play. Going into the water on the left – **red penalty area** – see options. **Rule 17.** 

#### ALTERNATIVE TO STROKE AND DISTANCE OF LOST BALL

See Model Local Rule E-5.

#### **PROVISIONAL BALL**

Announce as such before hitting and will be hitting 3. Stroke and Distance Rule 19.

### **ANOTHER BALL**

**W**hen you hit another ball from the tee or elsewhere on the course and don't announce it as a Provisional, it becomes the ball in play and you cannot play your original ball if found.

## **BACK ON THE LINE OF RELIEF**

A reference line going straight back from the hole through the estimated point where the original ball last crossed the edge of the penalty area.

#### UNPLAYABLE BALL

Player may call her ball unplayable anywhere on the course except a penalty area. Three Options – **Stroke and Distance** – play a ball from where the previous stroke was made; **Back on the Line of Relief** – reference line going straight back from the hole through the spot of the original ball as far as she wants; **Lateral Relief** – Size of Relief – Two club lengths not nearer the hole, may be in any area of the course. **Rule 19.** 

## **RED PENALTY AREA**

One Stroke Penalty - Stroke and Distance, back on the Line of Relief, Lateral Relief - where the ball last crossed the edge of the Red Penalty Area – two club lengths from the reference point not nearer the hole. Rule 17.

#### STROKE AND DISTANCE

Play the original ball or another ball from where the previous stroke was made Rule 14.6

## **DOUBT AS TO PROPER PROCEDURE - RULE 20.1C**

If a player is uncertain about the correct procedure while playing a hole in stroke play, she may complete the hole with two balls without penalty. She must decide to play two balls after the uncertain situation and before making a stroke, and needs to choose which ball will count if the Rules allow the procedure by announcing her choice to her fellow competitors. Discuss the situation with Rules Committee before signing scorecard.