



SBIC

Sandy Burr Inner Club

USGA Rules of Golf and the Following Local Rules Govern All Play. Unless otherwise noted, the penalty for breach of a local rule is:

Match Play - *Loss of hole*; Stroke Play - *Two stroke penalty*

Updated Terms:

OLD
**Casual Water
Through the Green
Water Hazard
Lateral Hazard**

NEW
**Temporary Water
Through the General Area
Yellow Penalty Area
Red Penalty Area**

General Rules:

- The course Superintendent is constantly improving the course, including the staking of **yellow** and **red** penalty areas and out-of-bounds areas. It is your responsibility to be aware of these areas and the appropriate USGA or Local rule that governs play.
- Where circumstances allow a free drop, the drop must occur at your nearest point of relief, not the nearest, most advantageous point of relief:

Rule 24-2, Explanation of Determining Nearest Point of Relief:

In most cases, there is only one place on the course that is the nearest point to the ball, which is not closer to the hole, and provides relief from interference of the lie, stance, and area of intended swing. It is the point where the ball would be positioned in a simulated stance of how the player would have played his next stroke had the obstruction or condition not been there. In some cases, the nearest point of relief may be in a bush, tree, etc.



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- All embedded balls through the general area (green) may be marked, picked, cleaned, and dropped.
- **Yellow** or **Red** Penalty Areas: stakes or **red** lines determine the penalty area EXCEPT in high water level conditions, in which case the level of water determines the penalty area.
- Free drop from all flower beds, nearest point of relief, no closer to the hole.
- Lift, clean, and place in all drop areas.
- Roped-off areas are meant to direct power carts only and do not automatically entitle the player to a free drop. USGA rules apply.
- **Areas marked by **blue** and **red** stakes are Conservation or Environmental Protected and are not to be entered.** Ball is played as a **Red** Penalty Area.
- **Distance Measuring Devices:** GPS systems and laser range finders that are **designed to measure distance only** are permitted for use. Any devices which measures gradient, wind, etc. remains contrary to the Rules of Golf and the penalty is Disqualification.
- Bare ground around and adjacent to paved and gravel cart paths is deemed to be part of the path. Relief is available under Rule 24. Please consult with fellow competitor or opponent before taking relief.
- All man-made obstructions, such as electrical boxes, etc. are in play unless it interferes with player's stance or swing.
- Players must take relief from all fence area along Holes #7, #13. Removal of fence sections is not allowed.



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Yellow Penalty Area

Two options:

- Play your ball as it lies in the Penalty Area, if possible.
- Take relief, you have two options, each for one penalty stroke:
 - Proceed under stroke and distance by dropping a ball at the spot of your previous stroke.
 - Determine the spot where your ball last crossed the margin of the Penalty Area and then drop a ball on a straight line from the flagstick through that spot going back as far as you would like.

Red Penalty Area

Two options:

- Play your ball as it lies in the Penalty Area, if possible.
 - Take relief, you have two options, each for one penalty stroke:
 - Drop within two club-lengths of and not nearer the hole than the point where your ball last crossed the margin of the Penalty Area.
 - Drop within two club-lengths of and not nearer the hole than the point on the opposite side of the Penalty Area that is the same distance from the hole as the point where your ball last crossed into the Penalty Area.
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Specific Local Rules:

Depending on course conditions, on the day of a Tournament the following rule(s) may apply, Note: Read Rules of the Day when signing in:

- Play it where it lies.
- Lift, clean and place, within one Score Card length, no closer to the hole:
 - Anywhere on the course, except in a Hazard
 - Your own fairway, only.
 - Sand Traps, no raking allowed.

- **Hole #3:** Any golf ball hit left of general area (green) is played as a **Red** Penalty Area.
- **Hole #5:** Player is permitted a free drop if ball or stance is in the drainage ditch to left of green. Drop is nearest point no closer to the hole. (The nearest point could be in or behind the trees.) See image below:



- **Hole #6:** If tee ball goes into **Yellow** Penalty Area (water in front of the tee box), proceed to the drop area on the other side of water, add one penalty shot.
- **Hole #6:** The area to the left of the **Green** and **Red** Tee box is defined as



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a **Red** Penalty Area, even if not marked as such. See image below:

- **Hole #6:** Brook to right of the green is played as a **Red** Penalty Area. If the player can't determine if the ball is in the brook or other Red Penalty Area, player must proceed under lost ball rule.



- **Hole #7:** If tee ball does not clear the **Yellow** or **Red** Penalty Area (water and reeds) in front of and to the right of (across the cart path) the tee box, proceed to drop area on other side of water, add one penalty stroke.



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- **Hole #7:** The rough to the left, directly contacting the cart path and to the end of straight length of cart path, is played as an extension of the path and you are afforded a free drop, nearest point of relief. See image below:



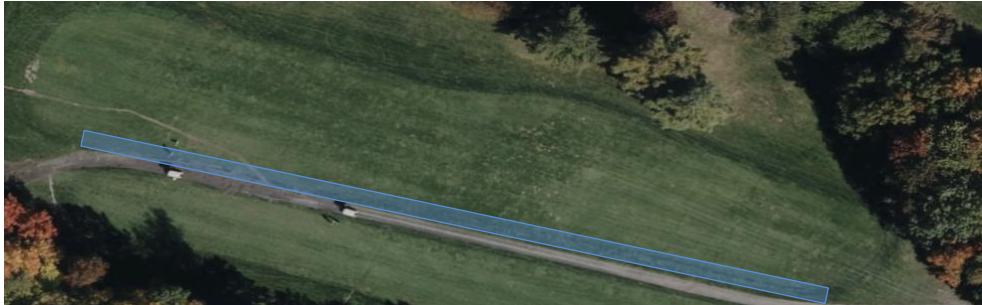
- **Hole #8:** Teeing Area through general area (the green), any golf ball hit left of rough is played as a **Red** Penalty Area.
- **Hole #9:** All parking lots are out of bounds. (Behind, left, and right of the green.)
- **Hole #9:** Both cart paths and extension of path are a free drop no closer to the hole. (It could be in the trees).
- **Hole #10:** Out-of-bounds stake from corner of house lot all the way along left side played as out of bounds.
- **Hole #11:** Optional drop area for ball hitting net (regardless of if ball found or not.) One stroke penalty if played from drop area, or you can play it where it lies with no penalty.
- **Hole #11:** No power carts allowed left of green, cart path only.
- **Hole #12:** From teeing area through general area (the green) any ball left of rough is played as a Red Penalty Area. Two club lengths from edge of trees no closer to hole.



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- **Hole #12:** Brook going across fairway is played as a **Yellow** Penalty Area.
- **Hole #12:** The rough to the right, directly contacting the cart path and to the end of straight length of cart path, is played as an extension of the path and you are afforded a free drop, nearest point of relief. See image below:



- **Hole #13:** Stakes determine the **Yellow** or **Red** Penalty Area. If tee ball is hit into the **Yellow** Penalty Area (pond in front of the tee box), the **Red** Penalty Area to the left of the tee box, or the **Red** Penalty Area to the right of the pond (across the cart path), proceed to drop area and take one shot penalty. If shot clears pond and goes into area left or right of the green, play as a **Red** Penalty Area.
- **Hole #13:** A provisional ball may be played if first shot cannot be clearly identified as in or out of **Yellow** Penalty Area.



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- **Hole #16:** The left side from teeing area through general area (tee to green) is played as a **Red** Penalty Area, drop no closer to the hole. If tee ball is hit into the area in front of the tee box, re-tee with one penalty stroke.
- **Hole #16:** If your ball or normal stance is on the cart path to right of green, you may take a free drop in the closest drop area, as indicated below.



If player's ball is on the cart path between these marks, use the nearest drop area.