

Canoa Ranch Men's Golf League Rules of Play

All members of the Canoa Ranch Men's Club will play in strict accordance with the USGA Rules of Golf and any local rules established by the golf course management and the Canoa Ranch Men's Club Board.

General Situations:

The Canoa Ranch Golf Course is poorly marked for hazards so the old desert rule will be used and the desert is defined as a penalty area. **Also, the only O.B. at Canoa Ranch is when the ball leaves the golf course property. This includes over property walls and fences.**

Purpose: Rule 17 is a specific Rule for penalty areas, which are bodies of water or other areas defined by the Committee where a ball is often lost or unable to be played. For one penalty stroke, players may use specific relief options to play a ball from outside the penalty area.

Penalty Areas - The desert area is played as "through the green". Your options for a ball in the desert under Rule #17 are: 1. Play the ball as it lies 2. Under penalty of one stroke, declare the ball unplayable and proceed under one of the following options: a. Play the ball as nearly as possible to the spot from which it was last played. b. Drop the ball within two club-lengths of the spot where the ball lay, but no nearer to the hole. c. Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball lay, with no limit to how far behind that point the ball may be dropped as long as you remain on the golf course. d. **Drop the ball on the margin of the desert near the point where the ball entered the desert with a one-stroke penalty.(old desert rule).**

Lateral Water Hazard (Red only): 1. Drop a ball within two club-lengths of the point where the original ball last crossed the lateral water hazard's boundary, so long as the spot is not closer to the hole (one-stroke penalty).

Ground Under Repair - Ground under repair (GUR) is marked with a white line around the area for tournaments. If the area is not marked, there is no free relief unless specifically outlined below.

The following is how the Men's Club will play each hole at Canoa Ranch until further notice.

Hole #1. Penalty area left(desert) & right(desert) Proceed under rule 17 as outlined above.

Hole #2. Penalty area left(desert) & right(desert) Proceed under rule 17 as outlined above.

Hole #3. If the ball does not clear the desert the player may re-tee or go to the drop area. Either option is a 1 stroke penalty. If the ball enters the desert over the green the player should proceed under rule 17. This is also true if the ball enters the desert along left side of the fairway but the ball must cross the edge of the desert and not enter the desert directly.

Hole #4. Penalty area left(desert) & right(desert). If the ball does not reach the fairway off the tee the player must: 1. Play the ball as it lies 2. Under penalty of one stroke, declare the ball unplayable and proceed under one of the following options: a. Play the ball as nearly as possible to the spot from which it was last played (the tee). b. Drop the ball within two club-lengths of the spot where the ball lay, but no nearer to the hole. c. Drop a ball behind the point where the ball lay, keeping that point in line with the hole and as far back as desired as long as the drop point is on the golf course.

Hole #5. If the ball does not clear the desert the player may re-tee or go to the drop area. Either option is a 1 stroke penalty. If the ball enters the desert over the green the player should proceed under rule 17.

Hole #6. Penalty area left(desert) & right(desert) Proceed under rule 17 as outlined above. If the ball clears the fence on the right side of the fairway it O.B. and the stroke and distance rule applies.

Hole #7. Penalty area left(desert) & right(desert) Proceed under rule 17 as outlined above.

Hole #8. If the ball does not clear the desert the player may re-tee or go to the drop area. Either option is a 1 stroke penalty. If the ball enters the desert over the green the player should proceed under rule 17.

Hole #9. Penalty area left(desert) & right(water) Proceed under rule 17 as outlined above.

Hole # 10. Penalty area left(desert) & right(desert) Proceed under rule 17 as outlined above.

Hole # 11 Penalty area left(desert) & right(desert) Proceed under rule 17 as outlined above.

Hole #12. Penalty area left(desert) & right(desert). If the ball does not reach the fairway off the tee the player must: 1. Play the ball as it lies 2. Under penalty of one stroke, declare the ball unplayable and proceed under one of the following options: a. Play the ball as nearly as possible to the spot from which it was last played. b. Drop the ball within two club-lengths of the spot where the ball lay, but no nearer to the hole. c. Drop a ball behind the point where the ball lay, keeping that point in line with the hole and as far back as desired as long as the drop point is on the golf course.

Hole #13. If the ball does not clear the desert the player may play the ball as it lies, re-tee, or go to the drop area. Either option is a 1 stroke penalty. Either the re-tee or drop area option is a 1 stroke penalty. If the ball enters the desert on the left side of the green but does not cross the desert/rough periphery the player must: 1. Play the ball as it lies 2. Under penalty of one stroke, declare the ball unplayable and proceed under one of the following options: a. Play the ball as nearly as possible to the spot from which it was last played. b. Drop the ball within two club-lengths of the spot where the ball lay, but no nearer to the hole. c. Drop a ball behind the point where the ball lay, keeping that point in line with the hole and as far back as desired as long as the drop point is on the golf course. Or go to the drop area with a one-stroke penalty.

Hole #14 Penalty area left(desert) & right(desert) Proceed under rule 17 as outlined above. If the ball does not reach the fairway off the tee the player must: 1. Play the ball as it lies 2. Under penalty of one stroke, declare the ball unplayable and proceed under one of the following options: a. Play the ball as nearly as possible to the spot from which it was last played. b. Drop the ball within two club-lengths of the spot where the ball lay, but no nearer to the hole. c. Drop a ball behind the point where the ball lay, keeping that point in line with the hole and as far back as desired as long as the drop point is on the golf course.

Hole #15. If the ball does not reach the fairway off the tee the player must: 1. Play the ball as it lies 2. Under penalty of one stroke, declare the ball unplayable and proceed under one of the following options: a. Play the ball as nearly as possible to the spot from which it was last played. b. Drop the ball within two club-lengths of the spot where the ball lay, but no nearer to the hole. c. Drop a ball behind the point where the ball lay, keeping that point in line with the hole and as far back as desired as long as the drop point is on the golf course. Or go to the drop area with a one-stroke penalty

Hole #16. Penalty area left(desert) & right(desert) Proceed under rule 17 as outlined above. The ditch is a hazard and the ball must be played under rule 17.

Hole #17. If the ball does not clear the desert the player may play it as it lies, re-tee or go to the drop area. Either the re-tee or drop area option is a 1 stroke penalty. If the ball enters the desert on the left side of the green but does not cross the desert/rough periphery the player must: 1. Play the ball as it lies 2. Under penalty of one stroke, declare the ball unplayable and proceed under one of the following options: a. Play the ball as nearly as possible to the spot from which it was last played. b. Drop the ball within two club-lengths of the spot where the ball lay, but no nearer to the hole. c. Drop a ball behind the point where the ball lay, keeping that point in line with the hole and as far back as desired as long as the drop point is on the golf course. Or go to the drop area with a one-stroke penalty.

If the ball enters the desert over the green the player should proceed under rule 17.

Hole #18. Penalty area left(desert) & right(desert) Proceed under rule 17 as outlined above. **The men's league does not use the drop area across the ditch. If you fail to negotiate the ditch you must proceed under rule 17.**

Bunker Play: If a ball lands in a bunker that has not been groomed on the day of play or has standing water, the player may; 1) Play the ball as it lies, 2) Lift the ball, groom the sand and replace the ball from where it was lifted, 3) If the ball is in standing water, the player may take the closest place of relief from the water, within the bunker, groom the sand and place the ball in the groomed area. The player must groom the sand flat without creating a "tee" for the ball. With the absence of rakes, the player may groom the sand with any method possible.

Putting out required: All putts must be holed regardless of length. Fellow players must remind those players that inadvertently forget this rule. If this rule is overlooked by a player, the ball must be replaced and the putt holed out. Routinely having to remind the player to apply this rule is grounds for disqualification from the competition. Failure to hole out mandates disqualification.

Improved lies: The ball will be played as it lies, except in the following situations: Course conditions are such that the club announces before beginning of play, that the ball can be lifted, cleaned and placed within 6 inches of the original location. Could be fairway only or both fairway and rough depending upon course conditions on any particular day and an announcement will be made before play.

Posting of all Scores The Canoa Ranch Men's Golf League will use the automatic posting feature of The Golf Genius Program. Members should not post any scores from the Wed. League play.

USGA rules apply in cases of ground under repair and casual water.