



ROADHAVEN RESORT
Arizona's Premier 55+ Community

Golf Members Handbook

2026-2027

Roadhaven Resort ID badges must
be worn at all times

USGA Rules of Golf Govern All Play

1. Out of Bounds - defined by inside edges of green electrical boxes; over and beyond all property lines and protection fences; on or beyond sidewalks along hole Nos. 4 & 5; left side of canal on hole No. 7.
2. Play is prohibited from concrete drainage ditches.
3. Time allotment for 9 holes is 90 minutes.
4. **Please repair all ball marks and divots.**

RULES OF ETIQUETTE MUST BE OBSERVED AT ALL TIMES



Course Designed By:
Greg Nash
Opened 1984



Golfers please identify yourself in case of property damage or personal injury. Most U.S. or Canadian homeowner's/renter's policies will cover 100% liability with no increase in rates. Badges must be worn at all times.

Golf Shop

Phone: [\(480\) 982-4653](tel:(480)982-4653)

(Golf Shop open seasonally)

Hours: Monday-Saturday: 7am – 4pm / Sundays: 8am – 4pm



ROADHAVEN RESORT GOLF CLUB

MEMBERS HANDBOOK

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Rules of Play

The Board of Directors decided in 1995 that the Roadhaven Golf Course was not to be a practice course. It is an operating golf course with adherence to the following rules required.

1. Tee times are required (Available up to 5 days in advance).
2. Players must register at the Golf Shop prior to playing.
3. No more than 4 players per group except for sanctioned golf groups.
4. Each player must have their own set of clubs.
5. Before and after-hours honor system. All golfers must fill out a ticket and ensure either a member has a punch card or paid for the round.
6. Tee off within two club lengths behind Tee Markers.
7. You must start on the #1 tee and finish on #9. If you want to play another round, stop at the Golf Shop and see if there is time available to continue playing through #1 a second time. **No playing of random holes allowed.**
8. Only one ball will be played per game, with the exception of a provisional ball when the first ball is not playable.
9. All leagues, (Par-Tee Ladies, Men's, Mixers, Geezers, and Cayman) will require annual or monthly memberships or a valid punch card.
10. Memberships are non-transferrable, non-refundable, no extensions, no exceptions.

Visiting Children and Guest Golfers

1. A resident must accompany children under 18 years of age on the golf course, and the adult must be part of the playing (golfing) group, including the putting green and practice area at #2.

2. Any and all guests golfing on the course must be accompanied by a resident who has a golf membership/punch card or has fully paid for round of golf.
3. Ride-alongs are allowed for children 6 to 17 years of age. Walk alongs are allowed for guests 18 years or older. One member of the group must be a resident who has a golf membership/punch card or has fully paid for round of golf. The Golf Shop will issue a name tag with “ride along/ walk along” on it.
4. No children under 6 years of age are allowed on the golf course.
5. Only one ride along/walk along allowed per group.

Entering Private Property

Do not enter private property to recover your ball without the permission of the owner.

Damage to Personal Property

Each golfer is responsible for acknowledging if their ball has hit and/or damaged someone’s individual property. If the owner is not home, report to the Golf Shop. ANY LIABILITY IS BETWEEN THE GOLFER AND THE PROPERTY OWNER.

Safety

1. Prior to making a stroke or taking a practice swing, the player should ensure that no one is standing close by or in a position to be hit by the club or the ball.
2. Do not hit a ball until the group ahead is safely off the green.
3. Do not hit a ball when a greenskeeper is in the way and until you are sure that they are aware you are hitting the ball.

Consideration for Other Players

1. The player with the “honor” should be allowed to play first unless your group or league decides to play “ready golf.”

2. No one should move, talk, or stand directly behind a player when they are addressing the ball or making a stroke.
3. Players should play without delay so as not to hold up play (be ready to make your shot as soon as it is your turn) and players in front are out of range.
4. When approaching a green for putting, place your clubs between the green and the next tee to be able to remove yourself and clubs from the green in a timely manner.
5. Mark your scorecard on the next tee.
6. Do not step on the line of another's putt.

Care of the Course

1. Replace your divots on fairway and on the tees with sand from container boxes.
2. Repair your ball mark on the greens.
3. Do not lean on your putter on the green.
4. Use cart paths where provided.
5. Do not cross the tee box or greens with a powered golf cart.
6. Keep golf pull carts at least four feet from the edge of the green.
7. Golf bags, club carriers, and pull carts must not be placed on the tees or greens.
8. Care should be used when pulling or replacing the flag stick.
9. The putter head must never be used to remove the ball from the cup.
10. No more than (1) ball to be played during your round of golf. Use practice greens and hitting the cage area with the proper type of ball for practice.
11. No one is allowed to play during a frost delay. Please call the golf shop if you have questions and check for closure.
12. Power golf carts are the only acceptable vehicles allowed on the course and must have a visible flag issued by the Golf Shop.

Golf Course Attire

APPROPRIATE GOLF ATTIRE IS REQUIRED AT ALL TIMES WHILE ON THE GOLF COURSE

1. Golf shoes are strongly recommended as footwear on the golf course. Sneaker-type shoes with smooth soles are acceptable. Cowboy boots, spiked heels, and cleat-type shoes are **not allowed**.
2. Proper dress code for the male golfer: Clothing designated as undergarments cannot be worn as outer garments. Shirts must always be worn. Swimsuits, gym clothing, abbreviated shorts, tank tops, and cut-off t-shirts are **not permitted** to be worn.
3. Proper dress code for the female golfer: Skirts and mid-thigh length shorts are the minimum acceptable attire. Bare midriff shirt, tank tops, abbreviated shorts, or swimsuits are **not permitted**.

Golf Course Entry

Golf course entry is just south of the Golf building by the #1 Tee.

Frost is not always visible. Our greenskeeper is trained to determine when it is safe to use the course without damage.

When the course is closed due to frost or maintenance, a chain is put up at the #1 Tee. This indicates that the course is closed, including the practice area near #2 Tee and the putting green behind the Golf Shop. No one is allowed on any section of the course.

Any damage caused by the improper entry of a person(s) will be repaired and the cost will be assessed back to the homeowner per section 3.2D of Roadhaven Homeowners Association Governing Documents.

Team Rules

A 3 or 4-person scramble format is played using Cayman balls. Men tee off from

the white markers and women from the reds, with each team playing nine holes, reporting one score.

If four players are on a team - use 2 drives for each player.

If three players are on a team - use 3 drives of two players and two drives of the third player.

The first player on the card acts as fourth player of team for Hole #1. On Hole #2, second player acts as fourth player. On Hole #3, third player acts as fourth player. Continue to alternate the role of the fourth player throughout the nine holes.

On Hole #4, all players shoot from the ball drop area (using a tee is optional) and the chip or putt can count towards one of the two required drives but not the Hole-in-One pot. This must be decided at the drop zone.

\$1.00 per person each week is split between the weekly prize fund and the end-of-the-season party fund.

The annual party will be in the Green Room and Patio area for all players and spouses, or a guest. A sign-up sheet will be posted prior to this event.

Roadhaven Golf Club Local Rules

USGA rules govern all play except as modified by local rules.

Note on ball drop relief; It may not be possible to drop your ball “no closer to the hole”. In these cases, use you best and fairest judgment.

1. OUT OF BOUNDS:
 - a. Beyond brick walls or the imaginary lines where a wall could exist.
 - b. On or beyond the concrete walkway that borders all roads.
 - c. To the right of hole # 4 on the rock/path areas.
 - d. Re-Tee **Penalty one (1) stroke.**

2. BALL IN DESERT GARDEN (ROCK/PLANTED) AREAS:
 - a. Drop ball 1 club length of the nearest grass relief.

- b. Club length is defined as the length of a 9 iron.
 - c. Ball cannot be played from any of these areas. **Penalty one (1) stroke**
3. BALL ON OR BEYOND CART PATH:
- a. If the ball is on or between the cart path the player may move the ball to the nearest point of grass relief that is no closer to the hole on the fairway side of the path without penalty. (The raised bed with the statue on it is part of the cart path.)
 - b. If the ball comes to rest beyond the cart path outer curbs move the ball to the nearest point of grass relief that is no closer to the hole on the fairway side of the path. **Penalty one (1) stroke.**
 - i. Clarification on # 4 if on the cart path by the water and not close enough to the grass you can opt to hit from your location or move the ball back to the tee box area - no penalty. If you opt to move forward to the grass area it is a stroke penalty. **Penalty one (1) stroke.**
4. WATER HAZARDS ON HOLES #4, #6, #8 & #9:
- a. If the ball goes into the water on #4, #6, #8 or #9, go to the designated drop zone. **Penalty one (1) stroke.**
 - b. On holes # 4, #8: and #9. If the ball lands on the green or fairway and goes into the water drop 2 club lengths no closer to the hole from the point of entry. **Penalty one (1) stroke.**
 - c. On hole #9 (blue tee): If the ball goes into the water in front of tee box retee, 1 Stroke penalty, If on retee Ball goes onto the water again the player has the option to retee hitting stroke 5 or go to the White tee box hitting stroke 5.
5. NET SCREEN BETWEEN FAIRWAYS #7 AND #8:
- a. WHEN PLAYING HOLE #7: If the ball comes to rest on the #7 fairway side of the screen and the screen interferes with the ball, stance, or golf swing, you get a free drop one (1) club length no nearer the hole.

- b. If the ball comes to rest on the #8 side of the screen and the screen interferes with the ball, stance, golf swing, or line of flight to the #7 hole, you may move to the designated drop areas at the east and west end of the screen, **without penalty**.
 - c. If ball is before the white post that is in the middle of the screen go to the west drop zone. If beyond the white post go to the east drop zone behind # 8 tee box.
6. BALL IN ROCK HAZARD TO RIGHT OF HOLE #8:
- a. If the ball lands on course and rolls into the rocks, drop within one club length of the point of entry, no nearer to the hole, or use the designated drop area. **Penalty one (1) stroke**. If the ball bounces off rocks go to the drop zone. **Penalty one (1) stroke**. For safety reasons, do not attempt to retrieve a ball from the rock hazard.
7. POWER TRANSFORMERS AND ALL UTILITY BOXES:
- a. Holes #1, #2, #4, #5, #6, #8, and #9: if the transformers or boxes and/or the bricks and/or gravel surround interfere with the ball, stance, or golf swing, you may drop within one (1) club length, no nearer the hole. No penalty.
8. DRAINAGE CANAL BEHIND #4 AND ALONGSIDE #7:
- a. Ball cannot be played from the canal!
 - b. Hole #4: if your ball comes to rest in or beyond the canal behind #4 green, go to the designated drop area. **Penalty one (1) stroke**.
 - c. Hole #7: if the ball goes directly into and stays in the canal, go to the designated drop area. **Penalty one (1) stroke**.
 - d. If a ball that was at any time on the fairway and or rough then entered the canal, drop within two (2) club lengths from where the ball entered the canal no nearer the hole. **Penalty one (1) stroke**.
 - i. Note: Bridges and canal stairs are part of the canal. A ball hitting a tree and then directly entering the canal is considered to have been on the fairway.

9. TREES AND SHRUBS:

- a. No relief is allowed from large established trees.
- b. If your ball strikes a tree and goes out of bounds or cannot be found, drop 1 club length from the tree no nearer to the hole . **Penalty one (1) stroke.**
- c. Exception: Shrubs and new trees that are staked, where relief will be one (1) club length no nearer the hole.
- d. If the new tree or shrub is in the line of flight to the flag the ball may be moved laterally with no penalty.

10. CURBS ON VARIOUS HOLES:

- a. Relief is allowed from any and all curbs and railroad ties without penalty whether up against them or if your shot is blocked or impeded by the curb or railroad tie. Drop one (1) club length from the curb or tie no closer to the hole. Club length is defined as the length of a 9 iron.

11. SAND TRAPS

- a. The unplayable lie rule cannot be used to get out of a sand trap.
- b. Player has the option to take ball out of sand trap dropping 2 club lengths from point of entry. **Penalty two (2) strokes.**
Clarification. if you hit your ball directly into trap you move it back. If you roll in from the side it is a lateral drop (sideways).
- c. If ball is in an ungroomed sand trap (i.e. Footprint, rut or rake mark) the area may be raked and ball replaced to original spot.
- d. If you ball is plugged into the trap it must be played as it is.
- e. All Rakes are to be placed on the outside of the sand trap on the outer area of the fairway in the direction of the hole.

12. LOST BALL ON FAIRWAY

- a. If you hit your ball and it is believed to be on the fairway, but it cannot be found then drop where you and /or group believe it landed. Do not go back and retee **Penalty one (1) stroke.**

Golf Course Marshals

Per the USGA These are the duties of a course Marshals;

1. Course Safety.
2. Maintain pace of play.
3. Educate all the course rules.
4. Provide assistance.
5. Coordinate with clubhouse / starter to ensure balanced of play.
6. Monitor course conditions and report to proper authority.
7. Communicate with Staff and Administration.

Additionally, Marshals are to document and report all infractions on the course.

After Hours Golfing - EVERY ROUND COUNTS!

Using the Honor system after hours or shop closures.

There are two Mailboxes located outside the door of the Golf Shop.

Resident Members

- Slips are provided for you to complete with name, date and type of membership.
- Any Punch card slip will be kept in the office until you are able to bring in your card for a punch.
- Completed slips are then deposited into the slot of the Shop door as indicated.

Non-Member residents and guests

- Envelopes are provided for you to complete with name, date and telephone number.
- Enclose the proper fee for each round per golfer.
- Seal the envelope, take your receipt and retain as proof of payment for your round.
- Place the envelope into the slot on the door.

Roadhaven Golf Resort - Cart Path Rules

- Golf carts must always stay on cart paths (unless handicap flag is displayed).
- Free of charge handicap flags are issued with documented proof of medical disability.
- Handicap carts must stay 20 feet from all greens.
- 90-degree rule for all handicap carts.
- Golfers are responsible for any damage to the Golf Course and/or carts.
- Flag Colors: (Yellow, Orange, and Red) is 90-degree rule. (Green) is Cart path only.
- Flags must be returned daily (if daily) or at end of the season (if seasonal).

Golf Fees (Purchase at Golf Shop)	
Annual Membership	\$420.00
Monthly Membership	\$160.00
Daily Green Fees	*\$17.00
Golf Club Rental	*\$5.00
Pull Cart Rental	*\$3.00
Golf Punch Cards	*12 rounds/no expiration \$204.00
Daily Golf Cart Permit	*\$5.00
Annual Cart Permit	\$50.00
Golf Trail Pass Season	\$ 50.00
Daily Golf Trail Pass	\$5.00
Summer Pass	\$50.00
May 1st until Overseeding	

****Memberships are non-refundable & non-transferable****

2026-2027 Season Pricing

*Based on 9 holes of golf

Notes:



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Handbook**

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