

# LOCAL RULES

(updated November 29, 2023)

USGA Rules of Golf apply. Brentwood Golf Course Local Rules Apply.

## Preferred Lies

Preferred lies are being used. You may mark, lift, clean and place your ball **within 6 inches** not closer to the hole within the same cut of grass. Remember... if you plan to move your ball YOU MUST MARK IT FIRST.

## Dirt, Mud, or Weeds on Fairway

If your ball comes to rest on the fairway in an area of dirt, mud, or weeds (crabgrass is **NOT** considered a weed) you may take relief as follows:

- a. Receive approval from at least one of your playing partners.
- b. *Without penalty*, find the nearest patch of grass on the fairway no nearer the hole and place your ball on that patch of grass. **This rule applies to fairways only**. If your ball comes to rest in dirt or mud in the rough, you may only move the ball 6 inches as per our existing local rule.

## Lost Ball or Ball Out of Bounds

When a ball is lost or out of bounds and a provisional ball has not been played you have 2 relief options:

- a. *With 1 stroke penalty*, return to the spot where you played your last stroke and drop within 1 club-length.
- b. *With 2 stroke penalty*, determine a point where the ball is estimated to have come to rest or gone out of bounds **and** the edge of the fairway of the hole being played that is not nearer the hole. Drop a ball there within 2 club-lengths not nearer the hole.

## Completely Flooded Bunker (Sand Trap)

If the bunker is completely flooded, you may take relief as follows:

- a. Receive approval from at least one of your playing partners.
- b. *Without penalty*, go behind the bunker as far back as you like and take a drop within 1 club-length.

### **Footprints, Water Ruts, Grass, Weeds, or Muddy (Soggy) Sand in the Bunker (Sand Trap)**

If the ball is lying in a footprint, water rut, grass, weeds, or muddy (soggy) sand or if the footprint, water rut, grass, weeds, or muddy (soggy) sand interferes with your stance or swing you may take relief as follows:

- a. Receive approval from at least one of your playing partners.
- b. *Without penalty*, take a drop in the bunker at the nearest point where the interference is eliminated as much as possible no nearer the hole within 1 club-length.
- c. *With 1 stroke penalty*, go back to the extension of the line from the hole to the ball outside of the bunker as far back as you like and take a drop within 1 club-length.

### **Water Holes**

- a. All the water holes are considered lateral (red staked) penalty areas. (Yellow staked areas are to be considered red).
- b. If you hit your ball and it goes into the water or if it hits the concrete edge and goes into the water, you must hit another ball over the water **unless** there is a designated drop area for that hole.
- c. If you hit your ball across the water and it hits the grass and then rolls into the water, you may go over to the other side to drop your ball.

**Hole 5 / Hole 6 / Hole 8** - You may use the designated drop area for these holes.

**Hole 13** - Any part of the wall in front of the green is considered part of the penalty area. You may use the designated drop area for this hole.

**Hole 14** - You may use the designated drop area for this hole. The boulder area to the right of the green is considered part of the penalty area (water hazard). If you hit your ball directly into the water surrounding the boulder area **without crossing land first** you must hit another ball across the water or use the designated drop area.

**Hole 18** – You may use the designated drop area for this hole. If your ball goes into the water **behind** the green, you get to drop 2 club-lengths no nearer the hole.