Local Rules for all Courses (9/9/26)

Preferred Lies:

If your ball in the General Area* is in a divot or an unusual course condition such as an area with little or no grass, you may lift your ball, clean it, and move it up to one club length from the condition but no nearer to the hole. Note that this applies to the rough also but remember that just being "in the rough" is not a valid reason to improve your lie, their must be an unusual course condition. Under no circumstance may the ball be moved from the rough to the fairway or fringe.

Note: it must be moved to a location that is within the fairway, fringe or rough only. It may not be moved to the green, a bunker or a penalty area.

Lift, Clean and Place:

If you have a good lie but mud or other matter is stuck to your ball, you may mark the ball, lift and clean it and replace it in the same spot.

Giving Putts:

Giving putts or taking a putt is not allowed. **YOU MUST PUTT OUT.** If a player does not putt out the scorer must give the player an X with no score

Exception: to speed up play, a putt may be given to a player that is "out of the hole" or out of the game.

If a putt is given for this reason, the scorer must give the player an X and his most likely score for the hole.

In the Bunkers:

Areas of sand in a bunker that have been eroded away by movement of water, resulting in deep furrows through the sand are ground under repair from which relief is allowed with no penalty under Rule 16.1. Player may take relief by dropping the ball in a relief area in the bunker that avoids the damaged area.

In all bunkers, areas that have not been raked/repaired by previous players or that have damage caused by a coyote, rabbit, dog or other animals are treated as under repair, from which relief is allowed with no penalty. Player may take relief by dropping the ball in a relief area in the bunker that avoids the damaged area or you may lift the ball and rake the damaged area and replace the ball.

Ball That is Lost or Out of Bounds (Alternative to Playing a Provisional Ball)

When a ball cannot be found or is known, or is virtually certain, to be out of bounds, you do not need to play a provisional ball. **For two penalty strokes:** find the spot where you believe the ball is lost or crossed the edge of the course boundary to go out of bounds, and then determine the distance from that point to the flag. Go to the edge of the fairway and find the same distance. Take an additional two club lengths into the fairway and drop the ball no closer to the hole within those two club lengths. You are now hitting four the same as if you had hit a provisional ball. **Note: This option may not be used if you already hit a provisional ball under Rule 18.1**

Mandatory Provisional Ball

If it is virtually certain that a ball hit from the tee on a hole on which a drop zone is not provided has come to rest in a penalty area and that the ball did not cross over a general area (grassed area)/penalty area boundary first, you must hit a provisional ball to save time. If, after a maximum 3-minute search, the ball is not found, you must proceed with the provisional ball. If the ball is found, it may be played as it lies. If unplayable, the player may proceed with the provisional ball. (Hitting 4)

** The "General Area" covers all areas of the course except for (1) the teeing area that you are teeing from, (2) all penalty areas, (3) all bunkers, and (4) the putting green of the hole you are playing.*