

RULES REMINDERS FOR 2019

1. There are five Defined Areas of the Course;

- a. The **General Area** includes all of the Course except the four following specific areas for which Rules may differ;
- b. The **Teeing Area**, only the one the player must use in starting a hole,
- c. All **Penalty Areas**, Yellow and Red (Formerly Water Hazards and Lateral Hazards)
- d. All **Bunkers**, and
- e. The **Putting Green** of the hole being played.

2. Dropping.

- a. The ball is to be dropped from knee height.
- b. It must strike the ground within the **Relief Area** without touching you or equipment before striking the ground within the **Relief Area**. If it touches you or equipment, there is no penalty, but it is not a correct drop.
- c. If it first strikes the ground outside the **Relief Area**, there is no penalty, but it is not a correct drop.
- d. It must come to rest within the **Relief Area** or be redropped. No longer will the ball be allowed to roll up to two club lengths.
- e. It does not matter if the ball **accidentally** touches you or equipment after striking the ground.
- f. After a second **correct** drop, if it does not come to rest within the **Relief Area**, it must be placed where it first struck the ground within the **Relief Area**.

3. Relief Area

- a. Depending on the situation, the **Relief Area** is measured as one or two club lengths from a reference point and is no closer to the hole than the reference point.
- b. The **Relief Area** may also be a designated drop area.
- c. The club length is always based on the longest club in your bag, **except the putter**.
- d. Examples of reference points are the nearest point of relief,
 - (1). The point at which the ball entered a **Penalty Area**,
 - (2) A point “back on the line”. “Back on the line” refers to the line defined by the previous reference point and the hole. When taking “back on the line” relief, select a reference point on the line. The **Relief Area** is the area within one club length of the selected point that is not closer to the hole than the selected reference point.



4. Nearest Point of Relief.

- a. The *nearest point of relief* is the spot at which the ball would lie after taking relief.
- b. It must be no nearer the hole and must be the *nearest* point of relief.
- c. The fact that the *nearest point of relief* is a bad position has no bearing provided it provides relief from the condition.
- d. The *nearest point of relief* is the point from which the allowed distance should be measured to determine the dropping point.

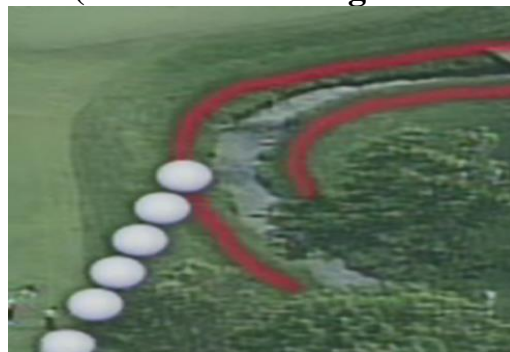
5. Options for Relief (1 Stroke Penalty) from Yellow Penalty Areas

- a. Stroke and Distance
- b. Back on the Line (From hole through point where ball entered Penalty Area)



6. Options for Relief (1 Stroke Penalty) from Red Penalty Areas

- a. Stroke and Distance
- b. Back on the Line (From hole through where ball entered Penalty Area)



- c. Within 2 club-lengths of where ball entered Penalty Area and no closer to hole



d. Ball Moves on the Putting Green.

- a. Whether or not the ball should be replaced after it moves depends upon the circumstances. If the ball is **accidentally** moved, it must be replaced, with no penalty.
- b. If the ball is illegally touched or moved, it must be replaced with a one stroke penalty.
- c. If the ball is moved by an **Outside Influence** such as another player, another ball or an animal, it must be replaced with no penalty for the player.
- d. If the ball is moved by **Natural Forces** and has not been previously lifted and replaced, it must be played from its new location with no penalty. If the ball is moved by **Natural Forces after having been lifted and replaced**, it must be replaced with no penalty.

e. The Flagstick

- a. There will no longer be a penalty when a putt from on the green strikes the flagstick that the player decides to leave in the hole.
- b. There is no penalty if a putt **accidentally** hits the flagstick or the person attending the flagstick when the player decides to have the flagstick removed or attended.
- c. There is a penalty for any **deliberate act** to influence the movement of the ball, including placing the flagstick on the ground to stop the ball or failing to remove an attended flagstick to stop the ball.

f. The Putting Green

- a. You can repair damage to the **Putting Green** to restore the natural condition.
- b. You can touch the **Line of Play** on the **Putting Green**, but cannot test the surface.

- c. You can repair ball marks, spike marks, footprints, old hole plugs and other damages caused by play or equipment. You can remove embedded objects like stone, acorns, etc.
- d. You can only use your hand, foot, club, green tool or normal golf equipment to make repairs.
- e. You cannot repair aeration holes, grooves from vertical mowing, weeds or bare spots.
- f. If a ball played from the *Putting Green* strikes another ball at rest on the *Putting Green*, there is a **two stroke penalty**. Play it as it lies.
- g. If ball played from the *Putting Green* strikes anything or anybody else, the stroke is cancelled and must be replayed with **no penalty**.
- h. If a ball played from anywhere *other than the Putting Green accidentally* strikes **any person** or *Outside Influence*, there is no penalty. Play it as it lies.

g. Grounding Your Club

- a. You will be allowed to ground your club in *Penalty Areas*. These are the areas previously called water hazards and lateral water hazards.
- b. You will **not** be allowed to ground your club in a *Bunker* or touch the ground in the *Bunker* during the back stroke or in making a practice swing.

h. Unplayable Ball in Bunker

For relief from an unplayable lie in a *Bunker*, there are three options:

- a. With a one stroke penalty, you may take stroke and distance relief and play from where the previous stroke was made.
- b. With a one stroke penalty, you drop within one clublength of the nearest point of relief *in the Bunker*.
- c. As a new option, with a **two stroke penalty**, you may take back on the line relief outside the *Bunker* keeping the point at which the ball was originally located in the *Bunker* between the hole and the relief point.

10. The Dreaded Double Hit (AKA the “T. C. Chen”)

There will no longer be a penalty when the club *accidentally* strikes the ball more than once in making a stroke. It counts as one stroke with no penalty.

11. Searching for a Lost Ball

The time permitted to search for your ball will be reduced from 5 minutes to **3 minutes**. After 3 minutes the ball is lost.

12. Loose Impediments

You will be allowed to remove loose impediments anywhere. There will still be a penalty if removing a loose impediment causes the ball to move.

13. Substituting a Ball

- a. You may play the original ball or substitute another ball any time you are taking free relief or penalty relief. This is in cases where you are required or allowed to play from a place other than where the original ball came to rest.
- b. You may not substitute another ball any time you are required to *replace a ball on the original spot* unless the original ball cannot be recovered in a few seconds.

14. Replacing a Ball on Original Spot

- a. When a ball has been moved and is required to be replaced in its original spot, it must be replaced by the player or the person who caused the ball to move.
- b. If the exact original spot is not known, it must be estimated.
- c. When the Lie at the Original Spot has been Altered
 - (1) In Sand: The lie of the actual or estimated original spot must be re-created as much as possible. If the ball was covered in sand, a small part of the replaced ball may be left visible.
 - (2) Not in Sand: The ball must be placed on the *nearest* spot with a lie most similar to the lie at the actual or estimated original spot. The *nearest* most similar spot must be within one club length of the actual or estimated original spot. It must be no nearer the hole than the actual or estimated original spot and must be in the same area of the *Course*.
- d. When the Ball Will Not Stay on the Spot:

If after two attempts, the ball will not stay on the spot, the ball must be placed on the *nearest* spot where the ball will stay at rest. The *nearest* spot must not be nearer the hole. If the original spot was in the *General Area*, the *nearest* spot must be in the *General Area*. If the original spot was in a *Bunker* or *Penalty Area*, the nearest spot must be in the same *Bunker* or *Penalty Area*. If the original spot was on the *Putting Green*, the *nearest* spot must be on the *Putting Green* or in the *General Area*.

15. Practice

- a. Unless the Committee has stipulated otherwise, practice chipping and putting is allowed on or near the *Putting Green* of the hole just completed and the *Teeing Area* of the next hole
- b. Such practice must not be made from a *Bunker* and must not unreasonably delay play.

16. Identifying Ball

- c. Balls may not be cleaned when lifted for identification, except to the minimum extent required for identification.
- d. The position must first be marked and the ball replaced in the exact same lie.

17. Reminder for Senior Moments:

- e. If your ball was mistakenly played by another player, you must *place* a ball on the spot where it originally lay.
- f. If the lie has been altered, the ball must be placed in the most similar lie within one club-length.
- g. If it is impossible to determine the spot where the ball is to be placed, it must be estimated, but must be in the same area of the *Course*.