



TRAINING & EDUCATION

RULES OF GOLF 2019

Club Workshop

Introduction

1744 First Rules - Muirfield 13 Rules 1 page

Now 23 rules but in 160 page book

Rules are there to help and not just penalise
Golf is unique and 99% of the time self policing.
Most other sports have officials even at amateur levels.



REASONS FOR CHANGES

1. More easily understood and applied
2. Consistent simple and fair
3. Reinforce principles and character
4. Help speed up play



Contents

1. New Terminology
2. Areas of the Course



New Terminology

OLD

Through the Green

Teeing Ground

Water/ Lateral Hazard

Wrong Putting Green

Outside Agency

Abnormal Ground Condition

Casual Water

Play Prohibited, ESA

Nearest Point of Relief

NEW

General Area

Teeing Area

Yellow/ Red Penalty Area

Wrong Green

Outside Influence

Abnormal Course Condition

Temporary Water

No Play Zone

Nearest Point of Complete Relief



Areas of the Course



New Principles

Dropping Procedure

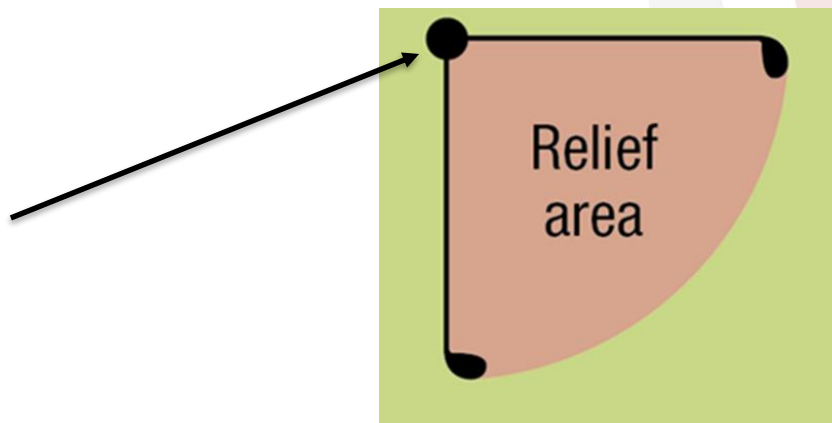
Reference Point

- The point from which the size of relief area is measured.

Relief Area

- The area where a player must drop a ball when taking relief under a Rule.

Reference
Point
(tee peg, coin
etc)



New Principles

Dropping Procedure

Club Length

- Defined as the length of the longest club the player has during the round, other than the putter.
- Used to define the player's teeing area on each hole and in determining the size of the player's relief area when taking relief under a rule.
- Whilst other clubs (other than the putter) can be used we recommend using the longest club at all times.



New Principles

Dropping Procedure

Knee Height

- Must be dropped from knee height.
- Must be dropped straight down without touching player or equipment before hitting ground.
- Must be dropped in Relief Area.

Note: 'Knee height' means the height of a player's knee when in a standing position.



New Principles

Ball searching

- Time for ball search reduced to 3 minutes.
- No penalty if a player causes the ball to be moved during search. The ball will always be replaced, even if its original spot is not known.
- Not longer required to announce intention to lift a ball for identification purposes



New Principles

Substituted Ball

- Whenever taking relief, a player may use either the original ball or another ball.

Striking the Ball more than once/ Accidental deflections

- Count the stroke and there is no penalty.

Damaged Clubs

No matter what the nature or cause of the damage:

- club treated as conforming for the rest of the round
- player may continue with the damaged club, or
- have the club repaired



New Principles

Reasonable Judgement in Estimating & Measuring is Accepted

- Even if video evidence shows error.

Distance Measuring Devices

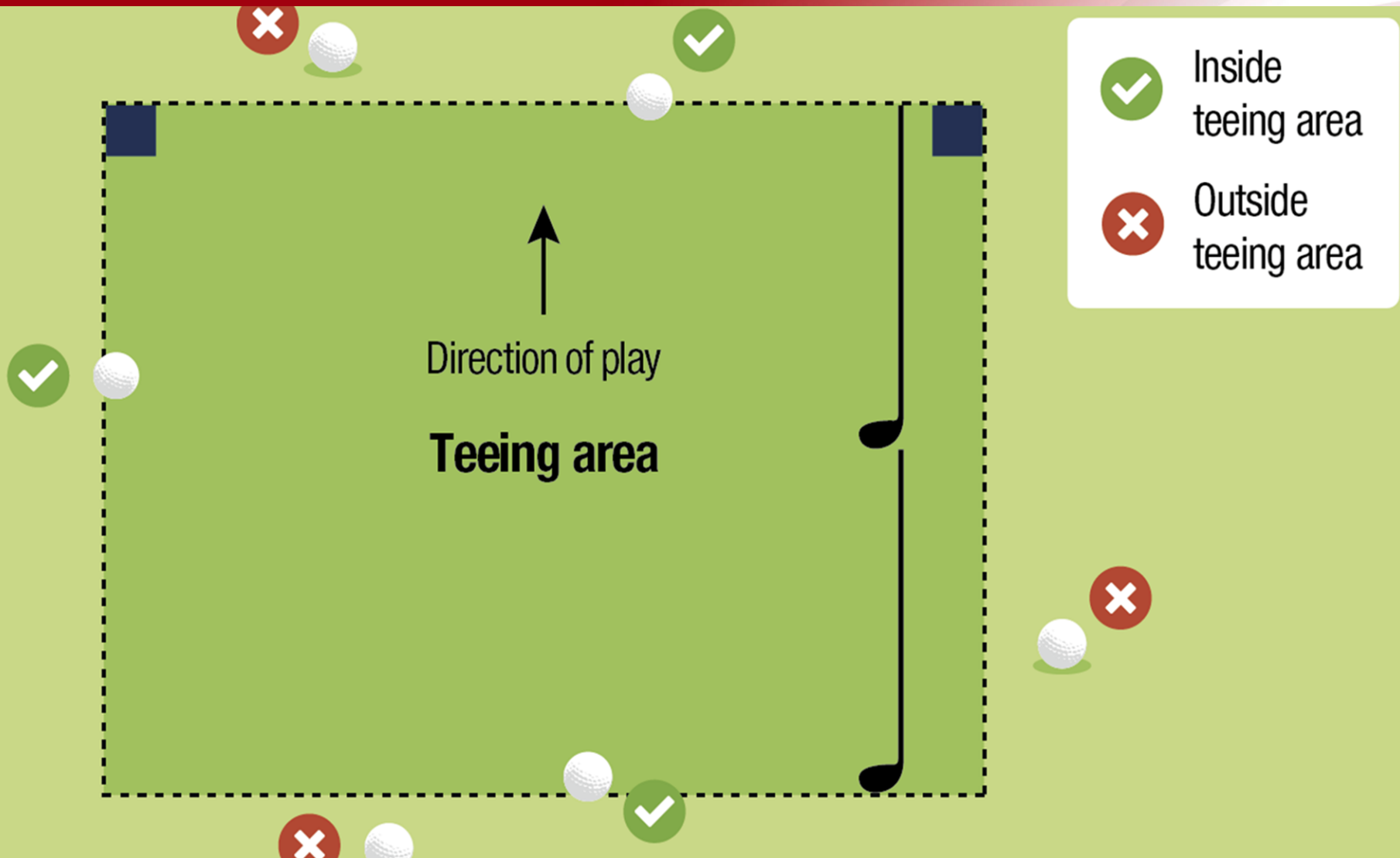
- Now permitted within the rules.

Caddie assistance

- Not permitted to assist in alignment. Penalty if still behind player when player takes stance.



Areas of the Course – Teeing Area



Areas of the Course – General Area

The area of the course that covers all of the course except for the four other defined areas:

1. The teeing area
2. All penalty areas
3. All bunkers
4. The putting green of the hole being played

The general area includes:

- All teeing locations on the course other than the teeing area, and
- All wrong greens



Areas of the Course – General Area



Ball is embedded

Part of the ball (embedded in its own pitch-mark) is below the level of the ground.

← **Level of Ground**



Ball is embedded

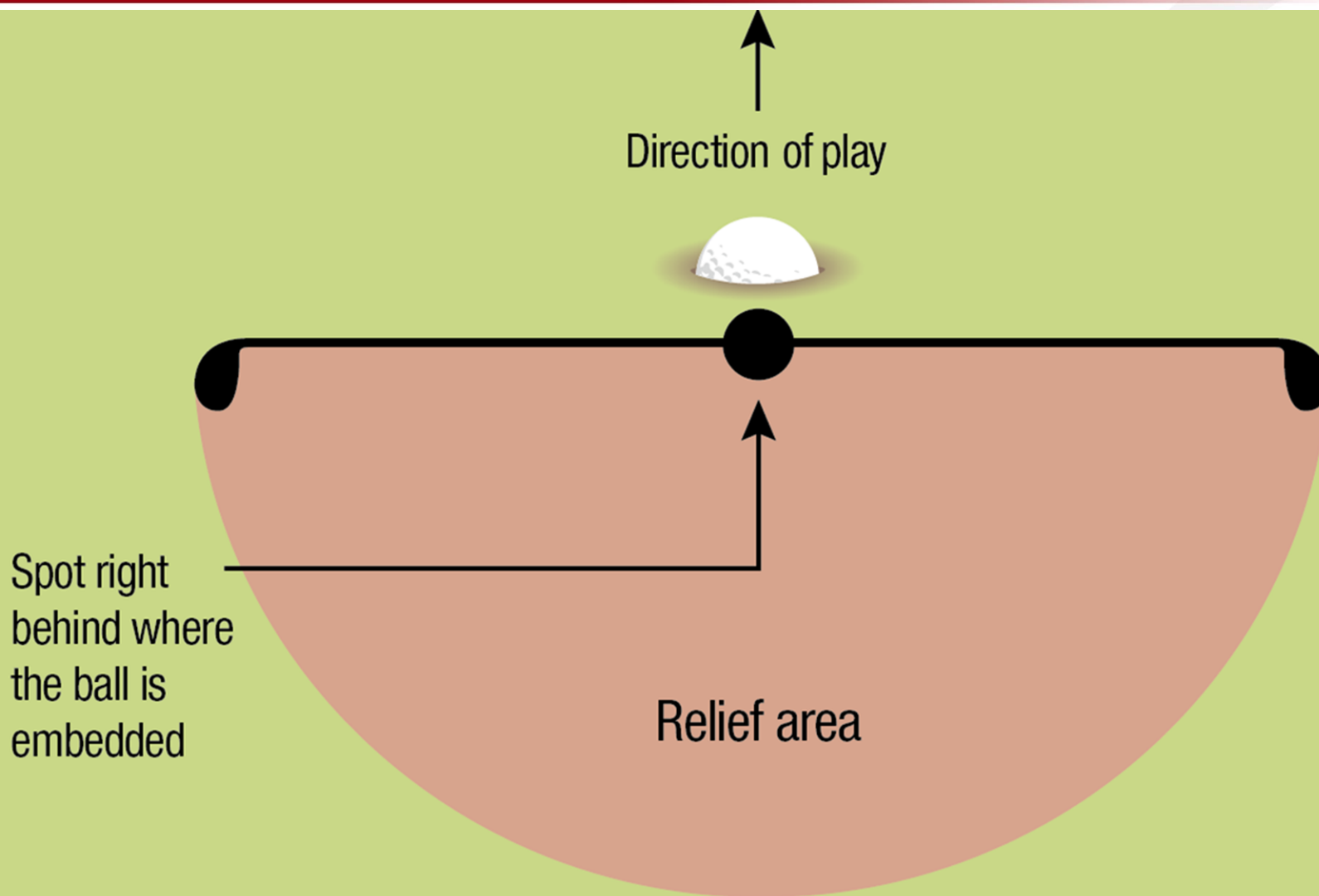
Despite the fact that the ball is not touching the soil, part of the ball (embedded in its own pitch-mark) is below the level of the ground.



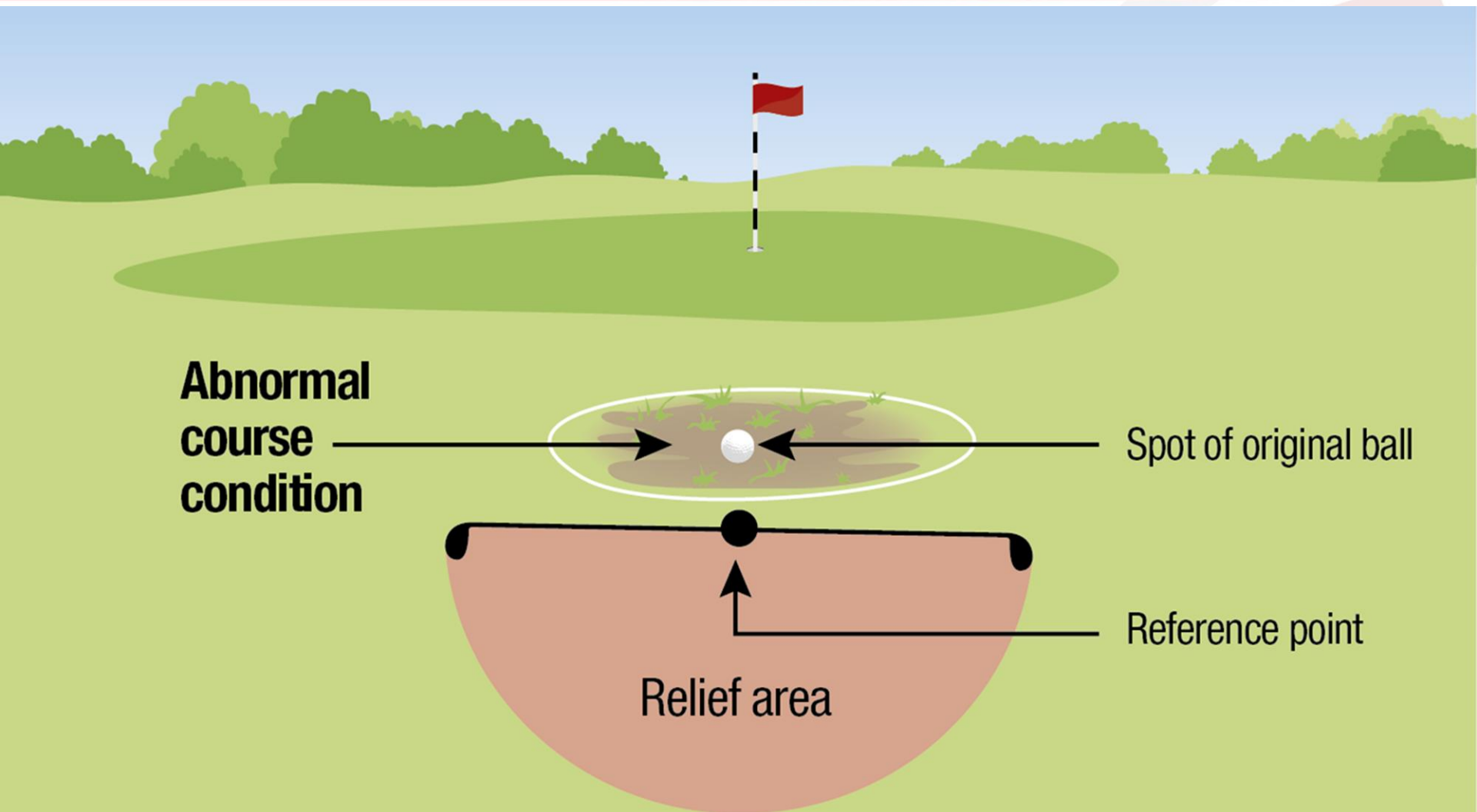
Ball is NOT embedded

Even though the ball is sitting down in the grass, relief is not available because no part of the ball is below the level of the ground.

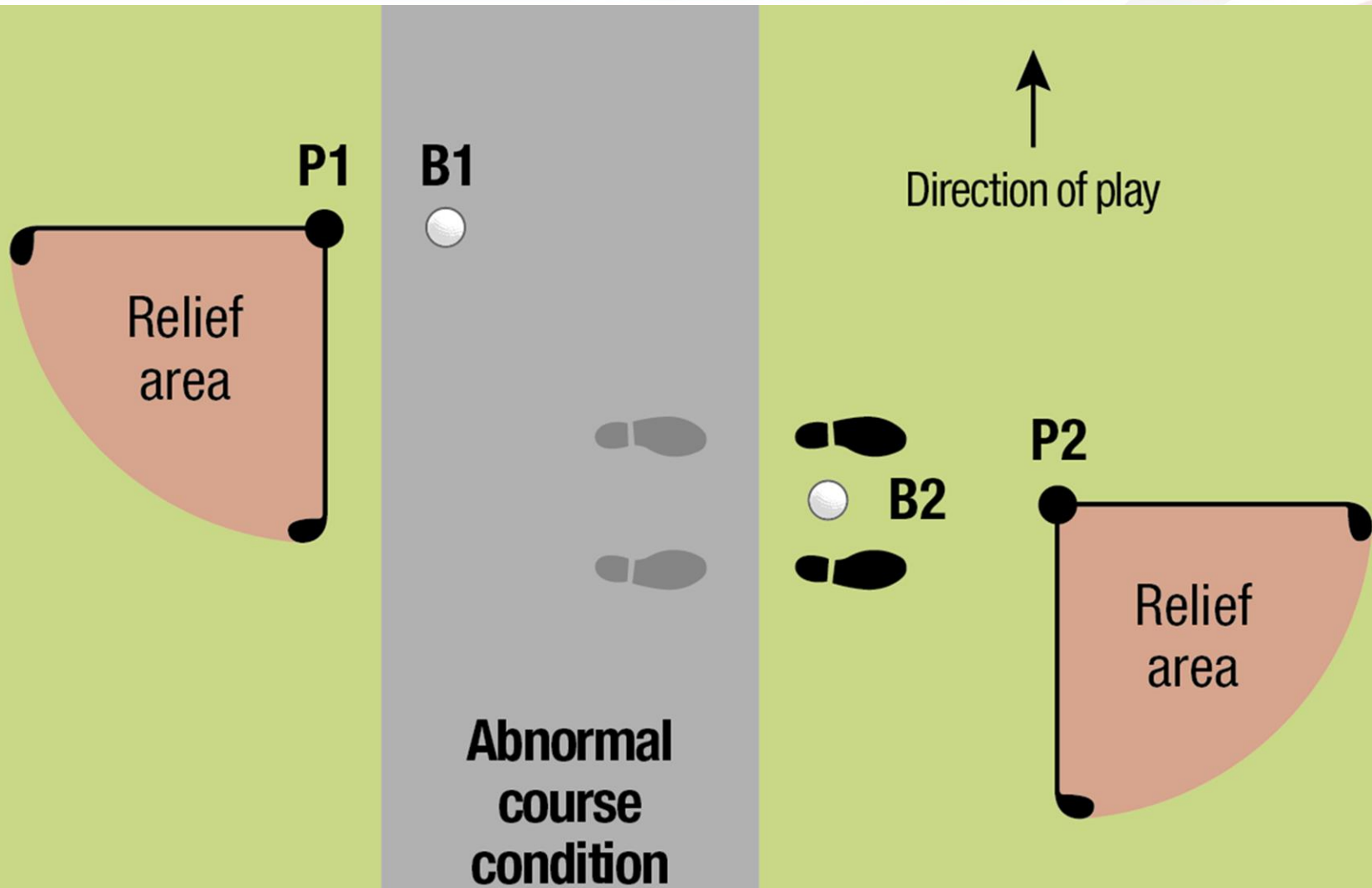
Areas of the Course – General Area



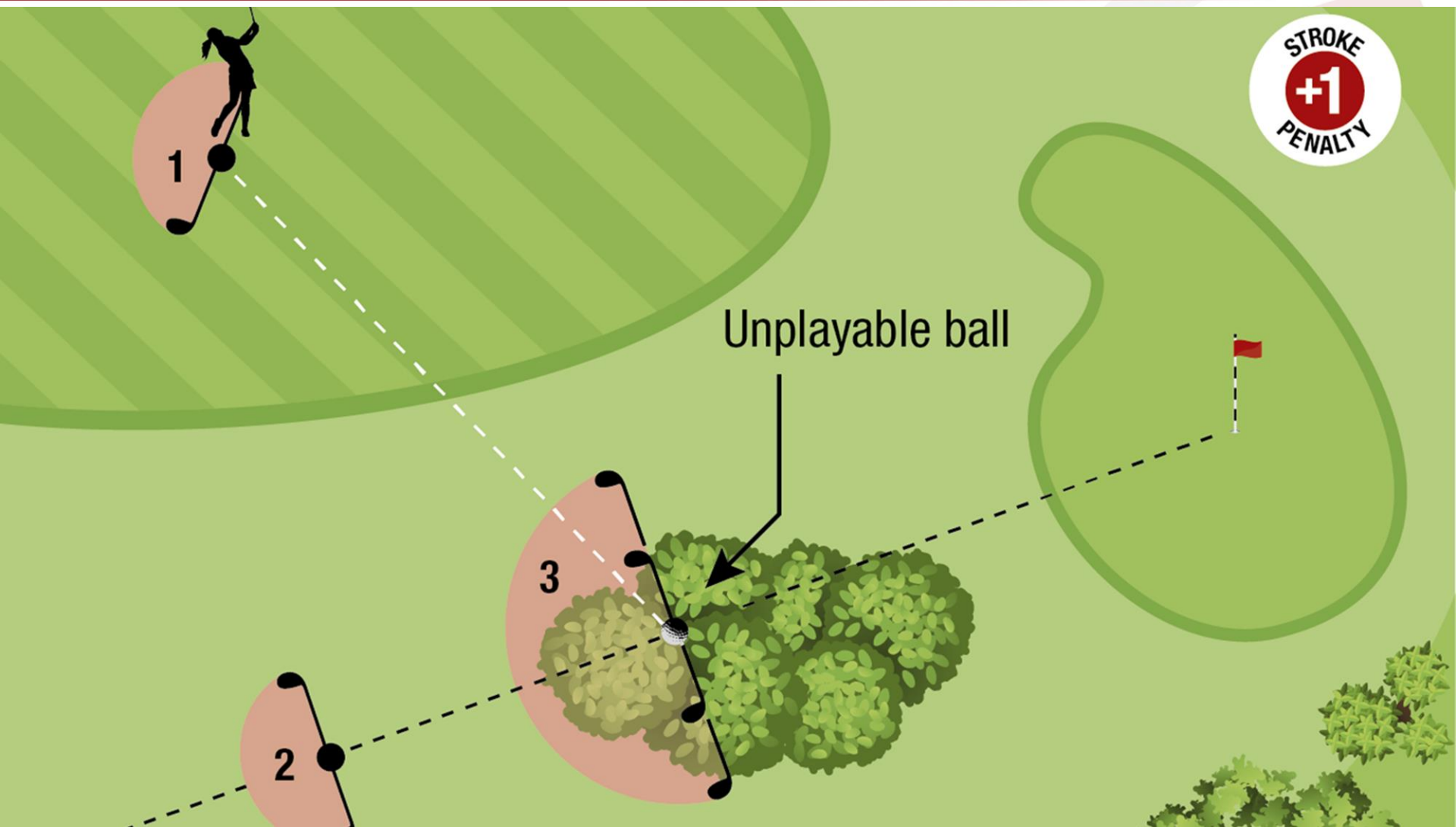
Areas of the Course – General Area



Areas of the Course – General Area



Areas of the Course – General Area



Areas of the Course – Bunkers

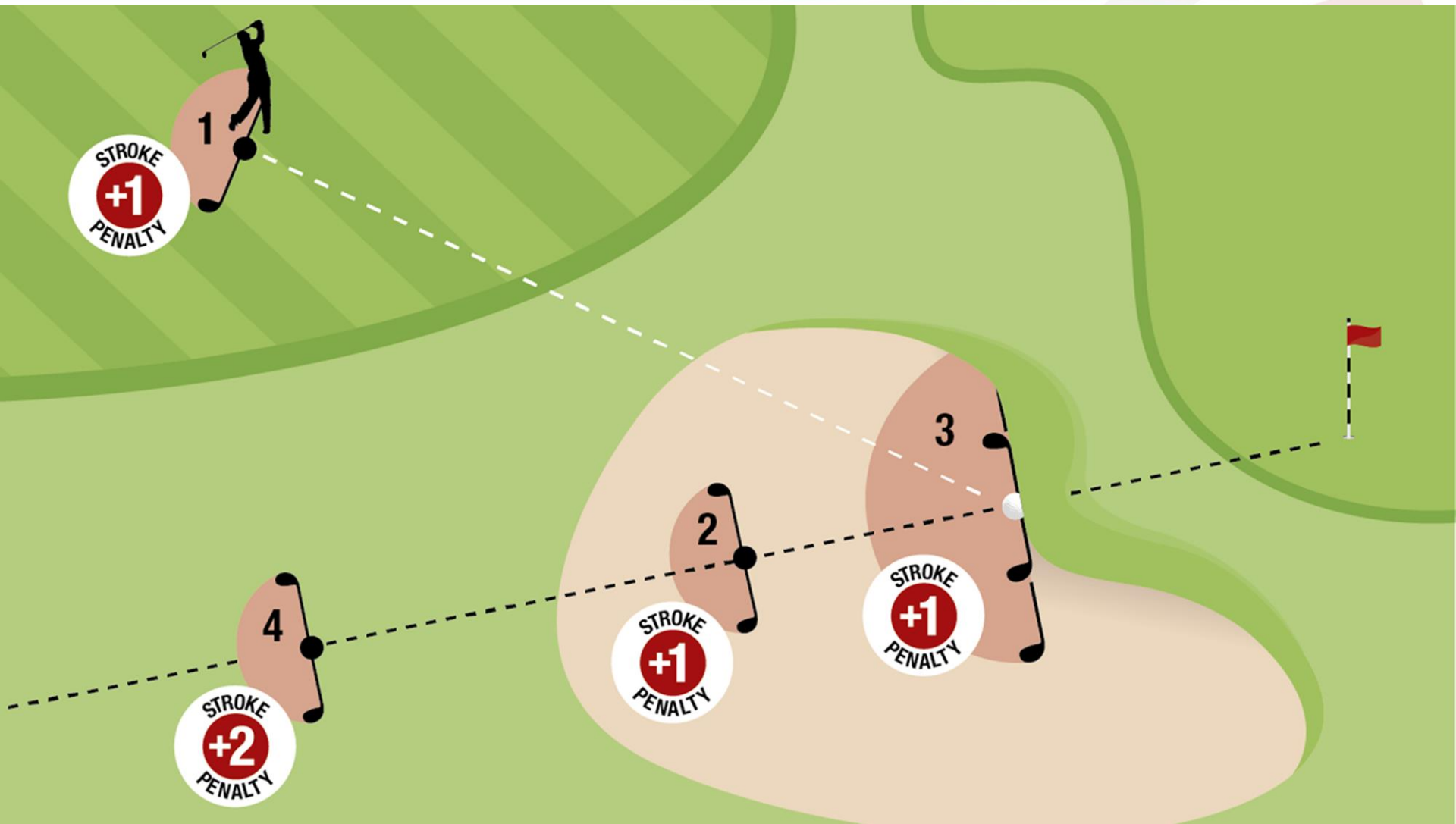
Rule 12

Bunkers are one of the 5 defined areas of the course.

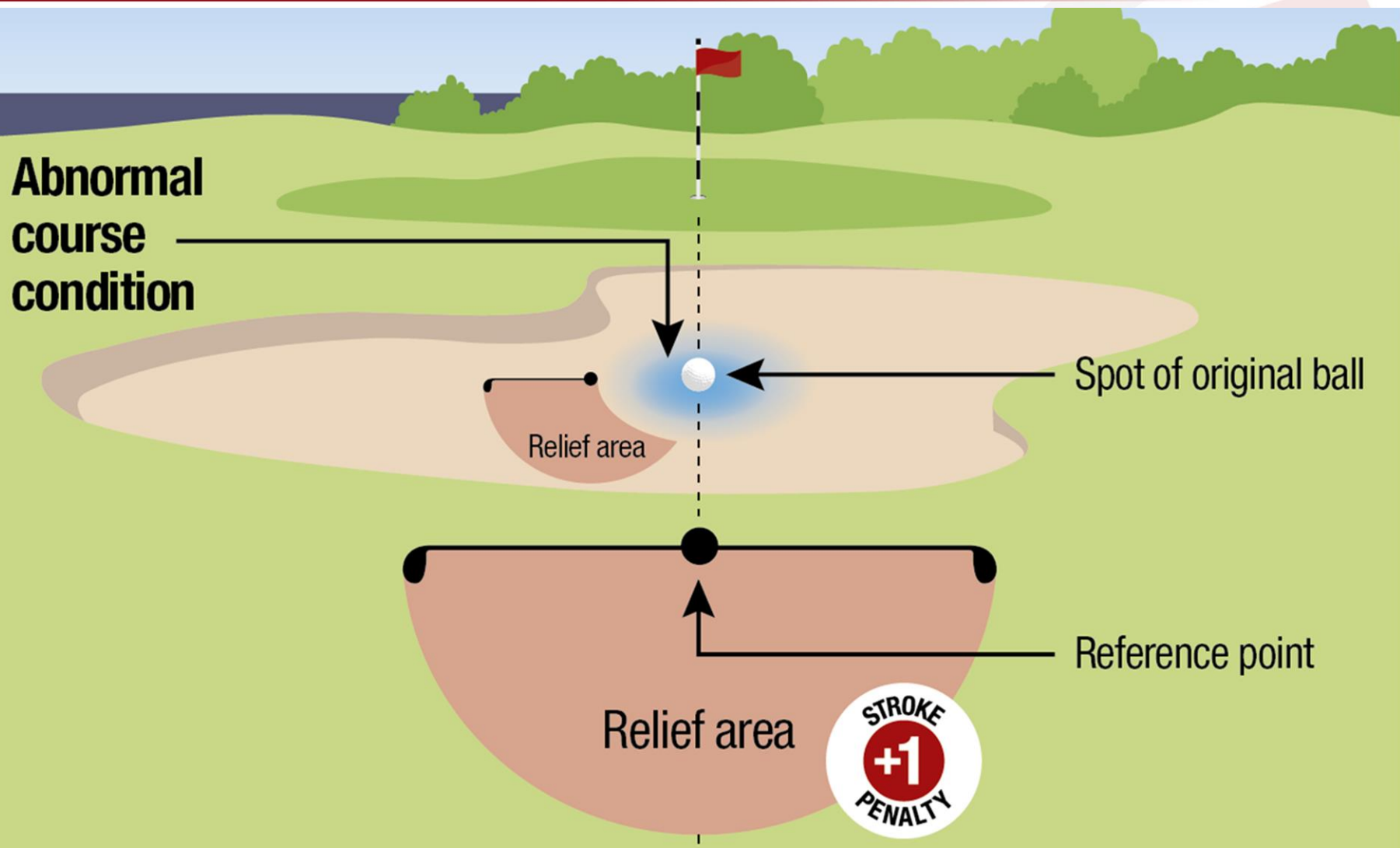
- A player may now remove loose impediments (leaves, branches, sticks etc) from a bunker.
- But is not permitted to ground the club.



Areas of the Course – Bunkers



Areas of the Course – Bunkers



Areas of the Course – Putting Green

Improvements allowed

- Whether ball lies on or off green
- Repair of damage caused by a person or outside influence permitted



Improvements not allowed

- But not natural damage or damage caused by normal maintenance practices



Areas of the Course – Putting Green

Flagstick Left in the Hole

- The player may make a stroke with the flagstick left in the hole.
- No penalty if ball strikes flagstick.



When Ball is Holed

- If any part of the ball is in the hole below the surface of the putting green.



Areas of the Course – Putting Green

Replacing ball or ball marker that moves

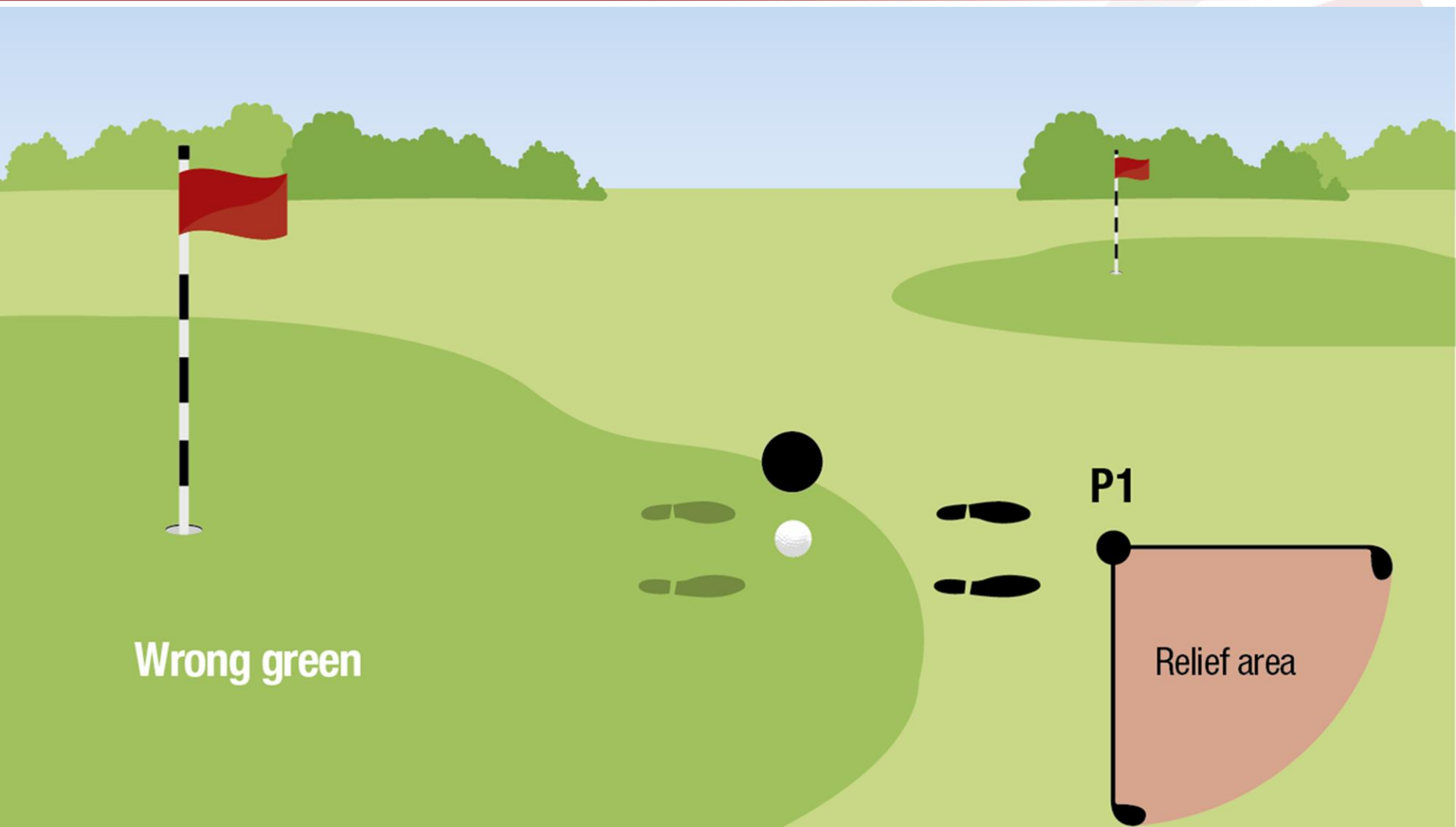
- Whenever moved accidentally
- Whenever moved by natural forces, after ball marked, lifted and replaced
- No penalty

Caddies' new authority

- Lifting ball on putting green without authorisation
- Touching line of play (player or caddie)



Areas of the Course – Putting Green



Areas of the Course – Penalty Areas

Rule 17

A penalty area is:

1. Any body of water on the course including a sea, lake, pond, river ditch, surface draining ditch or other open watercourse (even if not containing water)
2. Any other part of the course the Committee defines as a penalty area.

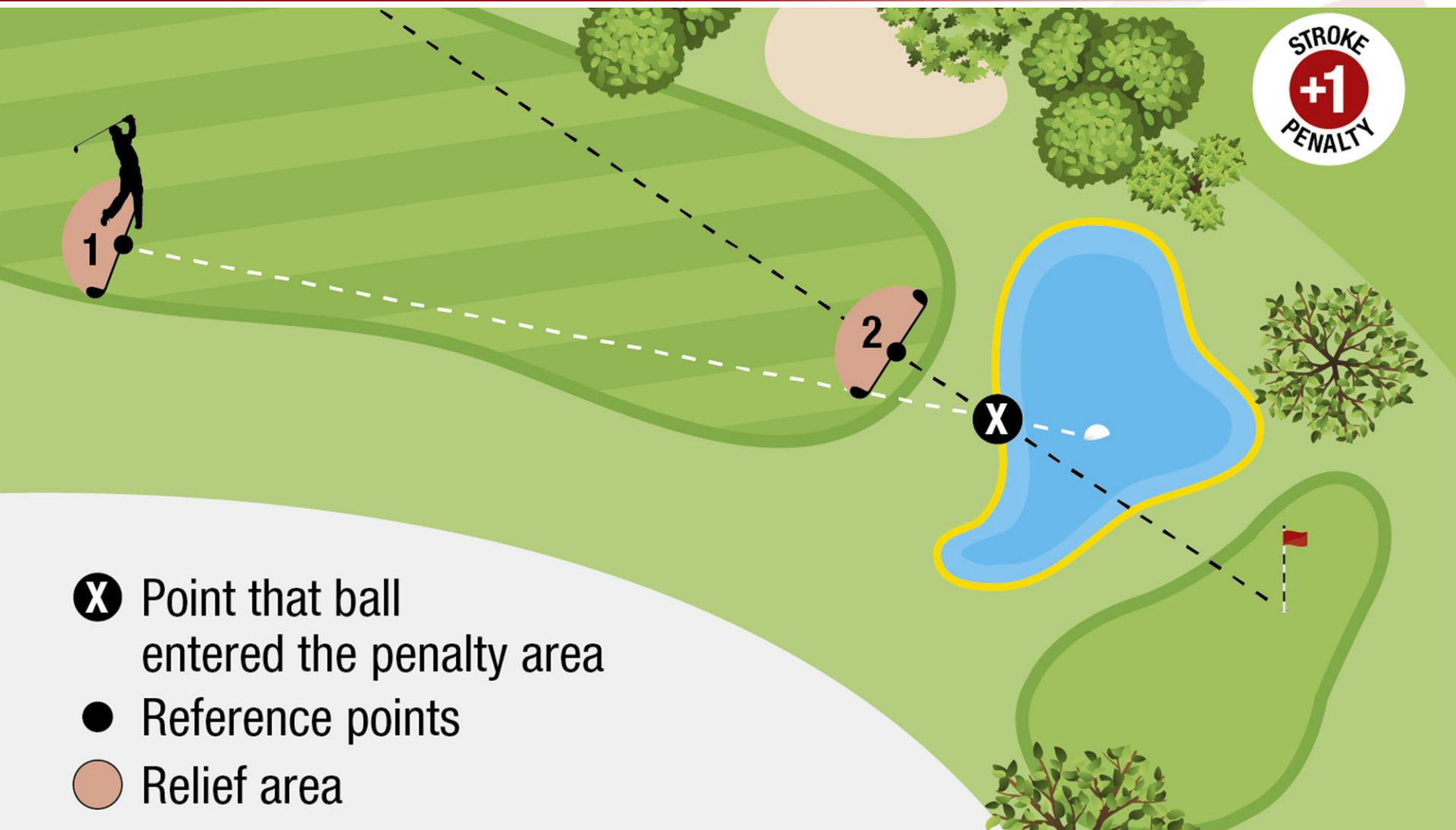
Two types of penalty area, Yellow and Red.

May remove loose impediments.

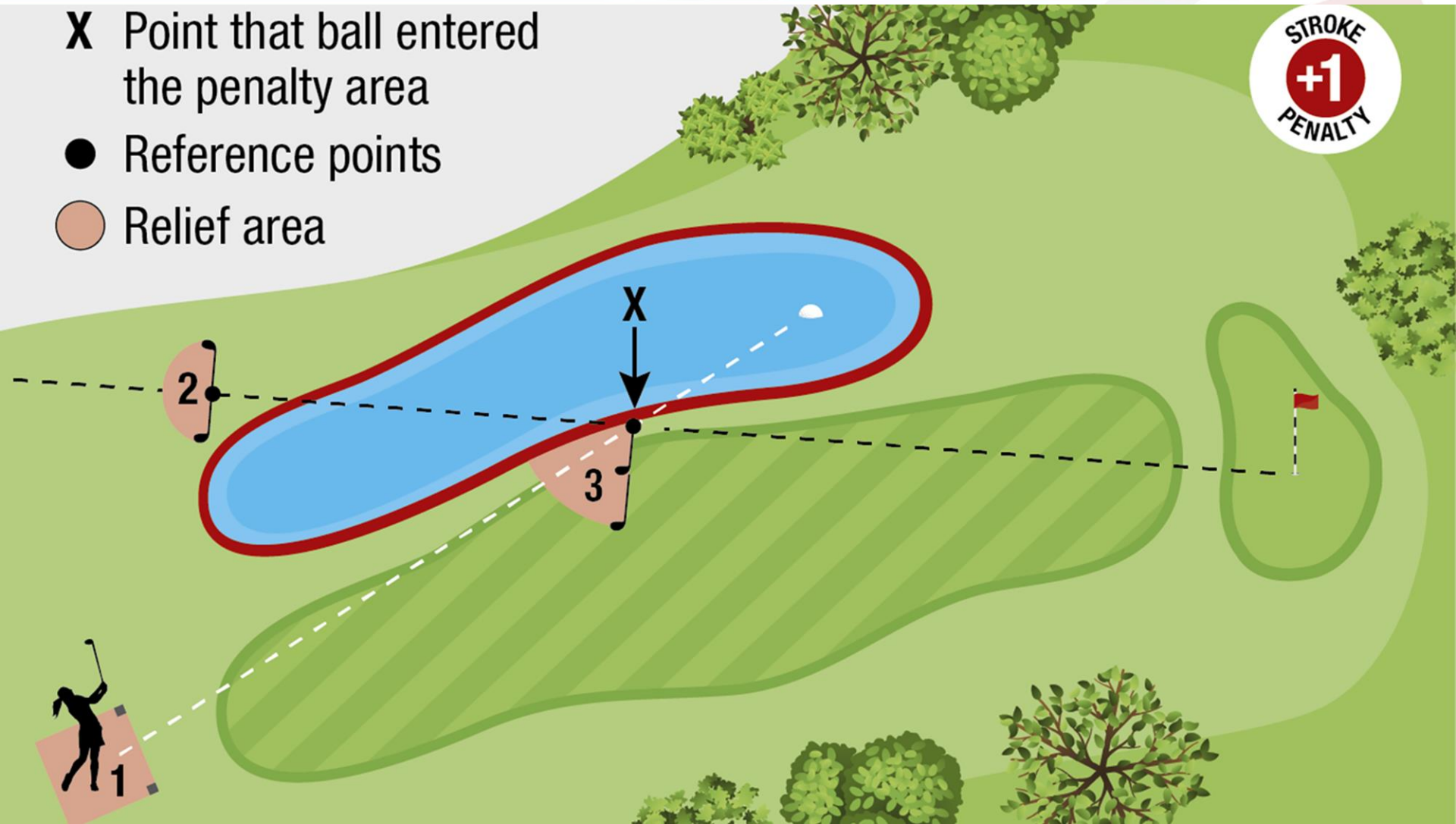
May ground the club.



Areas of the Course – Penalty Areas



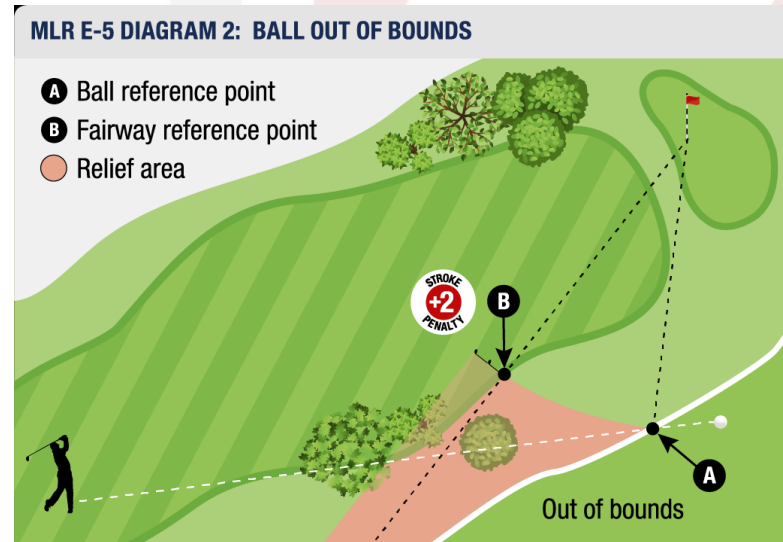
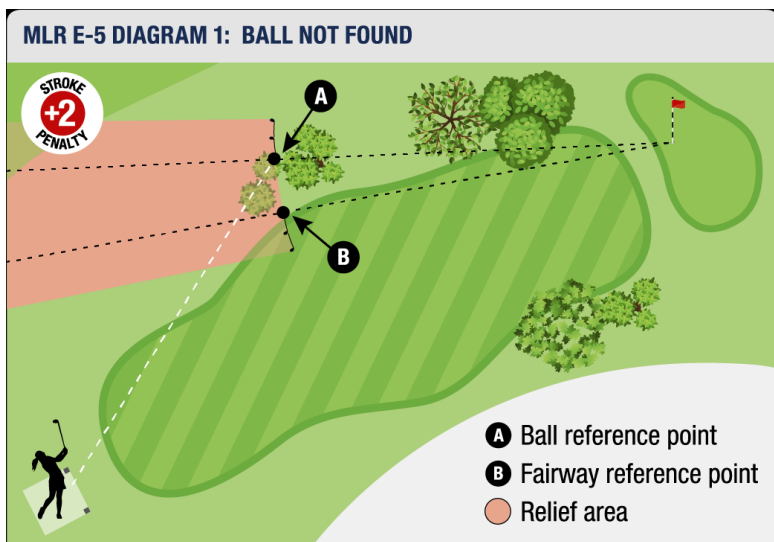
- 
- A circular icon with a white background and a green border. Inside the circle, the word "STROKE" is at the top, a red circle with a white "+1" is in the center, and the word "PENALTY" is at the bottom.



CONGU Considerations

Stroke & Distance Local Rule

- Provides an extra relief option for a ball that is Out of Bounds or Lost outside penalty area.
- Two penalty strokes.
- To be encouraged for members and visitors for *casual play only*.
- *Not appropriate for qualifying competitions.*



PENALTIES

1 SHOT or 2 SHOT

- NEW RULES REFER TO THE TERM "GENERAL PENALTY" where that is used it means 2 shot penalty or loss of hole in match play.
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- General rule of thumb where a penalty applies is
- Accidental or relief is 1 shot penalty
- Deliberate or avoidable is 2 shot penalty. But not always



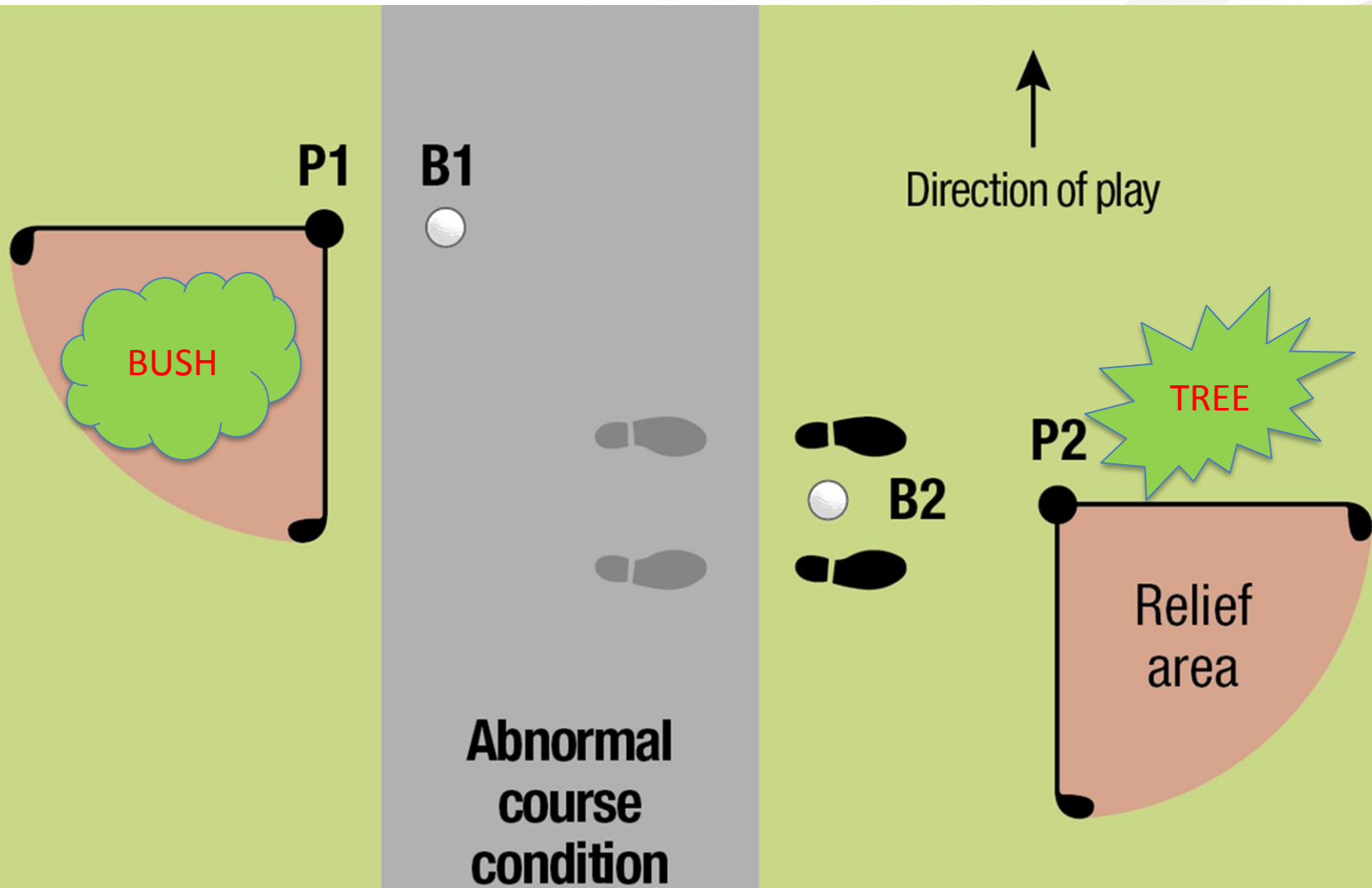
NEAREST POINT OF FULL RELIEF

PLEASE NOTE THIS IS NOT THE “NICEST” POINT OF FULL RELIEF

- On Taking full relief from any specific condition the player is NOT entitled to a good or playable lie, location or stance.
- Relief must be determined from each condition on an individual situation basis. Using the club with which they would normally expect to play the shot had the condition not existed.
- Free relief is 1 club length from nearest point. Penalty relief is 2 club lengths from where ball lies. (Or other options)



Areas of the Course – General Area



UNPLAYABLE BALL

The sole decision of the player.

- Can declare a ball unplayable anywhere on the golf course except in a penalty area (old red /yellow markings /water hazard. (Different rule applies for penalty area options)
- Unplayable options - for 1 penalty shot
- From where last shot was played (referred to as "stroke and distance" !!).
- Within 2 club lengths of the position of the ball (beware !!)
- Back as far as you wish on line with the flag (in a bunker this is now an option with 2 penalty shots)



LOST BALL

A Player cannot make a ball lost by a declaration.

- A ball is only lost if not found by searching within the allowed 3 minute period.
- To avoid looking for a ball a player may decide to put another ball in play from the spot the last shot was played without declaring it a provisional ball.
- If a provisional ball is declared and played then this remains as such until the 3 mins are up. The player may ask other players not to search but there is no obligation for them to do so if they believe the ball can be found.
- If a provisional ball is played and the original found wherever it may be then this must be the ball played.



FAIR STANCE / IMPROVING LIE

- Ball in trees bushes deep rough etc.
- What you can and cannot do
- What would be determined a penalty.
-
- Practice swings
- Changing the condition of the ground



ODD'S AND SOD'S

- PLAY A PROVISIONAL BALL AFTER SEARCH HAS STARTED
- SAND AND LOOSE SOIL - no change
- LOOSE IMPEDIMENTS ON THE GREEN – REMOVAL – by any method you wish as long as no damage caused or otherwise improve / mark the line of the putt.
-
- TOUCHING THE LINE OF THE PUTT – now allowed as long as no marks are made to identify / affect. Beware of dew !!
- STATEMENT OF PROVISIONAL BALL – no longer needs to use the word provisional but must be clearly indicated. “I am going to re-load” does not count but “I will play another ball just in case” is adequate.



ODDITIES

- FRUIT - when is it a loose impediment
- ACCIDENTAL MOVEMENT OF THE BALL NOT DURING A SEARCH IN MATCH PLAY - Move opponents ball you receive a penalty.
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- PARTNERS MAY SHARE CLUBS - total not more than 14
- HITTING SOMEONE ELSE'S BALL WHILE PUTTING WHEN BOTH ARE ON THE GREEN - 2 shot penalty - yes ! but not in match play



Pace of Play

Ready Golf

- Rules of Golf now permit and encourage players to play 'ready golf' in Stroke Play
- Recommended maximum shot time of 40 sec
- Putt out whenever possible



1744 ORIGINAL RULES

1. "You must tee your ball within a club's length of the hole." (A diameter of two club lengths.)
2. "Your tee must be on the ground." ([Tees](#), back in these days, consisted of little pyramids of sand.)
3. "You are not to change the ball which you strike off the tee." (Look at that - the "[one ball condition](#)" way back then! Actually, [holing out](#) with the same ball with which you teed off



1744 ORIGINAL RULES

4. "You are not to remove stones, bones or any break club for the sake of playing your ball, except upon the fair green, and that only within a club's length of the ball."

5. "If your ball comes among watter, or any wattery filth, you are at liberty to take out your ball and bringing it behind the hazard and teeing it, you may play it with any club and allow your adversary a stroke for so getting out your ball."

6. "If your balls be found anywhere touching one another you are to lift the first ball till you play the last."

7. "At holling you are to play your ball honestly at the hole, and not to play upon your adversary's ball, not lying in your way to the hole." (Don't do something petty such as trying to hit your opponent's ball with your own. It's OK in croquet, not in golf.)



1744 ORIGINAL RULES

8. "If you should lose your ball, by its being taken up, or any other way, you are to go back to the spot where you struck last and drop another ball and allow your adversary a stroke for the misfortune."

9. "No man at holling his ball is to be allowed to mark his way to the hole with his club or anything else."

10. "If a ball be stopp'd by any person, horse, dog, or any thing else, the ball so stopp'd must be played where it lies."

11. "If you draw your club in order to strike and proceed so far in the stroke as to be bringing down your club, if then your club should break in any way, it is to be accounted a stroke."

12. "He whose ball lyes farthest from the hole is obliged to play first."
(Virtually unchanged after all this time.)



1744 ORIGINAL RULES

13. "Neither trench, ditch, or dyke made for the preservation of the links, nor the Scholars' Holes or the soldiers' lines shall be accounted a hazard but the ball is to be taken out, teed and play'd with any iron club."

(The first written rules also include the first local rule, for what we would now describe as [ground under repair](#).)

