

SIR BRANCH 49 GOLF CLUB RULES

1. **6 INCH BUMP:** All players are allowed to bump their ball 6 inches in the General Area. (Fairways and Rough)
2. **Lift, Clean, and place your ball:** All players are allowed to lift, clean your ball except in Penalty Areas and bunkers (this is due to many courses watering the course heavily throughout the summer months).
3. **Maximum Score:** The maximum score that player can get is 5 over par. This rule is in place in an effort to speed up play.
4. **Preferred Lies in Bunkers:** Players are allow to move their ball in bunkers to a preferred location in the bunker if your ball lands in a foot print, an area that has not been raked properly an animal footprint, casual water, or poor condition of the sand trap. Players must discuss this with at least one other person in their foursome and agree that they can move their ball to a preferred location.
5. **The Veffredo Rule:** In the event that a player hits a ball into the general area, at least one other member of the foursome agrees that the ball should have been easily found, but the ball cannot be located due to excessive leaves, mown grass clippings casual water, mud and other similar conditions will receive relief and may drop another ball where the lost ball would have been expected to have been found with no penalty.
6. **Gimmees:** In keeping with our attempt to maintain an acceptable pace of play we allow 24 inch GIMMEES. It is strongly recommended that players put a piece of tape 24 inches from the bottom of your putter so that you can quickly measure putts that are too close to automatically be approved.
7. **Out of Bounds or Lost Ball:** This is “Alternative to Stroke and Distance” / Model Local Rule E-5 from USGA. When a player’s ball has not been found or is known or virtually certain to be out of bounds the player may proceed as follows, rather than proceeding under “stroke and distance”. For two penalty strokes, the player may take relief by dropping the original ball or another ball in this relief area (see Rule 14.3): The relief area is between the area where the ball crossed out of bounds and the edge of the fairway, no closer to the hole – drop within 2 club lengths of the chosen place (on fairway is allowed). To utilize this rule, a player must not have hit a provisional ball.

Example of “Stroke and distance”: Player hits his tee shot out of bounds, then adds 1-stroke penalty and hits 3rd shot from the tee.

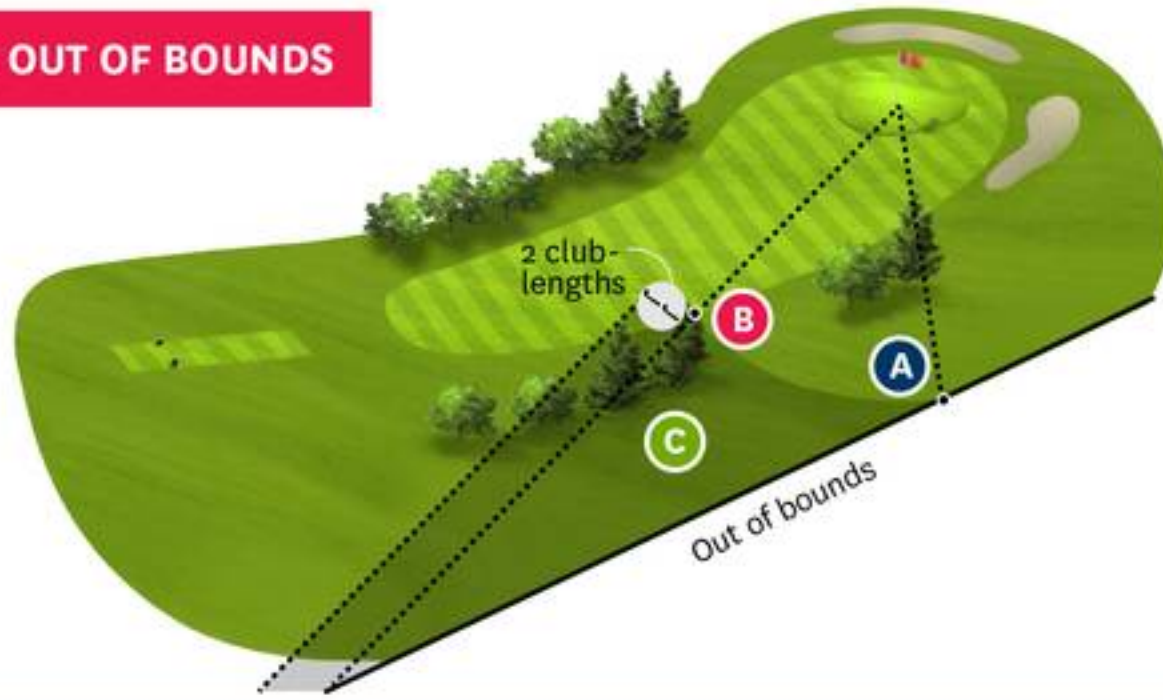
Example of “Alternative to Stroke and Distance”: (Model Local Rule E-5): Player hits his tee shot out of bounds, then adds 2-strokes and drops a ball on edge of fairway near where ball crossed out of bounds, no closer to the hole. Players hits his 4th shot. Refer to USGA graphic and video below.

[Link To Video](#)

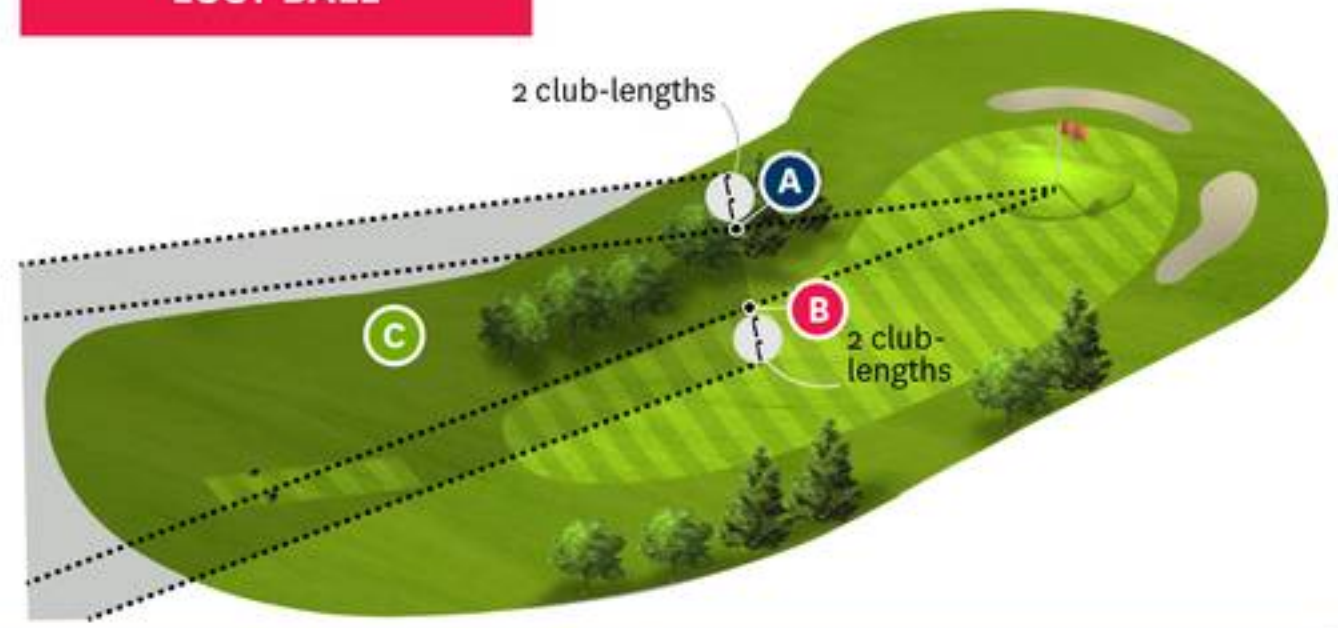
GOLF'S NEW RULES: STROKE AND DISTANCE

A new Local Rule provides an alternative to stroke-and-distance relief for a ball that is lost outside a penalty area or out of bounds, effective January 1, 2019.

BALL OUT OF BOUNDS



LOST BALL



If the Local Rule is in effect, you can still take stroke-and-distance relief, but you now have the following additional option that comes with a penalty of two strokes:

A **DETERMINE SPOT** where your ball went out of bounds (left diagram) or is likely to be lost (right diagram).

B **FIND NEAREST FAIRWAY EDGE** no closer to the hole.

C **DROP YOUR BALL IN SHADED AREA** as defined on one side 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.

This Local Rule is not intended for higher levels of play, such as professional or elite amateur level competitions.