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2008–2011

GOLF RULES QUICK REFERENCE

A PRACTICAL GUIDE FOR USE ON THE COURSE



Stroke Play & Match Play

golfrules
madeeasy.com

Basics/
drop-
ping

Tee

Fairway
& rough

Bunker

Water
hazard

Out/
prov.
ball

Green

Ball
moved/
deflec-
ted

How to use this quick reference

Step 1

The overview on the last page shows whether you are entitled to relief.

Overview of the relief procedures (for the most prevalent areas refer to the relevant table tab.)	Temporary Obstruction	Banker	Water Hazard	Greens
1-1 Loss of impediments	✓	✗	✗	✓
1-2 Obstruction by immovable objects	✓	✗	✗	✓
1-3 Obstruction by movable objects	✓	✓	✓	✓
1-4 Obstruction by a player's equipment	✓	✓	✗	✓
1-5 Obstruction by a player's clothing	✓	✓	✗	✓
1-6 Obstruction by a player's bag	✓	✓	✗	✓
1-7 Obstruction by a player's bag (under penalty of 1 stroke)	✓	✓	✗	✓

Step 2

Refer to the index tab which corresponds to the position of your ball or to the place where the incident occurred.



Step 3

Use the headings and illustrations to find the right solution for your particular situation.

(Generally speaking, the topics are dealt with in chronological order within a chapter, i.e. in the same order as they would occur in the course of a game. Firstly, problems in connection with finding the ball, its lie, the practice swing, addressing the ball, etc. are dealt with. These issues are followed by relief procedures and finally, incidents which can occur when a stroke is played are explained.)



☛ The official rule number can be found in brackets after each heading, thus making it easy to consult the official rule book as required.

☛ Always observe any Local Rules and competition conditions.

☛ Please abide by the etiquette—serious breaches can result in disqualification.

On the tee



Preparation (R6/12)

- Mark your ball with a waterproof felt tip pen so that you can identify it without doubt.
- Check your handicap on the score card and swap the card with a fellow-competitor.
- Read the Local Rules.



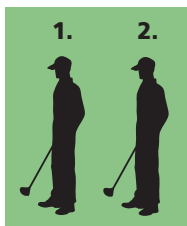
Maximum of 14 clubs (R4)

A maximum of 14 clubs is allowed. If you have brought too many, you must remove the extra clubs from your bag *before beginning the round*. If necessary, they are to be left at the tee.

If you only notice that you have too many clubs *after starting the round*, you must immediately declare them to be out of play, and you are then no longer permitted to use them (disqualification).

You will incur *2 penalty strokes* for each hole on which you had too many clubs, to a *maximum of 4 penalty strokes per round*.

🔑 You are not permitted to borrow a club from another player on the course in order to play a stroke with it.



The honor/ order of play (R10)

On the first tee, the order of play is taken from the order of the draw (list of tee times). On the following tees, the person who had the best result at the previous hole has the honor to tee off first.

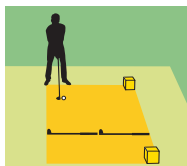
MATCH PLAY: The player who won the previous hole has the honor.



Playing in the wrong order (R10)

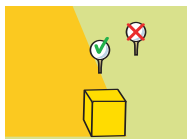
If a player tees off out of turn, the stroke counts anyway, and you do not incur a penalty. However, if the players have *agreed* upon the wrong order so that one of them gains a *tactical advantage*, they will be punished with disqualification.

MATCH PLAY: Without penalty, however the opponent may immediately require the player to cancel his stroke and replay it in the correct order.

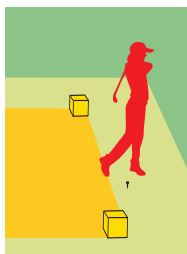


Teeing ground (Def./R11)

The teeing ground extends from the teemarkers to 2 club-lengths behind the markers. The *ball* must be teed up within this area; however, the player can take up his stance outside it.



A ball is outside the teeing ground when the entire ball is outside it.



Playing from outside the teeing ground (R11)

If a player tees off from outside the teeing ground, the stroke does not count and he incurs 2 *penalty strokes*. The player has to rectify the mistake by teeing off again within the teeing ground (3rd stroke).

☛ If the mistake is not rectified the player will be *disqualified*.

MATCH PLAY: Without penalty, however the opponent may immediately require the player to cancel and replay his stroke.

In the bunker



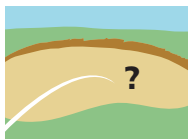
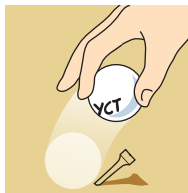
Margin (Def.)

The ball is classed as being in a bunker if it touches the sand within it. Areas of grass in the bunker are not part of the bunker.



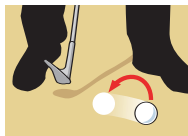
Identifying the ball (R12)

If you cannot tell whether the ball found is yours, you are allowed to mark it and pick it up for identification. However, before doing so, you must inform a fellow-player of this and give him the opportunity to observe the procedure; otherwise, you will incur 1 penalty stroke. The ball is then to be put back on exactly the same spot. In doing so, the original lie has to be reproduced as accurately as possible (i.e. rake the sand, bury the ball if appropriate, etc.).



Ball disappeared in the sand (R12)

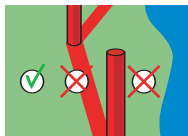
If you cannot find your ball although you clearly saw it land in a bunker it has probably sunk into the sand. You are permitted to probe the sand and rake it in order to locate your ball. If the ball moves as a result—put it back, without penalty, and recreate the original lie.



Ball moved when addressing the ball (R18)

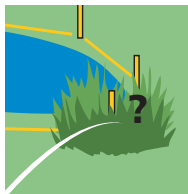
If your ball moves after you have taken your *stance* (the club must not be grounded), you have to put it back under *penalty of 1 stroke*.

In a water hazard



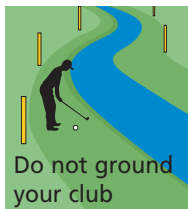
Margin (Def.).

A ball is in a water hazard as soon as it touches its margin. The stakes themselves are within the water hazard, i.e. the margin runs along the outside of them.



Ball only thought to be in the water hazard (R26/27)

If a ball has headed *in the direction* of a water hazard, but you cannot see exactly where it comes to rest, you can only apply the water hazard rule if it is virtually certain that the ball is in the hazard. Otherwise, it has to be treated as an ordinary “lost ball”—take a drop on the site of the last stroke (tee up on the teeing ground), *1 penalty stroke*.



Ball in the water hazard—options (R13/26)

If your ball is in a water hazard, you basically have two options.

1. Without penalty, play the ball as it lies* (there are, however, some special factors to be taken into account).
2. With *1 penalty stroke*, take a drop outside the water hazard (water hazard rule).

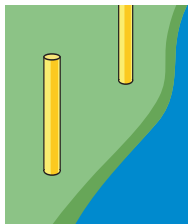


*If the water hazard is an environmentally-sensitive area which you are not allowed to enter, you *must* proceed in accordance with the 2nd option.



Water hazard rule (R26)

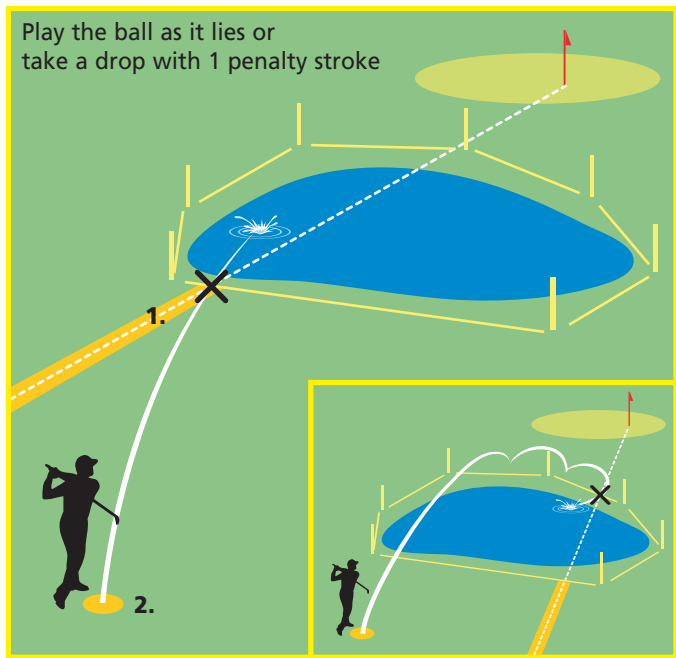
If your ball is lying in a water hazard or is lost in one, you are permitted to drop outside the hazard as follows.



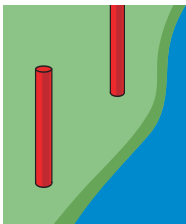
Regular water hazard (yellow)

1. Take a drop on the backwards extension of the line from the hole to the entry point (point X where the ball last crossed the margin of the hazard), *1 penalty stroke*.
2. Take a drop on the site of the last stroke (tee up on the teeing ground), *1 penalty stroke*.

Play the ball as it lies or take a drop with 1 penalty stroke



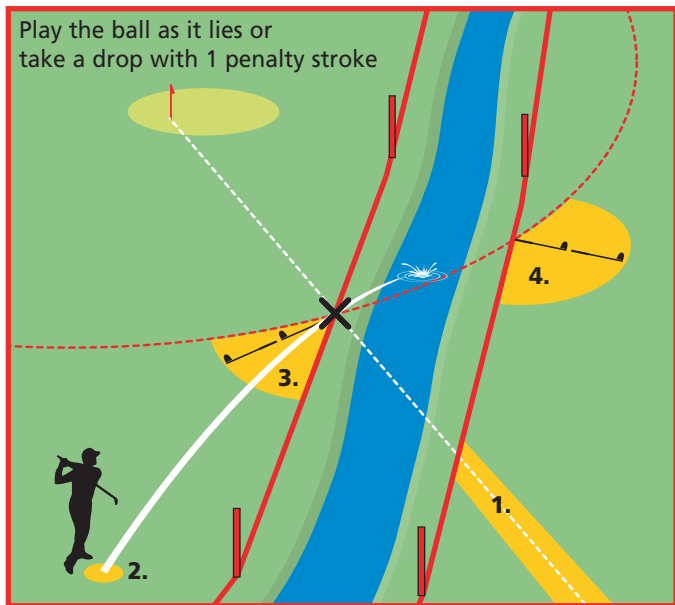
Water hazard




Lateral water hazard (red)

The same options (1.+2.) as with regular water hazards (yellow) *plus*:

3. Take a drop within 2 club-lengths of the entry point (X), 1 *penalty stroke*.
4. Take a drop within 2 club-lengths of the point opposite the entry point (spot on the opposite side of the lateral water hazard at the same distance from the hole), 1 *penalty stroke*.



Water hazard

 Bear the Local Rules in mind—it is possible that a so-called dropping zone has been provided for as an *additional* option.

Overview of the relief procedures

(For the exact procedure please refer to the relevant index tab.)

Loose impediments



Remove without penalty. If the ball moves:

Movable obstructions



Remove without penalty. If the ball moves:

Immovable obstructions



Relief in case of interference of lie/ stance/ swing





















Abnormal ground conditions



Relief in case of interference of lie/ stance/ swing

Declaring a ball unplayable (under penalty of 1 stroke!)



	Fairway & rough	Bunker	Water hazard	Green
 <p>replace the ball, 1 penalty stroke</p>			 <p>replace the ball, no penalty</p>	 <p>replace the ball, no penalty</p>
 <p>replace the ball, no penalty</p>	 <p>replace the ball, no penalty</p>	 <p>replace the ball, no penalty</p>		 <p>replace the ball, no penalty</p>
				 <p>also if line of putt is interfered with</p>
				 <p>also if line of putt is interfered with</p>