

The recent renovation at MountainView has resulted in several changes in course boundaries, penalty areas, tee boxes, bunker location and drop zones. A significant amount of the grassy areas, fairway and rough was removed, and these “turf reduction” areas are now areas with native plants and other flora.

Because of the differences in the course, MPLN members have had questions regarding the application of USGA Rules. The following information was developed to hopefully provide guidelines for players to use for differing situations that they may encounter on the course.

Although these guidelines address MountainView, the USGA rules apply to any course you play.

One of the first Rules of Golf is: “Play the course as you find it, play the ball as it lies. Play by the Rules and in the Spirit of the Game”

As a sanctioned AGA League, we do need to play by the rules. This makes competition equitable and fair, and we can still have fun at the same time.

Definitions:

- The General Area of the course is all areas of the course except tee boxes, greens, bunkers, and penalty areas.
- The General Area consists of fairways, the rough (usually higher grass) and includes every type of ground and growing or attached object found in that area.
- Areas that are not part of the course are usually considered out of bounds and marked with white stakes or a white line.
- Not all parts of the course’s general area have grass or are fairway or rough. They may be desert areas in their natural state. Unless marked as penalty areas with red or yellow stakes, these areas are part of the course.

It is important to know which rules apply to balls that come to rest in areas other than the fairway or rough, as often it is difficult or impossible for the golfer to successfully hit their ball.

“Turf Reduction areas,” or natural areas, especially at Arizona golf courses, may be referred to as the desert. These areas are considered part of the General area of the course. The ball must be played from that area, UNLESS it is marked as either a penalty area (with red stakes) or out of bounds (white stakes).

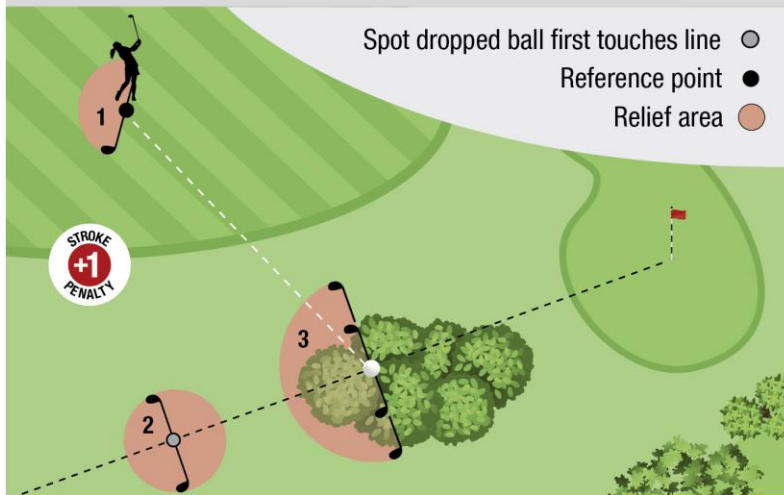
In Turf Reduction areas:

- Golfers may walk into these areas to find their ball.
- Golfers may hit out of these areas.
- Carts may not be driven in these areas.
- If the ball cannot be located – it is treated as a lost ball.
- If the ball is unplayable, the rules for unplayable lies apply.

Options for an “Unplayable Lie”. A player may declare ANY ball unplayable UNLESS it is in a penalty area. The options for an unplayable lie are:

- Play a ball from where the previous stroke was hit – 1 stroke penalty.
- Drop a ball on the line straight back from the pin where the ball is or is thought to be lost. There is no limit on how far back on this line the ball can be dropped. It must be dropped in the same type of course area and not closer to the hole – 1 stroke penalty.
- Take Lateral Relief – which is in an area two club lengths on either side of the ball and behind the ball, no closer to the hole, and in the same type of course area – 1 stroke penalty.

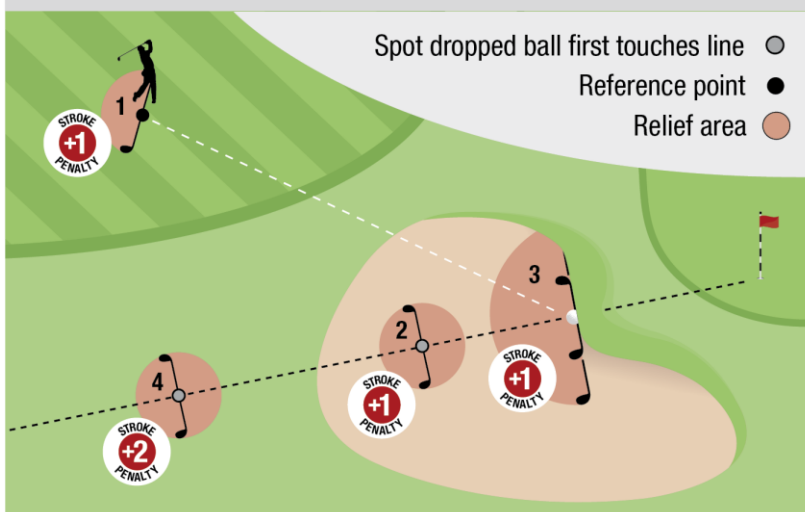
DIAGRAM 19.2: RELIEF OPTIONS FOR UNPLAYABLE BALL IN GENERAL AREA



A player decides that their ball in a bush is unplayable. The player has **three** options, in each case adding one penalty stroke. The player may:

- (1) Take stroke-and-distance relief by playing a ball from a relief area based on where the previous stroke was made.
- (2) Take back-on-the-line relief by dropping a ball behind the spot of the original ball, keeping the spot of the original ball between the hole and the spot on which the ball is dropped.
- (3) Take lateral relief. The reference point for taking relief is the spot of the original ball and a ball must be dropped in and played from the two club-length relief area, which is no nearer the hole than the reference point.

DIAGRAM 19.3: RELIEF OPTIONS FOR UNPLAYABLE BALL IN BUNKER

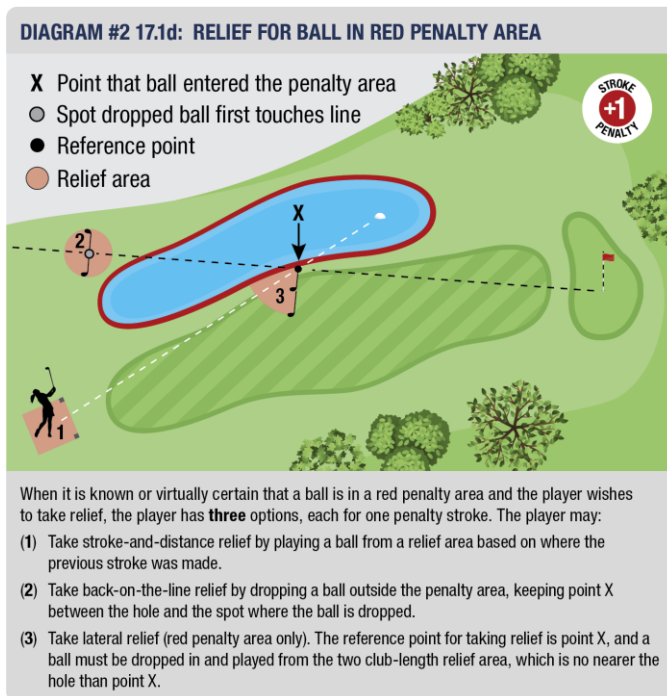


A player decides that their ball in a bunker is unplayable. The player has **four options**:

- (1) For one penalty stroke, the player may take stroke-and-distance relief.
- (2) For one penalty stroke, the player may take back-on-the-line relief in the bunker.
- (3) For one penalty stroke, the player may take lateral relief in the bunker.
- (4) For a total of two penalty strokes, the player may take back-on-the-line relief outside the bunker.

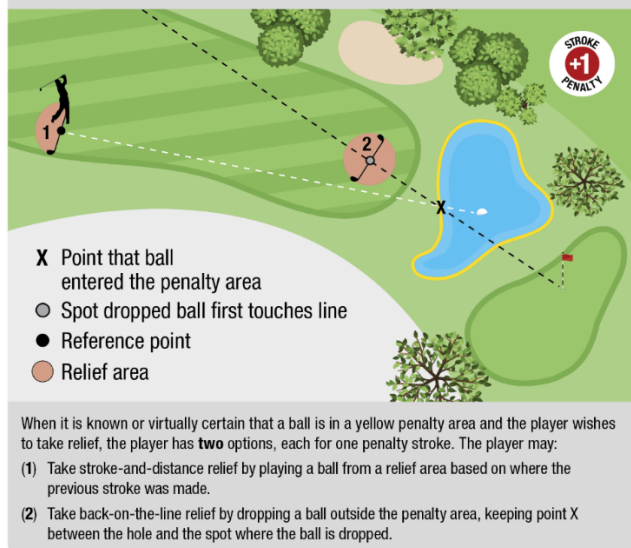
Options for a ball in the “Penalty Area” – Red or Yellow Stake Area

- Play the ball from the penalty area.
- Play the ball from where the previous stroke was hit – 1 stroke penalty.
- Back on the line relief – a drop in a relief area on a line straight back from the hole through the estimated point where the original ball last crossed or entered the edge of the penalty area. The drop will be within 1 club length of the reference point – 1 Penalty Stroke.
- Lateral relief – Relief area is two club lengths from the reference point where the original ball crossed the edge of the penalty area – 1 stroke penalty.
- Relief areas may not be closer to the hole.



If a golfer attempts to hit out of the penalty area, and the ball stays in the penalty area, the same options are available. However, if the golfer chooses to take this relief out of the penalty area, that relief must be taken back to where the ball initially crossed into the penalty area.

DIAGRAM #1 17.1d: RELIEF FOR BALL IN YELLOW PENALTY AREA



Options for “Lost or Out of Bounds”

- Play the ball from where the previous stroke was made – 1 penalty stroke
- This may mean hitting a second tee shot. Due to the penalty this would mean the golfer is hitting her third shot. When on the original tee box, a tee may be used again.
- **LOCAL RULE E-5:** “When a player’s ball has not been found or is known or virtually certain to be out of bounds, the player may proceed as follows rather than proceeding under stroke and distance. For **two penalty strokes**, the player may take relief by dropping the original ball or another ball in the relief area (see Rule 14.3)
- The relief area is on a line from where the ball was lost or went out of bounds to the edge of the fairway or general area, at the same distance to the hole or farther. The drop point is then within 2 club-lengths into the fairway on that line.
- The drop point cannot be nearer to the hole, and must be in the general area.

Notes on specific holes For MountainView:

#2 – Penalty area is across fairway, which may have water or overgrowth in it. There is no drop zone. If the ball goes into this area and is not found or playable, the drop is taken back on the line on the tee side of this penalty area. (1 penalty stroke)

#4 - Balls off the tee cross a desert area. A ball that comes to rest in that area may be played from that area, or the ball may be called unplayable. You cannot move the ball closer to the hole, so in most cases it may be better to hit a second tee shot with a 1 stroke penalty. If the ball is hit into the rocky penalty area below the green to the right of the cart path, Penalty area rules apply. To not drop your ball closer to the hole, the ball may need to be moved further back toward the tee. (1 penalty stroke)

#8 – Penalty rules apply if the ball lands in the penalty area. Unplayable lie rules are in effect if the ball is in desert and not able to be hit.

#9 – Tee shot will need to cross a desert area. If the ball lands in this area, it may be hit from there. Otherwise, the rules for an unplayable lie apply.

#11 – The penalty area goes across the fairway. There is no drop zone. If the ball goes into this area and is not found or playable, the drop is taken back on the line on the tee side of this penalty area.

#13 – The tee shot will need to cross a desert area. If the ball lands in this area and is not playable, there is a drop zone at the start of the fairway that may be used for one penalty stroke. The area to the right of the cart path is out of bounds. The player may choose to use the local rule E-5 and use the drop zone for a 2 stroke penalty.

#16 – Behind the green on the right side is the pump station for irrigation. If a ball lands in the rocks on the other side of the cart bath, or within the grounds of the pump station, the drop zone directly next to the cart path parking area may be used for 1 penalty stroke.

#17 – The forward tee is a short distance to the fairway and crosses the desert area. There is a penalty area to the left, and we no longer have a drop zone for tee shots that do not make the fairway. Players should hit a second tee shot with a 1 stroke penalty. If a ball is lost in the desert, the player may choose to use the local rule E-5 and drop at the start of the grass near the old drop zone for a 2 stroke penalty.

SBHOA2 Golf Local Rules Governing Play – 2023
(This has not been updated recently – drop zones may be altered)

OUT OF BOUNDS – Homeowner property lines, walls, fences, streets and parking lots shall define out-of-bounds when white stakes are not present.

GROUND UNDER REPAIR – All newly sodded areas, landscaped areas, areas outlined by white lines, staked trees and embedded stones in the turf area are ground under repair from which play is prohibited. If a player's ball lies within the area or if it interferes with the player's stance or his intended swing, the player **MUST** take relief. On established sod, the player must take relief if the sod seam interferes with the area of the intended swing, but not the player's stance. Also defined as ground under repair are the decorative rock areas at the Preserve Course. These are designated as No Play Zones. In all these instances the player must take free relief under rule 16.1. The following are NOT decorative areas: unmaintained area on left side of hole 1 between bunker and green; unmaintained area immediately after the ditch on hole 12 between bunker and cart path.

FRENCH DRAINS are immovable obstructions. The player will receive relief under Rule 16 – Relief from Abnormal Course Conditions.

GREENSIDE IRRIGATION HEADS AND DRAINS are immovable obstructions. If a ball lies off the putting green and these obstructions are within two club-lengths of the putting green and is within two club-lengths of the ball and intervenes on the line of play to the hole, the player may take relief as outlined under rule 16.1b

BALL DROP AREAS may be used at MountainView on holes #3, 8, 13, 15 and 16 if a player's ball comes to rest within the penalty area. These are located at the Yellow tee on holes #3, 8, 13, and 15. The drop area for hole 16 is behind the green for balls that are in the penalty area beyond the green. At The Preserve, there is a drop area on hole #6 indicated by a sign near the green. This drop area may be used as an additional option for balls that come to rest in the penalty area and for an unplayable lie. In either case it would be a one stroke penalty. Players may NOT use any other ball drop areas for balls lost in the desert or out of bounds. The MPLN (Lady Niners) have special drop areas at both courses that are described in their annual Member Handbook.

MOUNTAINVIEW HOLES #7, 8, AND 16: The stone walls surrounding the ponds on these holes have been defined as immovable obstructions. All of these walls are considered to be within the edge of the penalty area. The side of the walls facing the General area (or Bunker) is the edge of the penalty area.

LOCAL RULE E-5: "When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may proceed as follows rather than proceeding under stroke and distance. For **two penalty strokes**, the player may take relief by dropping the original ball or another ball in the relief area (see Rule 14.3).

PROVISIONAL BALL ON HOLES WITH PENALTY AREA: If there is doubt whether a ball is in or is lost in the penalty area, a player may play another ball provisionally under any of the applicable options in Rule 18.3. If the original ball is found outside the penalty area, the player **MUST** continue play with it. If the original ball is found in the penalty area, the player may either play the original ball as it lies or continue with the ball played provisionally under Rule 18.3. If the original ball is not found or identified within the three-minute search period, the player **MUST** continue with the ball played provisionally.

REV: August 2023