

## TLQWGC – LOCAL RULES

**OUT OF BOUNDS** — Defined as (1) residential property lines & residential surface roads/sidewalk on any hole or (2) golf course property walls to the left side of holes #4, 8, 9, 10 and #15 and any ball in the driving range to the left side of hole #1.

**PENALTY AREAS** — The Golf Course at La Quinta has two types of penalty areas – (1) “Standard Penalty Areas” and (2) “Perimeter Penalty Areas”. These are discussed separately.

**STANDARD PENALTY AREAS** – (Solid Red Stakes)– All standard penalty areas on The Golf Course at La Quinta are “red” penalty areas. These areas include all water penalty areas and all acacia plants and shrubs not located in a “Perimeter Penalty Area”.

**PERIMETER PENALTY AREAS/NO PLAY ZONES** (Red Stakes with Black Tops) – These areas contain Decomposed Granite and new landscaping.

**GROUND UNDER REPAIR (GUR)** – French drains are GUR

**WOOD CHIPS & MULCH (CLIPPINGS)** – Are loose impediments.

**AERATION HOLES** – In the General Area, the player is allowed free relief, within one club length, no nearer the hole.

**INTEGRAL OBJECTS** – Include walls, sprinkler boxes, and fences when located in penalty areas and bunkers (no relief is given).

**\*\*\*GREENSIDE SPRINKLER HEADS \*\*\***

Line of play relief is granted to any player if their ball is within 2 club lengths of any sprinkler head that is also within 2 club lengths of the green surface. The line of play relief is granted even if the player’s swing or stance are not impacted by the sprinkler head.

**REPLACEMENT OF BROKEN CLUB** – A broken club may be replaced during the round as long as it was broken during the normal course of play and not as a result of anger.

**PRACTICE** – Rule 5.2 is NOT modified. For stroke play, a player may practice on the course between rounds or after stroke play is completed for the day. For match play, a player may practice at any time.

### Perimeter Penalty Areas/No Play Zones (Red Stakes with Black Tops)

“Perimeter Penalty Areas/No Play Zones” are defined as those areas that are within the General Area but contain Decomposed Granite (DG) or other landscaped materials by the TLQ HOA. Normal dirt areas on the golf course, without DG, are not “Perimeter Penalty Areas/No Play Zones” and can be played as “General Areas”.

The Player **MAY NOT**, under any circumstances, play a ball from the “Perimeter Penalty Area/No Play Zone” (even if the ball has been found and identified).

A player is granted “free relief” if their ball is lies within the “normal contours of the grass fairway or rough” but their stance is in the “Perimeter Penalty Area/No Play Zone”. A ball is considered “in the DG” if any part of the ball is touching the DG. Any ball “in the DG” that is beyond the green is considered to be in the “Perimeter Penalty Area/No Play Zone”.

The ONLY Player options for balls in the “Perimeter Penalty Areas/No Play Zones” are:

- Player, for a penalty of 1 shot, may play a ball two-club lengths from the spot where the ball last crossed the line defining the Perimeter Penalty Area/No Play Zone.
- Player, for a penalty of 1 shot, may play a ball from the previous spot (stroke and distance relief).

In order to take Perimeter Penalty Area relief (for one stroke), Player must be virtually certain the ball is not out of bounds.

**Lost Ball** - In the Perimeter Penalty Area/No Play Zone or in the Standard Penalty Areas: Since the ball was lost in one of the penalty areas, the player under penalty of one stroke would take the same relief as noted above.

**Rule 15.1 or Rule 16.1 – Goose Dung**  
At the player’s option, dung from geese may be treated either as: A loose impediment that may be removed under Rule 15.1 or Ground Under Repair from which relief is allowed under Rule 16.1

PERIMETER PENALTY AREAS/NO PLAY ZONES (RED STAKES  
WITH BLACK TOPS & STANDARD PENALTY AREAS  
HOLE BY HOLE (RED STAKES)

Golf course markings, to the extent present, supersede these general guidelines. If there are no markings, the Player may use these guidelines to determine if their ball is in a "Perimeter Penalty Area/No Play Zone":

**Hole #1** – Any ball in the DG to the right of the cart path. A ball in the acacia to the left of the #1 fairway (but not on the driving range) is in a "Standard Penalty Area" but not a "Perimeter Penalty Area"

**Hole #2** – Any ball in the DG to the right or left of the corresponding right or left grass rough.

**Hole #3** – Any ball in the DG to the right or left of the corresponding grass rough.

**Hole #4** – Any ball in the DG to the right of the right side rough. Ball in the acacia left of the cart path is in a "Standard Penalty Area".

**Hole #5** – Any ball in the DG to the right or left of the corresponding grass rough.

**Hole #6** – Any ball in the DG to the left of the cart path.

**Hole #7** – Any ball in the DG to the left or right of the corresponding grass rough.

**Hole #8** – Any ball in the DG to the left or right of the corresponding rough.

**Hole #9** – Any ball in the DG to the right of the cart path. Any ball in the DG to the left of the fairway. **Revised 1/3/21**

**Hole #10** – Any ball in the DG to the right of the right rough. Balls to the left of the cart path are in the Standard Penalty Area

**Hole #11** – Any ball in the DG to the right or left of the corresponding grass rough.

**Hole #12** – Any ball in the DG to the right of the cart path or left of the left rough.

**Hole #13** – Any ball in the DG to the left of the cart path. Balls in the acacia to the

right of the green or fairway are in a "Standard Penalty Area".

**Hole #14** – Any ball in the DG to the right or left of the corresponding grass rough

**Hole #15** – Any ball in the DG to the right of the right side grass rough. Balls in the acacia left of the cart path are in a "Standard Penalty Area".

**Hole #16** – Any ball in the DG to the left of the cart path. Balls in the acacia right of the right rough are in a "Standard Penalty Area".

**Hole #17** – Any ball in the DG to the right of the cart path. Player is required to take relief in the drop zone for a one stroke penalty.

**Hole #18** – Any ball in the DG to the right or left of the corresponding grass rough.