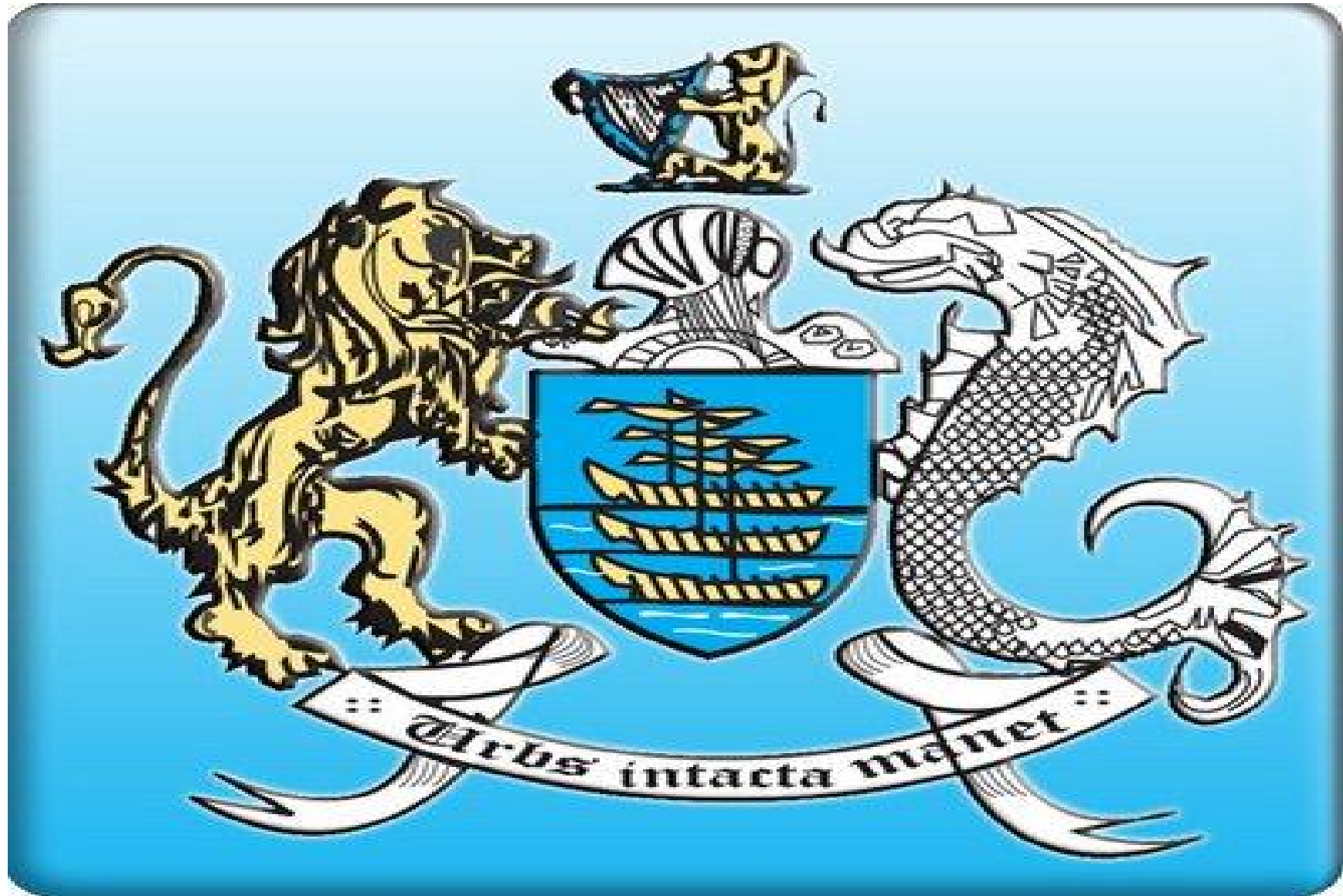


# Rules of Golf Evening



# Rules Night - Disclaimer

This presentation is to simply provide a quick overview of the rules that seem to come up most frequently when playing golf. It is not intended to serve as an in-depth, complete study of the rules selected nor should one believe that any rule not included is not important.

Any player who plays Golf, especially in competitions, has a responsibility to know the Rules (Rule 6-1); otherwise, he/she is “playing at his/her own risk”. As part of preparing for the season and/or competition, a player should study the Rules. In addition, every player should keep a copy of the book in their golf bag.



# DEFINITIONS

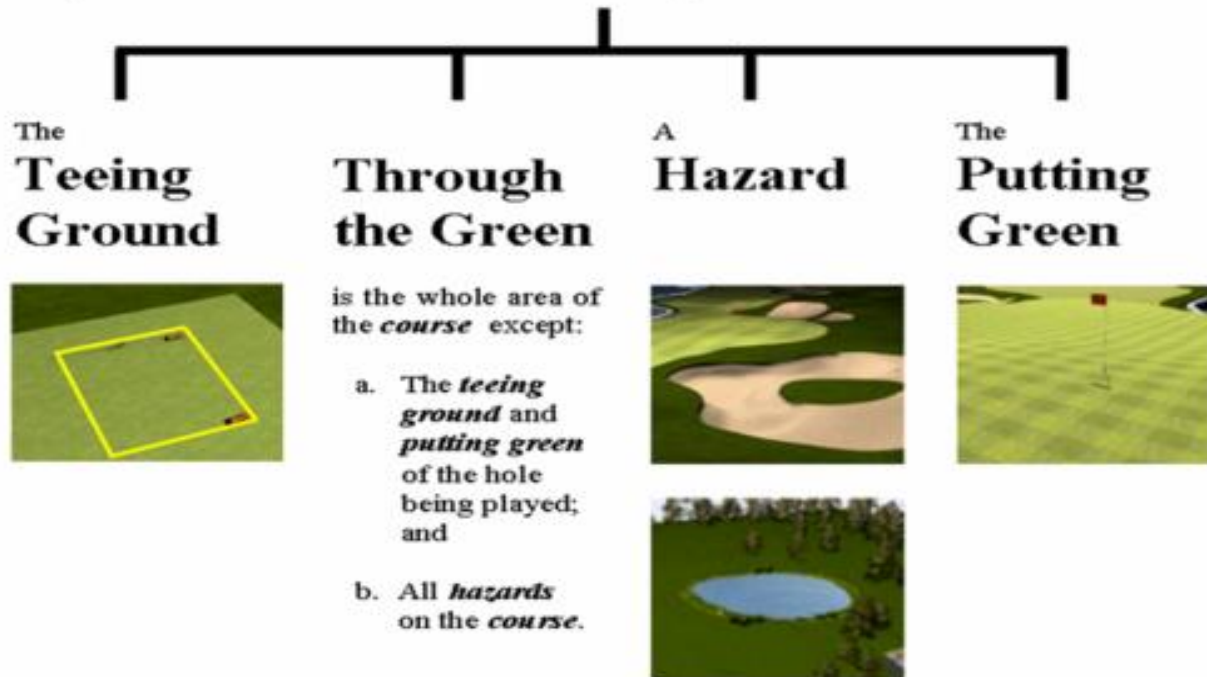
**Should be the first thing any player should study when learning the Rules.**

**A player cannot begin to apply the Rules properly unless they understand these**



# The golf course

The **Course** is the whole area within any boundaries established by the *Committee*.



## 3 Key Words

**MAY** – The Player has options under the Rules.

**MUST** – The player does not have options under the Rules.

**SHOULD** – The player has options but if does not follow what the Rules recommend, could incur a penalty.



# Rule 6 – Player Responsibility

## 6-1. Rules

Player and caddie are responsible for knowing the Rules.  
Player is responsible for caddie's actions.

## 6-3. Time of Starting and Groups

Player responsible for starting on time;  
Within 5 minutes – 2 strokes / Loss of hole;  
Otherwise DQ;

## 6-5. Ball

Player responsible for identifying; should put individual identification mark on ball.



# Rule 6 – Player Responsibility

## 6-6. Scoring in Stroke Play

Player responsible for correct hole-by-hole scores, signatures.

Committee responsible for addition.

(If sign for score lower than actually made – DQ;  
if sign for score higher, take score.)

## 6-7. Undue Delay; Slow Play

Player responsible for playing at proper pace.

Committee responsible for pace of play guidelines.



# Rule 13 – Ball played as it lies

- You may not touch any sand in the bunker on your backswing before making your stroke (Decision 13-4/31)
- You may not touch any loose impediments in the bunker with your club
- You may touch any grass, bush, tree or other growing thing with your club at any time, including on the backswing preceding your stroke (Note to Rule 13-4)





# Rule 13 – Ball played as it lies



You must not touch the loose impediment on your backswing

– Rule 13-4c



# Rule 18 – Ball at Rest Moved

If a ball moves and comes to rest in some other place, it must be replaced in its original location

- Exception: ball moved by wind, water or gravity – play it as it lies

## 18-1 Moved by Outside Agency

- No penalty
- The ball must be replaced
- Neither wind nor water is an outside agency

## 18-2 Moved by Player, Partner, Caddie or Equipment

- a. General (player causes ball to move)
- **Player incurs a one-stroke penalty** (Note the 7 exceptions)
- The ball must be replaced



# Rule 18 – Ball at Rest Moved

- 18-3 Moved by opponent caddie or equipment in match play
- During search –  
No penalty – The ball must be replaced
- Other than during search –  
Opponent incurs 1 penalty – The ball must be replaced



# Rule 18 – Ball at Rest Moved

- 18-4 Moved by Fellow-Competitor, Caddie or Equipment in Stroke Play
- No penalty – The ball must be replaced
- 18-5 Moved by Another Ball in Motion
- No penalty (Exception: stroke play when both balls on green)
  - The ball must be replaced
- 18-6 Ball Moved in Measuring
- No penalty, provided directly attributable to act of measuring
  - The ball must be replaced



# Rule 20

## Lifting, Dropping & Placing

### 20-1. Lifting and Marking

Ball must be marked before it is lifted if it is to be replaced.

Three people may lift – player, partner, other person authorized by player

### 20-2. Dropping and Re-dropping

Must be re-dropped in 7 circumstances.

Only the player may drop ball

### 20-3. Placing and Replacing

Placing – By two people (player or partner).

Replacing – By three people (player, partner or person who lifted it). Sometimes means the ball is dropped.



# Rule 20

## Lifting, Dropping & Placing

- 20-5. Playing Next Stroke from Where Previous Stroke Made
- Teeing Ground (may be teed),
  - Through the Green or in hazard (drop);
  - Putting Green (place).
- 20-6. Lifting Ball Incorrectly Substituted, Dropped or Placed
- 20-7. Playing from Wrong Place (Stroke)
- Ordinary Wrong Place – Play out hole, do not correct error and add **two stroke penalty** to score
  - Serious Breach – **two stroke penalty and must be**



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# When to Re-Drop (Rule 20-2c)

1. Rolls into and comes to rest in a hazard
2. Rolls out of and comes to rest outside of a hazard
3. Rolls onto and comes to rest on a putting green
4. Rolls and comes to rest out of bounds
5. Rolls back into condition from which it was initially lifted for relief (GUR, cart path under Rules 24 & 25; **NOT unplayable – more later**)



# When to Re-Drop (Rule 20-2c)

6. Rolls and comes to rest more than two club-lengths from spot where first strikes the golf course.
7. Rolls and comes to rest nearer the hole than:
  - a. Its original position unless otherwise permitted;
  - b. the nearest point of relief or maximum available relief
  - c. the point where the ball last crossed the margin of the water hazard

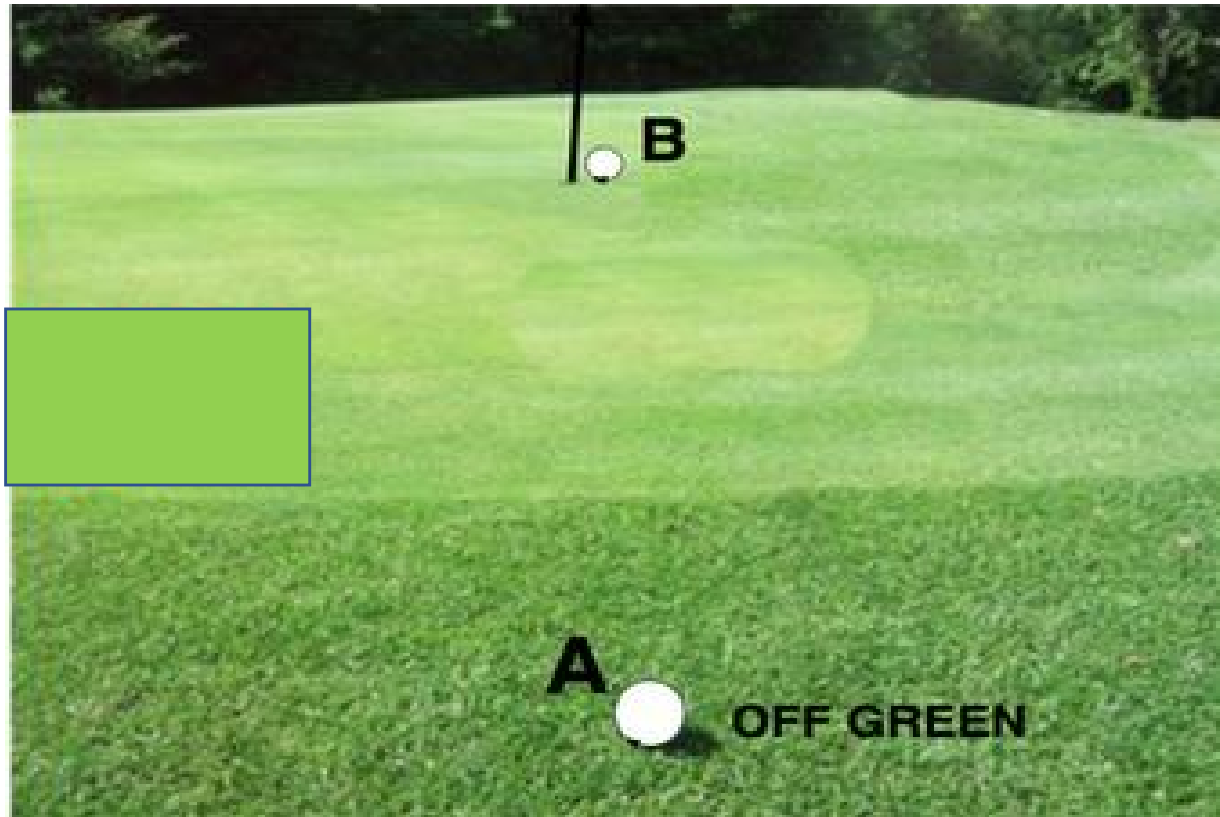
Two drops then place





# Rule 22

## Ball assisting or interfering with play



# Rules – Free Drops

- Rule 23: Loose Impediments
- Rule 24: Obstructions
  - How to take relief
- Rule 25: Abnormal Ground Conditions
  - How to take relief

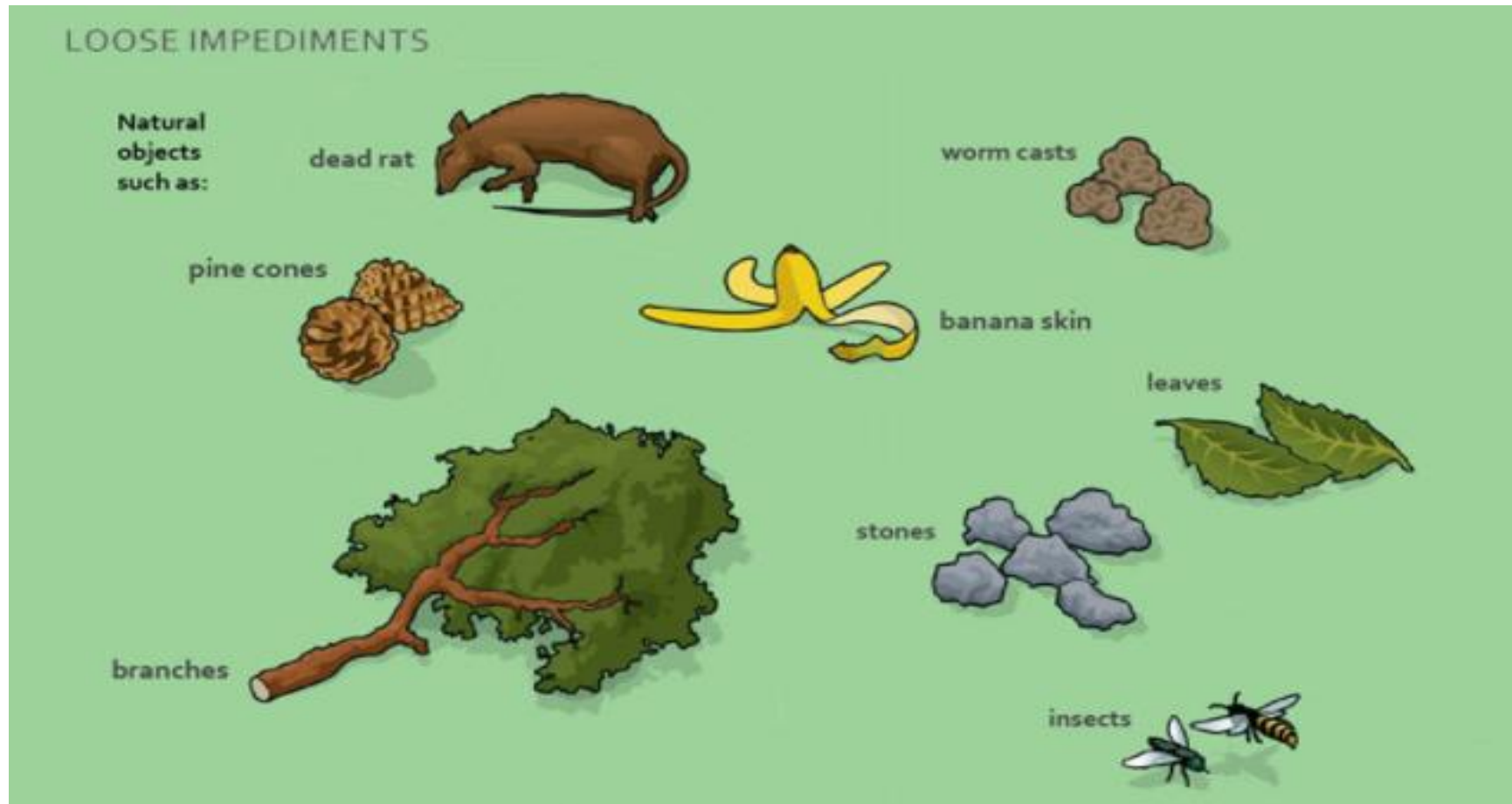


# Rule 23 – Loose Impediments

- Loose impediments are natural objects.
- Loose impediments may be removed, except:
  - when ball and loose impediment lie in the same hazard.
  - when ball is in motion



# Rule 23 – Loose Impediments



# Rule 24 – Obstructions

## Definition

-Artificial objects except: O.B. fence, artificial object that is O.B., integral part of the course.

## 24-1. Movable Obstruction

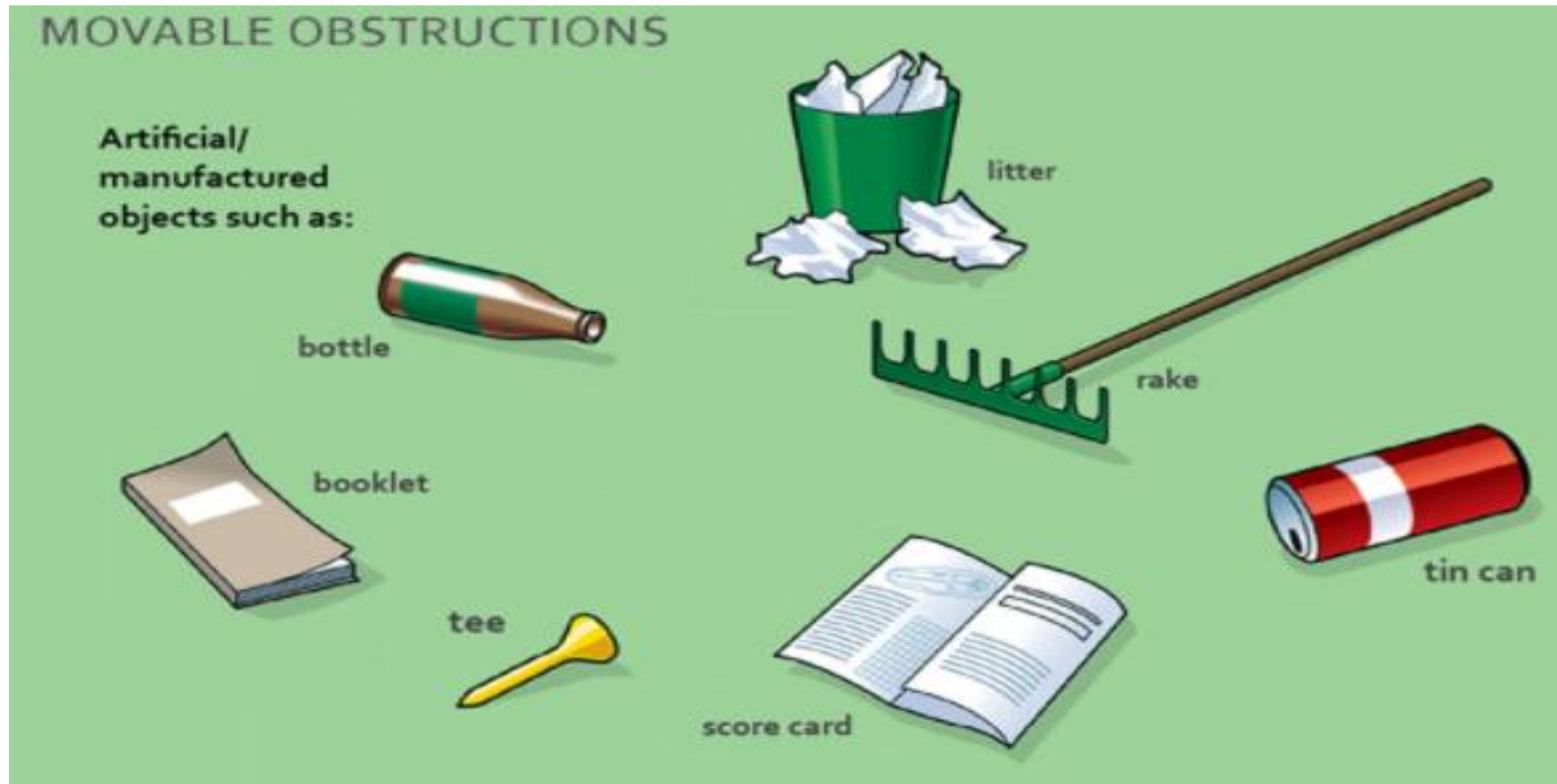
- May be moved, if ball moves, no penalty, replace it.
- If ball is in/on a movable obstruction, drop the ball directly beneath it.

## 24-2. Immovable Obstruction

- Interference: lie, stance, area of intended swing
- Nearest point of relief, drop within one club-length
- No relief from immovable obstruction if ball lies in water hazard



# Rule 24 – Obstructions



# Rule 24 – Obstructions

## 24-2. Immovable Obstruction



# Rule 24 – Obstructions





# Rule 25

## Abnormal Ground Conditions

### 25-1. Abnormal Ground Conditions

- Interference – lie, stance, area of intended swing.
- Relief – nearest point, drop within one club-length
- Exceptions: no relief if
  - stroke unreasonable because of another condition, or
  - use of unnecessarily abnormal stance.
- No relief if ball is in a water hazard

### 25-2. Embedded Ball

- Closely mown area only unless Local Rule is in effect
- don't repair pitch mark
- drop as near as possible to pitch mark.

### 25-3. Wrong Putting Green

- Relief is mandatory for lie of ball only.



# Free drop from GUR



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# Rules – Penalty drops

- Rule 26: Water Hazards
  - Relief options
- Rule 27: Ball Lost; Out of Bounds
  - Stroke & distance
- Rule 28: Ball Unplayable
  - Relief options (3)



# Rule 26 – Water Hazards

## Definition:

Stakes or lines that define the margin are in the hazard.

Ball is in the hazard when it lies in or touches the hazard.

Margin extends upwards and downwards.

Stakes are obstructions.

## 26-1. Relief for Ball in Water Hazard

Knowledge or *Virtual Certainty* (Decision 26-1/1)

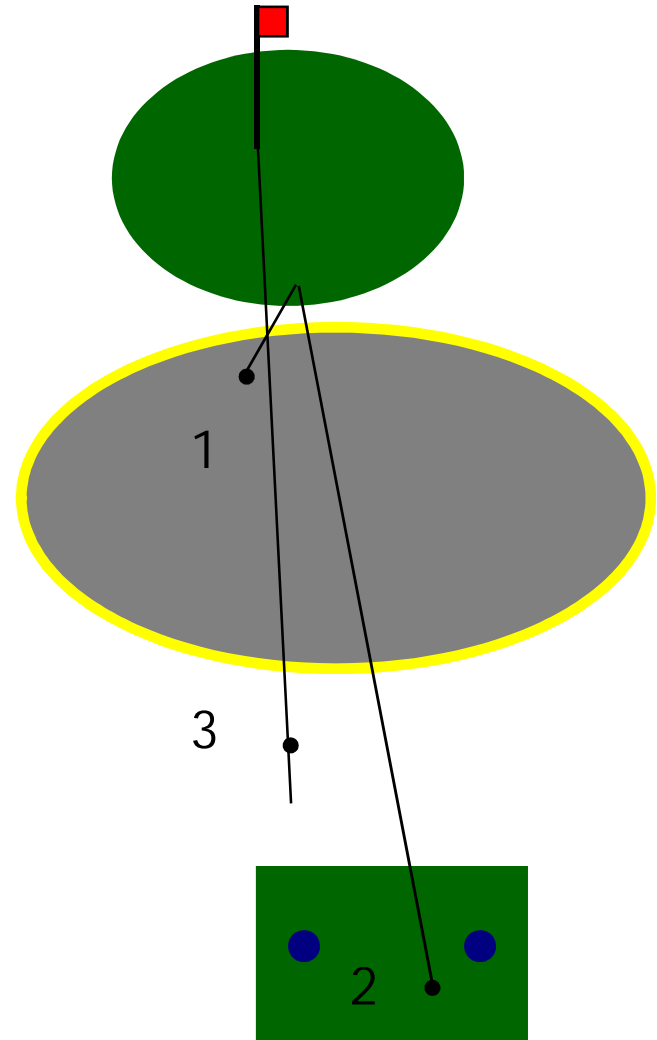
Water Hazard (Yellow) – 3 options.

Lateral Water Hazard (Red) – same 3 + 2 additional options.



# Rule 26: Water Hazard Options

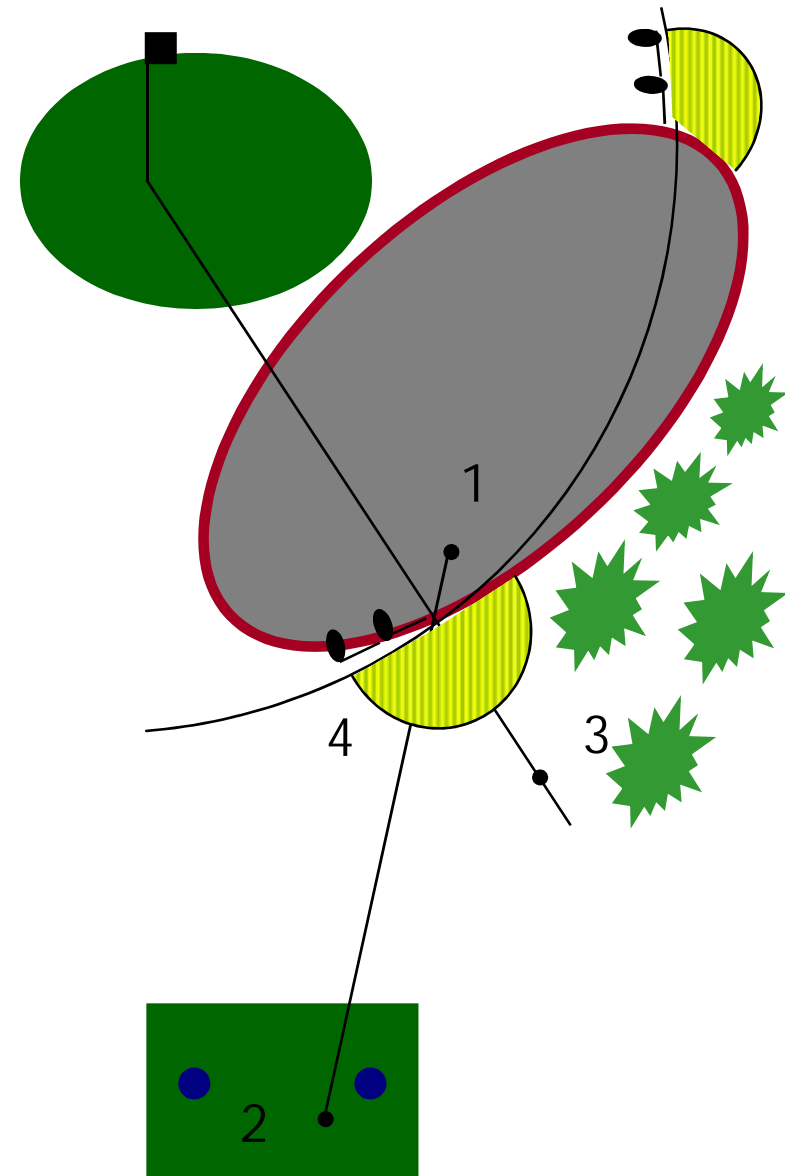
1. Play the ball as it lies, OR  
Under penalty of one stroke:
2. Play a ball under the **stroke and distance** procedure.
3. Drop behind the hazard **keeping the point at which the original ball last crossed the margin** of the hazard between the hole and the spot on which the ball is dropped – no limit how far



# Rule 26: Lateral Water Hazard Options

5

1. Play the ball as it lies, OR  
Under penalty of one stroke:
2. Play a ball under the stroke and distance procedure.
3. Drop behind the hazard keeping the point between the hole and the spot on which the ball is dropped.
4. Drop 2 club-lengths from the point of entry into the hazard.
5. Drop 2 club-lengths from point on the opposite margin, equidistant from the hole.



# Rule 27 – Ball Lost; Out of Bounds

## 27-1. Stroke and Distance; Ball Out of Bounds; Ball Not Found Within Five Minutes

Ia - Proceeding Under Stroke and Distance

Ib - Ball Out of Bounds

Ic - Ball Not Found Within Five Minutes

## 27-2. Provisional Ball

-May be played for a ball which may be lost outside a water hazard or may be out of bounds

(the **ONLY** two reasons for playing provisional!)

-Must announce intent to play provisional ball

-Must play before going forward to search



# Rule 28 – Unplayable Ball

Player is the sole judge as to whether ball unplayable.

Ball may be deemed unplayable anywhere on the course except if ball in water hazard

Options under penalty of one stroke:

28a. Stroke and distance

28b. Drop behind point where the ball lay, on line formed by hole and point where the ball lay

28c. Two club-lengths from ball

A ball may be cleaned or substituted in all three options.

In a bunker, ball must be dropped in bunker with options 28b and

28c. Option 28a may allow player out of bunker.





# Rule 28 – Unplayable Ball



Unplayable Lie



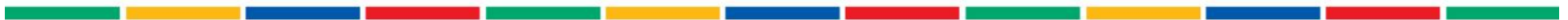
# MUST CORRECT SITUATIONS

1. Failure to hole out (Rule 3-2)
2. Playing from outside the Teeing Ground (Rule 11-4b – Stroke play)
3. Playing from Wrong Teeing Ground (Rule 11-4b – Stroke play)
4. Playing a Wrong Ball (Rule 15-3b)
5. Playing from a Wrong Place (Serious Breach)  
(Rule 20-7c)



# YES you can !!

- Have a flagstick attended even when your ball is in a bunker, or on the apron of the green - Rule 17-1.
- Look into someone's golf bag to identify which club they are using for their stroke - Decision 8-1/10
- Ask anyone the distance from any point A to any point B - Information on distance is not advice.
- Lay a club, or clubs, in a bunker before you make a stroke at your ball lying in that bunker - Exception 1(b) to Rule 13-4.
- Replace your ball where it was, under penalty of one stroke, when you have just putted past the hole and into a bunker - Rule 28a.
- Use the toe of your putter to mark your ball – Decision 20-



# NO you can't !!

- Touch your ball to identify it anywhere on the course, without announcing your intention to do so and marking its position first - Rule 12-2.
- Remove a towel in someone's golf bag to identify which club they are using for their stroke - Decision 8-1/11
- Practice on the competition course before a round on the day of a stroke-play competition - Rule 7-1b.
- Touch leaves, or other loose impediments, lying in a bunker during the backswing of your stroke - Decision 13-4/33.
- Ask anyone, other than your playing partner, as to whether you need an extra club because of the wind - Rule 8-1.
- Decline, or withdraw, a concession in match play - Rule 2-4.



**THANK YOU**

**QUESTIONS ?**