Golf Rules Guide

**Be on time**

* If you are late for your tee time be aware that it is a two shot penalty on the first hole if you make it to the tee within 5 minutes. After 5 minutes you will be disqualified. **(2 shots/ disqualification)**

**Tee it up correctly**

* Do not tee the ball up in front of the tee markers. If you tee the ball up and hit it in front of the tee markers it is a 2 shot penalty.
* You incur the two shot penalty and you must re-tee from the correct spot. You would be hitting your third shot. **(2 shot penalty)**

**Honor the honored**

* If a playing partner scored lower than you on the last hole then that person gets to hit before you on the next tee box.
* Allow him or her the right to do so. It’s just good etiquette. **(No penalty)**

**Always finish out**

* Always finish the hole. The ball must fall beneath the surface and stay there.
* If the ball is stuck between the pin and the lip of the hole, adjust the pin so the ball falls into the hole.

**(If you do not hole out before you hit your next tee-shot it will result in disqualification)**

**Always count your clubs before you play**

* You must have 14 clubs or less in your bag.
* If you hit your first shot with more than 14 clubs you will incur a two shot penalty for each hole in which you do so. **(4 penalty shots of two holes can be incurred**)

**Strike at it**

* You cannot scrape the ball, spoon it, or push it. You must make a swing and strike the ball. **(Penalty 2 strokes)**

**Play it as it lies**

* Do not bend, break, or press anything down. You cannot improve your lie. **(Penalty 2 strokes)**

**What not to do in a bunker/ hazard**

* Don’t test the condition of the terrain
* Don’t move loose impediments
* Don’t touch the ground with your hand or club

**(Penalty 2 strokes)**

**Mark your ball**

* Always mark your ball in order to be able to identify it.
* Tell your playing partners what kind of ball you are hitting so that they can help you find it.
* Make sure you hit a different type of ball on your provisional shot.

**(Penalty could incur if you cannot identify your ball)**

**You can identify your ball**

* A player has the right to lift and clean a ball in order to identify it. However, you must consult with your playing partner and let them know you are doing so.
* If the ball is yours replace it in the same exact spot.

**(No penalty)**

**Be careful with advice**

* Do not give another player advice on how to hit a shot or what club to hit.
* Do not ask for or give advice to anyone.
* \*Rules, distance, and public information is not advice

**(Penalty 2 strokes)**

**Loose impediments** (natural objects, sticks, leaves, loose stones, pine cones that have been detached)

* You may move loose impediments **unless you are in the bunker/ hazard.**
* If moving a loose impediment causes your ball to move it is a **(one stroke penalty)**
* Exceptions

1. Ball on the putting green- when moving a loose impediment on the green and the ball moves **(no penalty)**
2. Ball in the hazard- do not move loose impediments in the hazard **(Penalty 2 strokes)**
3. Ball in motion- loose impediments cannot be moved while the ball is in motion (Penalty 2 strokes)

**Obstructions** (Man-made objects) Two types- Moveable and Immovable

* Movable- examples, trash, chip bags, cans, cigarette butt
* Immovable- examples, electric box, cart path, bunker steps
* Immovable obstruction- You can move you’re ball one club length no closer to the hole to allow your swing.

**Nearest point of relief**

* The player must take the nearest point of relief no closer to the hole
* The player must take full relief, if any relief is taken at all
* **Example- choose the closest side of the cart path to take relief in relation to the ball**

**Once you have finished your round**

* Make sure you have the correct scores for each individual hole for yourself and your competitor
* You and your competitor should sign the score card and turn it into your coach

What do to:

**You think you’re ball is out of bounds**

* Declare to a playing partner that you are going to hit a provisional (make sure you play a different ball and tell your opponent what kind of ball you are hitting as your provisional)
* Check whether your ball is out of bounds.

(If any part of the ball is touching the course, it is in bounds. If all of the ball is outside the stakes it is out of bounds) If a white line is used to mark Out of Bounds, the line itself is out of bounds

* \* If you have a question ask your playing partner or a coach

**If you know your ball is out of bounds**

* Only option (stroke and distance)
* Tee your ball up from the same tee box and hit another shot.

**(Penalty 1 stroke and distance)**

* **Example- If my first shot is hit out of bounds, I re-tee hitting my third shot.**

**Your ball is on the cart path**

* Find the nearest point of relief from the cart path in relation to your ball (it cannot be closer to the hole)
* Drop within one club length of the nearest point of relief.
* You must take full relief (if you choose to take relief at all) giving you a lie free of obstruction, stance free of obstruction, and swing free of obstruction.

**(No Penalty)**

**You’re ball went in the water hazard (yellow)**

* You have 3 options

1. Play it as it lies **(No penalty)**
2. Re-hit the shot from the original spot and take a shot penalty **(Penalty-1 stroke)**
3. Drop a ball keeping the point where it last crossed the hazard in between you and the hole and take a shot penalty **(USUALLY THE BEST OPTION) (Penalty-1 stroke)**

**You’re ball went in a lateral water hazard (red)**

* You have 3 options

1. Play the ball as it lies (No penalty)

2. Play a ball under the stroke and distance procedure (Penalty- 1 stroke)

3. Drop behind the hazard keeping the point between the hole and the spot on which the ball is dropped. (Penalty- 1 stroke)

4. Drop 2 club-lengths from the point of entry into the hazard. **(Penalty- 1 stroke)** **(option 4 is USUALLY THE BEST)**

**You’re ball is unplayable**

* 3 options

1. Stroke and Distance **(Penalty-1 stroke)**
2. Drop a ball within two club-lengths of the spot where the ball lay, but not nearer to hole. **(USUALLY THE BEST OPTION**) **(Penalty-1 stroke)**
3. Drop a ball, keeping that point directly between the hole and the spot on which the ball is dropped. **(Penalty-1 stroke)**