

Valencia Senior Men's Golf Club



Committee / Club Playing Rules

All USGA rules are in effect with the exception of the course rules located on the back of the scorecard and the Vista Valencia Senior Men's Golf Club Committee / Club Rules, as follows:

1. We practice "go ready" golf and will be using the white tees. Tee locations may vary on some away events.
2. **All drainage ditches which cross holes 2, 3, 4, 9, 10, 16 and 18** are played as a **RED PENALTY AREA**, whether they contain water or not, even though some may not be marked with a red line or stakes. If there is no designated markings, the penalty area is defined as approximately 15 feet either side of the center of the ditch. See **USGA Rule 26**: a ball may be played as it lies **without penalty**, or **Rule 17.1d**: a player may take a 2 club length drop from the point of entry or the player can go back as far as they wish leaving the point of entry in line with the pin. In either case a **one stroke penalty is incurred**. Free relief is not available for immovable obstructions inside the penalty area such as the bridges or drainage pipes.
3. **Hole #4**. The drainage ditch and slope on the left side of the fairway from the 150 marker to the green is a **RED PENALTY AREA** even though it may not be marked with a red line or stakes. See **USGA Rule: 26 (above)** which covers your options.
4. **Hole #10**. There is a maintenance road to the right of the cart path near the green. Balls coming to rest on the road may take relief the same as on a cart path.
5. **Hole #11**. The hillside on the left side of the fairway and around the green is played as a **RED PENALTY AREA**. The outside edge of the cart path is marked with a red line defining the edge of the penalty area. A ball in the penalty area may be played as it lies **without penalty**, or by **Club Rule**: the player may take relief with a **one stroke penalty** by dropping in the fairway laterally from the point of entry, except around the green, use the designated drop area at the back of the green with a **one stroke penalty**, if this drop area is not marked, drop two club lengths from the cart path at the point of entry with a **one stroke penalty**, whether it is closer to the pin or not.
6. **Hole #17**. Played from the lower tees, if your ball crosses over any portion of the island prior to entering the water hazard and you deem the ball unplayable, by **USGA Rule 26**: you have two options (1) take a **one stroke penalty** and hit your third shot from the tee area, or (2) you may drop within one club length from the point of entry where the ball crosses the penalty area with a **one stroke penalty**, or by **Club Rule**: use the designated drop area located on the island to the right of the bridge. Any ball hit into the water hazard that doesn't cross the island can't use the drop area on the island, and must follow **USGA Rule: 26**: (take a one stroke penalty and hit your third shot by dropping a ball approximately one club length from the point of entry, or go back as far as he wants leaving the point of entry on a straight line between him and the pin, or can hit a third stroke from the tee area.)

7. **Sand Traps.** If your ball comes to rest in a human footprint (not your own) in any sand trap, and your playing partner(s) agree it is a human footprint, you may take relief. Lift your ball, repair the footprint, and replace your ball in the exact same place. Plugged balls, bad lies, bad rake jobs and animal tracks are unfortunate situations, however the ball may not be touched. Loose impediments may be removed from sand traps for personal safety. When playing your ball from a trap you may get a preferred lie by dropping in the trap with a **one stroke penalty**, or drop out of the trap with a **two stroke penalty** leaving the trap between the ball and the pin.

8. **Embedded (Plugged) Balls.** Any ball plugged in the fairway or rough is eligible for a drop with **no penalty**. The ball must be in its own pitch-mark with any portion of the ball below the level of the ground. **USGA Rule: 25-2/0.5** the plugged ball must be witnessed by a fellow competitor.

9. **Closest-to-Pin & Markers.** To qualify for a CTP award your tee shot must be on the green in regulation. The marker should be placed an equal distance behind the hole. Placing a marker in front of the hole may prevent a hole-in-one or someone else's chance to get closer.

10. **A lost or out of bounds ball.** If after hitting your ball, you are unsure whether it is lost or out of bounds you may declare and play a provisional ball from the same spot. **Once you leave that spot you may not return to hit again.** If your ball is out of bounds or lost (after no more than a three minute search) you are required to play your provisional ball. If you did not hit a provisional ball follow the **January 1, 2019 Alternative to Stroke and Distance USGA/Club Rule:** The player drops a ball laterally 2 club lengths into the fairway from where the ball is deemed to have come to rest, take a **2 stroke penalty** and hit their next stroke. If the fairway is not available laterally, then drop in the nearest best area. In either relief option (Provisional Ball or Alternative to Stroke & Distance) the player will take a **2 stroke penalty** before their next stroke. This rule is used to help maintain the pace of play.