

Kokopelli Local Rules



Water: All water hazards are considered *lateral hazards* (red penalty areas).

Remember that SRPGA has adopted USGA Local Rule B-2 Relief on Opposite Side of Red Penalty Area, which gives you an additional option.

Out of Bounds: Technically, about every hole has out of bounds.

Remember that SRPGA has adopted the USGA Local Rule E-5 Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds.

Power Lines: On some areas of the perimeter and outside of the course are power lines.

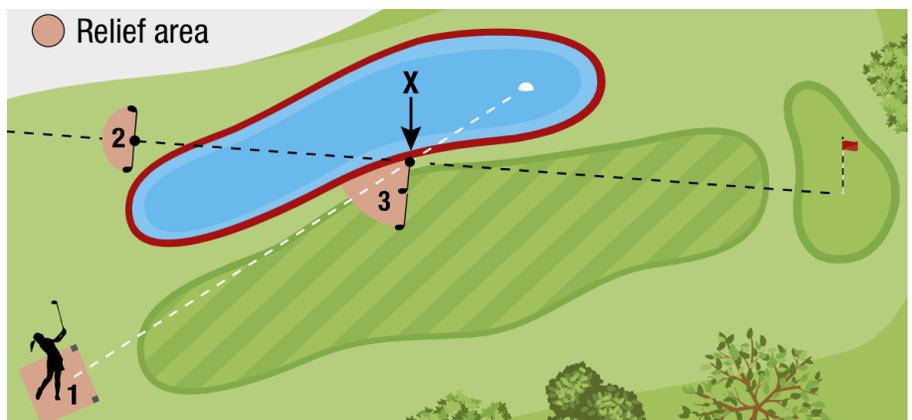
Remember that SRPGA has adopted the USGA Local Rule E-11 Ball Deflected by Power Line.

Bunkers: Kokopelli does not maintain their bunkers and considers all bunkers as *ground under repair*. See the discussion on this topic.

Lateral Water Hazard (Red Penalty Areas): Relief Options

X is the point where the ball crossed the edge of the water hazard.

- 1. Stroke and Distance Relief.**
Play from the original spot.
- 2. Back-of-the-Line Relief.** Ref. line thru the pin and behind X, the reference point.
- 3. Lateral Relief.** Two club lengths, no nearer the hole.



B-2 Relief on Opposite Side of Red Penalty Area

SRPGA Local Rule

- 4. Opposite Side Relief.**
(Similar to lateral relief)
X is where the ball entered the water.
On the opposite side of the penalty area, relief at point Y is within two club lengths, no nearer the hole.



E-5 Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds

SRPGA Local Rule

Stroke and Distance Relief (discouraged)

Hit a ball from the original spot. **Note:** If it is possible that your ball is *not* out of bounds or lost, you may want to hit a provisional.

Alternate Relief

(highly encouraged for pace of play issues)

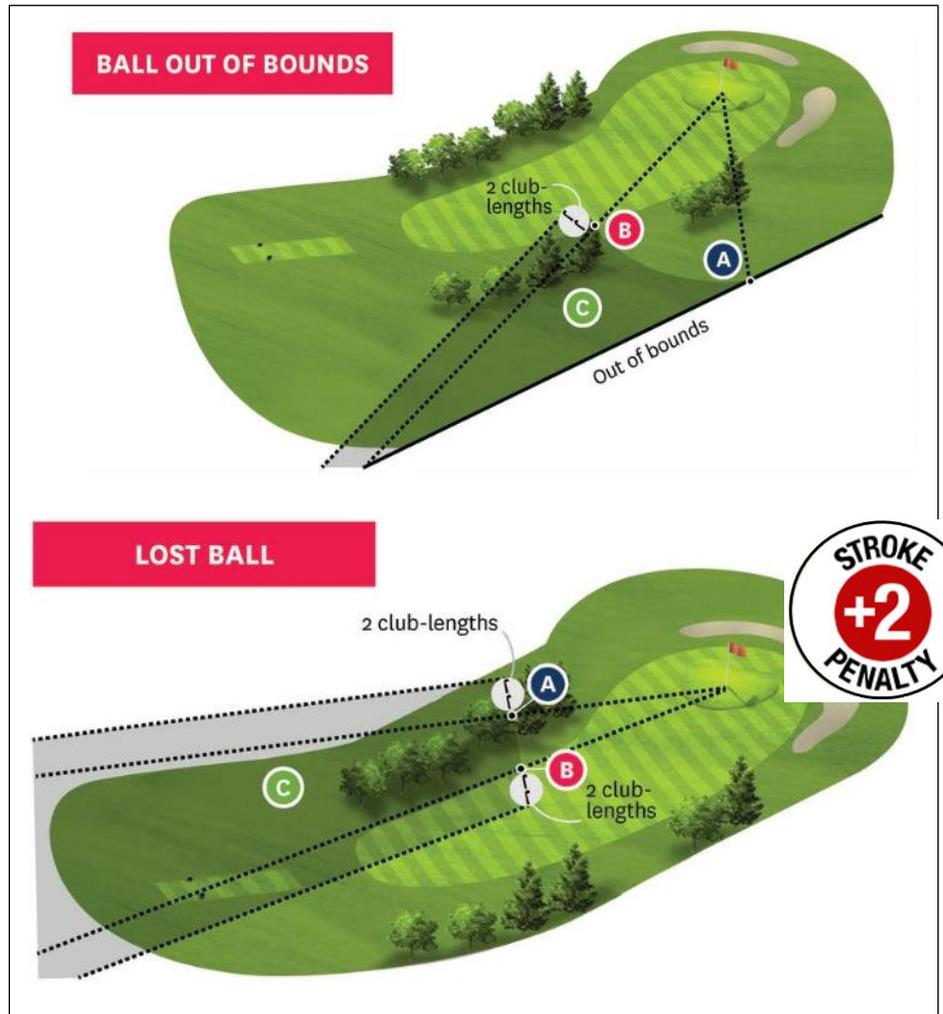
- A. Determine or estimate the spot where your ball went out of bounds (top diagram) or is likely to be lost (bottom diagram).

- B. Find the nearest **fairway edge**, no closer to the hole.

Drop your ball in the shaded area as defined by a line from the hole through point A and on the other side by a line from the hole through point B, and not nearer the hole.

The relief area is extended on

both sides by two club-lengths. **Video** (1:29) [USGA site](#), [YouTube](#)



Not Optional

E-11 Ball Deflected by Power Line

SRPGA Local Rule

If it is known or virtually certain that a player's ball hit a power line (or a tower, a wire, or a pole supporting a power line) during the play of a hole, the stroke does not count.

The player *must* play a ball without penalty from where the previous stroke was made (see Rule 14.6 for what to do).

This rule does not apply for power lines that do not interfere with play of a hole or are out of bounds.

Bunkers

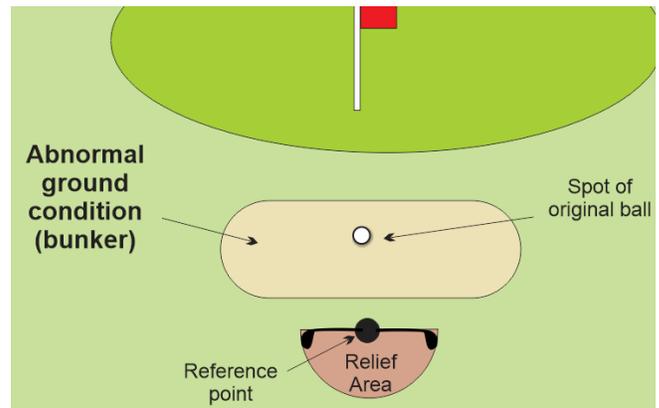
Kokopelli does not maintain their bunkers and considers them ground under repair. You may still play from a bunker, without penalty, if you think dropping a ball outside the bunker would have no advantage for you.

Rule 16 – Relief from Ground Under Repair (a type of “abnormal course condition”)

1. Identify the nearest point of complete relief (put a tee there). In the diagram, it is the *reference point*:

- The estimated point nearest to the ball’s original spot, but not nearer the hole than that spot,
- In the general area, and
- Where the bunker does not interfere with your stroke.

- **Note:** *If your ball is at the side of the bunker, nearest relief might be to the side and not the back of the bunker.*



2. Drop a ball in the relief area (one club length from the reference point, no nearer the hole).