

Golf Rules Meeting

RULES TO DISCUSS

- **Rule 1-3 Agreement to Waive Rules.** You cannot agree to waive the rules or not to enforce the rules. *Penalty for breach of rule = Disqualification of players concerned.*
- **Rule 4-4 Maximum of 14 Clubs.** *Penalty for breach of rule = two strokes per hole and no more than four strokes total.*
- **Rule 8-1 Advice.** During the stipulated round, you cannot ask for or give advice. *Penalty for breach of rule = two strokes*
- **Rule 13-2 Improving Lie, Area of Intended Stance or Swing, or Line of Play.** You cannot improve or allow to be improved: (1) the position or lie of the ball (2) the area of the intended swing (3) the line of play or a reasonable extension of that line beyond the hole (4) that area that you are to drop the ball. *Penalty for breach of rule = two strokes*
- **Rule 13-4 Ball in Hazard; Prohibited Actions.** Before making a stroke in a hazard (water or sand), you cannot (1) test the condition of the hazard or any similar hazard (2) touch the ground in the hazard with your hand or club (3) touch or move any loose impediments lying in or touching the hazard. *Penalty for breach of rule = two strokes*
- **Rule 15-3 Wrong Ball.** Hitting the wrong ball. Always mark your ball before the round and always identify your ball before you hit it. *Penalty for breach of rule = two strokes.* If the player does not correct the mistake before teeing on the next hole, or in the case of the last hole of the round, fails to declare his intention to correct his mistake before leaving the putting green, *he is disqualified.*
- **Rule 19-2 Ball in Motion Deflected or Stopped by Player, Partner, Caddie or Equipment.** Your own ball cannot strike your own equipment. Equipment is defined as anything used, worn, or carried by or for the player. It includes a golf cart. *Penalty for breach of rule = two strokes*
- **Rule 20-1 Lifting and Marking.** The position of a ball must be marked before it is lifted under a rule that requires it to be replaced. *If it is not marked, the player incurs a penalty of one stroke.*
- **Rule 20- Dropping and Re-Dropping. By whom and How?** The player must stand erect, hold the ball at shoulder height and arm's length to drop it. *If a ball is dropped in any other manner and not corrected, the player incurs a penalty of one stroke.* **Where to Drop?** If a ball is to be dropped as near as possible to a specific spot, it may not be dropped nearer to the hole than that spot. The ball must first strike a part of the course where the applicable rule requires it to be dropped. **When to Re-Drop?** Can be re-dropped without penalty if it (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 the condition from which relief is being taken (6) rolls and comes to rest more than two club lengths from where it first struck the course (7) rolls and comes to rest nearer the hole. If a ball is re-dropped and rolls into any of the positions above, it must be placed as near as possible to the place where the ball first struck the course when it was re-dropped. **Ball Fails to Come to Rest on Spot.** If a ball when placed fails to come to rest at the spot it was placed, there is no penalty and the ball must be replaced. If it still fails to come to rest at that spot it must be placed at the nearest spot where it can be placed that is not nearer the hole and not in a hazard.
- **Rule 21 Cleaning Ball.** A ball on a putting green may be cleaned. Elsewhere, a ball may be cleaned when lifted except when it has been lifted (1) to determine if it is unfit for play *Rule 5-3* (2) For identification *Rule 12-2* (3) because it is assisting or interfering with play *Rule 22.* *If a player cleans his ball during play of a hole except as provided in this Rule, he incurs a penalty of one stroke.*
- **Rule 23 Loose Impediments.** Impediments are natural objects that are not fixed or growing. Except when both the loose impediment and the ball lie in or touch the same hazard, any loose impediment may be removed without penalty. *If the removal of the impediment causes the ball to move, the player incurs a penalty of one stroke under Rule 18-2a.*
- **Rule 24 Obstructions.** Obstructions are anything artificial, including roads, paths, and manufactured ice, except (1) objects defining out of bounds (2) any part of an immovable artificial object that is out of bounds (3) any construction declared by the committee to be an integral part of the course. An obstruction is a movable obstruction if it may be moved without unreasonable

effort, without delaying play, and without causing damage. **Movable Obstruction.** If the ball does not lie in or on the obstruction, the obstruction may be moved without penalty. If the ball lies on or in the obstruction, the ball may be lifted, the obstruction moved, and the ball dropped as near as possible to the spot where the ball lay in or on the obstruction, but not nearer the hole. The ball may be cleaned. **Immovable Obstruction.** Interference by an immovable obstruction occurs when a ball lies in or on the obstruction, or when the obstruction interferes with the player's stance or the area of his intended swing. Intervention on the line of play is not, of itself, interference under this Rule. **Relief.** Find the nearest point of relief no nearer the hole and drop the ball within one club length of that spot.

- **Rule 26 Water Hazards.** Water hazards are marked with yellow stakes and lateral water hazards are marked with red stakes. The margin of the water hazard is defined by stakes or lines. **Water Hazards.** If a ball is in or is lost in a water hazard the player may under penalty of one stroke (1) play a ball as nearly as possible at the spot from which the original ball was last played (2) Drop a ball behind the water hazard, keeping the point at which the original ball last crossed the margin of the water hazard directly between the hole and the spot on which the ball is being dropped, with no limit to how far behind the water hazard the ball may be dropped. **Lateral Water Hazard.** Both previous options plus (3) drop a ball outside the water hazard within two club lengths of and not nearer the hole than the point where the original ball last crossed the margin of the water hazard or a point on the opposite margin of the water hazard equidistant from the hole.
- **Rule 27 Lost Ball / Out of Bounds.** If a ball is lost or out of bounds, the player must play a ball, *under penalty of one stroke*, as nearly as possible at the spot from which the original ball was last played.
- **Rule 28 – Ball Unplayable.** A player may deem his ball unplayable at any place on the course except when the ball is in a hazard. The player is the sole judge as to whether his ball is unplayable. If he deems his ball to be unplayable, he must, *under penalty of one stroke* (1) play a ball from the spot at which the original ball was played (2) Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped (3) drop a ball within two club lengths of the spot where the ball lay, but not nearer the hole.