

### **Model Local Rule E-5**

“When a player’s ball cannot be 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 a *substituted ball* in this *relief area* (see Rule 14.3):

#### **Two Estimated Reference Points:**

**a. Ball Reference Point:** The point where the original ball:

- Is estimated to have come to rest on the *course*, or
- Last crossed the edge of the *course* boundary to go *out of bounds*.

**b. Fairway Reference Point:** The point of fairway of the *hole* being played that is nearest to the ball reference point, **but** is not nearer the *hole* than the ball reference point.

For purposes of this Local Rule, “fairway” means any area of grass in the *general area* that is cut to fairway height or less. If a ball is estimated to be lost on the course or last crossed the edge of the course boundary short of the fairway, the fairway reference point may be a grass path or a teeing ground for the hole being played cut to fairway height or less.

#### **Size of Relief Area Based on Reference Points:** Anywhere between:

- A line from the *hole* through the ball reference point (or within two *club-lengths* to the outside of that line), and
- A line from the *hole* through the fairway reference point (or within two *clublengths* to the outside of that line).

**But** with these limits:

#### **Limits on Location of Relief Area:**

- Must be in the *general area*, and
- Must not be nearer the *hole* than the ball reference point.

**But**, the player may not use this option when:

- The ball is *known or virtually certain* to have come to rest in a *penalty area*, or
- **The player has played another ball provisionally under penalty of *stroke and distance* (see Rule 18.3).”**

A player may use this option to take relief for a provisional ball that has not been found or is known or virtually certain to be out of bounds.