April, 2024

ROADRUNNER GOLF ASSOCIATION RULES 2024

THE COURSE:

The Golf Club of Texas consists of 18 holes without well marked hazard boundaries and, at times, poorly maintained green-side bunkers. The fairway bunkers are considered, for our purposes, unplayable.

RULES:

USGA Rules of Golf will govern play, except for the local rules in the following paragraphs.

The course may be played "lift, clean, and place" throughout the fairways, first cut, and greenside bunkers. The ball will be placed within one club length of the original position no closer to the hole. The ball must stay in like condition (if the ball is in the first cut or green-side bunker; it must be played from the original condition it was found) it may not be moved to the fairway. In green-side bunkers the lie may be improved lift, clean, raked, and placed as close as possible to the original position.

Green side bunkers are in play; however, if a player feels that the conditions in the bunker (insufficient sand, etc.) render the bunker unplayable and might result in injury or damage to equipment, the bunker may be declared ground under repair (an abnormal course condition) and relief can be taken without penalty. Similarly, through the green, temporary water, ground under repair, animal damage, etc. can be addressed without penalty. Relief will be taken as described in the following diagram:

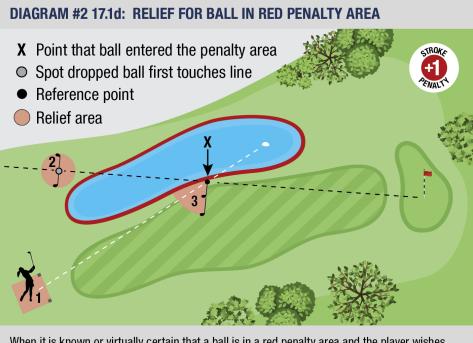


- Free relief is allowed when the ball is in the general area and there is interference by an abnormal course condition.
- The nearest point of complete relief should be identified and a ball must be dropped in and come to rest in the relief area.
- The relief area is one club-length from the reference point, is not nearer to the hole than the reference point and must be in the general area.
- When taking relief, the player must take complete relief from all interference by the abnormal course condition.

Fairway bunkers are deemed ground under repair and the ball may be placed no closer to the hole in the closest grassy area. The waste areas on holes 5 and 17 are considered ground under repair and the ball may be placed either side of the waste area no closer to the hole in the closest grassy area. A player may play out of the waste area within one club length of the original position no closer to the hole. No penalty is incurred when placing the ball as described above.

Since out of bounds and hazards are not adequately marked the following rules shall apply:

Native or wooded areas are considered "red hazards" under USGA rules and the player may play the ball as it lies or, with a one stroke penalty, move the ball two club lengths from the nearest point of relief no closer to the hole. On holes where cart paths border the high grassy areas relief may be taken within two club lengths of the cart path no closer to the hole. See the diagram below:



When it is known or virtually certain that a ball is in a red penalty area and the player wishes to take relief, the player has **three** options, each for 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 outside the penalty area, keeping point X between the hole and the spot where the ball is dropped.
- (3) Take lateral relief (red penalty area only). The reference point for taking relief is point X, and a ball must be dropped in and played from the two club-length relief area, which is no nearer the hole than point X.

If it is obvious that the ball is lost in these areas the player may proceed to the area where the ball entered the hazard and proceed as shown in the diagram The player may search for the ball for a maximum three minutes. If the ball is found the player may play the ball where it lies or proceed as described in the paragraph above. USGA rules (cited here for convenience) provides for an optional alternative to the stroke and distance penalty for out of bounds or ball lost out of bounds. Under Local Rule E-5, a player may drop in the fairway with a two-stroke penalty according to the following diagram. For our purposes, this local rule is considered adopted to speed pace of play. Note this rule is different from a ball in a penalty area as described above.



On holes where conditions such as grass clippings or unmowed turf or weeds, temporary water, or animal damage occurs, (an "abnormal course condition") within the normally mowed areas result in lost balls, Rule 16.4,e, may be invoked (quoted here for convenience) and relief taken without penalty:

Relief for Ball Not Found but in or on Abnormal Course Condition

If a player's ball has not been found and it is known or virtually certain that the ball came to rest in or on an abnormal course condition on the course, the player may use this relief option instead of taking stroke-and-distance relief:

- The player may take relief under Rule 16.1b, c or d, using the estimated point where the ball last crossed the edge of the abnormal course condition on the course as the spot of the ball for purposes of finding the nearest point of complete relief.
- Once the player puts another ball in play to take relief in this way:
 - The original ball is no longer in play and must not be played.
 - This is true even if it is then found on the course before the end of the three-minute search time (see Rule 6.3b)

The player invoking the rule cited above must have the concurrence of their playing partners for that invocation.

Safety is of paramount importance during play. If placing the ball puts one on steep terrain or hazardous footing, move the ball to level ground.

Holes 8 and 10 are water hazards delineated by the high grass forward of the first cut/fairway. With a one stroke penalty, the player may take relief on a line from where the ball entered the hazard and the flag stick as far back as the player wishes. On hole 8, a "virtual drop area" over the hazard and just to the left of the cart path may be used at the player's option with a one stroke penalty.

Holes 3 and 12 are water hazard holes and drop areas may be used with a one stroke penalty. Drop areas are located immediately after the water just forward and left of the hazard.

In rocky areas or areas bare of turf where the ball lies or would lie as a result of a penalty drop the ball may be dropped in a grassy area one club length from the edge of the damaged area no closer to the hole, without penalty.

In consideration for speed of play, players will play "ready golf" in accordance with the following practices: (1) Regardless of whether one is away or not and there are no safety issues, the golfer should proceed to play. (2) On the green the continuous putting rule may be used. This means the player may continue to putt until the ball is holed or a double bogey is reached. (3) Once double bogey has been reached the player will pick up and take a triple bogey. Putts may not be conceded; each player must hole out unless double bogey has been reached.

Notwithstanding the above, players should exercise caution to not drive ahead of other players' balls. Moving ahead of a player could be distracting and may also result in the potential for injury from errant shots.

ADMINISTRATION:

RoadRunner competition will be conducted as a "modified Stableford" competition. Teams will report their scores in an "over/under" form with scores determined as follows:

Eagle – 5 points Birdie – 4 points Par – 3 points Bogey– 2 points Double Bogey – 1 point

Each team will record their point total for each hole. Team score targets will be determined by totaling the handicaps of the players and subtracting from the target score (216 for a foursome, 162 for a threesome, etc., 54 points per player for 18 holes) then dividing by two. This provides the target for each nine holes. Team scores will be reported as their deviation from the target score for each nine and for the overall 18 hole match (i.e, x points over/under target).

Players' handicaps may be reported and maintained by any established system or application currently in use (e.g., GHIN, GolfLogix, etc.) and are expected to be kept current. The RoadRunners play from the white and red tees, and players should use the tee from which their handicap is established. Players with handicaps over 20 may use the red tees at their option, and those under 20 should use the white, with the exception that men 85 or older and women may use the red tees or white at their option.

Teams will be determined by drawing cards. The captain of each team will normally be the player with the lowest handicap. Order of play and teams will be determined by the players drawing a card (A,2,3, etc.). Players possessing cards of the same number will form a team. Each player will give the captain \$3.00 before play. The captain of the first team to finish play will collect the monies from the other teams and distribute them according to the results of play. Payoffs will be to the team winners for front nine, back nine, and overall best team score.

If a player drops out after nine holes, that player will still be eligible to participate in any winnings should that team win any monies. The team's target score will be recomputed for the second nine. If a player will not be present when winnings are distributed, that player must designate a representative to collect his/her winnings.

Please arrive at the course no later than 30 minutes before the first tee time. Cards will be drawn approximately 15 minutes prior to the scheduled tee time or earlier if the opportunity to tee off early is offered by the starter.

MEMBERSHIP:

An initiation fee of \$25.00 for each new member is payable to the treasurer. Annual membership dues are \$10/year payable on January 1.

Roadrunner Golf Association rules and procedures Change #4, April, 2024