

[STROKE PLAY RULES]	
1	<ul style="list-style-type: none"> 1-1 must play the same ball from tee to the hole
3	<ul style="list-style-type: none"> 3-2 failure to hole-out is disqualification (ie: no gimmes) 3-3 doubt as to procedure – may play a 2nd ball but announce first (this is not the same as a provisional ball under Rule 27-2) [after the situation which caused the doubt has arisen, you should, before taking further action, announce your decision to invoke this Rule and the ball with which you will score if the Rules permit. You shall report the fact to the Committee before returning your score card unless the score is the same with both balls; if you do not do so, disqualification]
5	<ul style="list-style-type: none"> 5-3 ball unfit for play visibly cut, cracked, or out of shape (not scratched or scraped) – 1st announce intention to lift, then mark, then examine (no cleaning), give opponents opportunity to examine (failure to comply with procedure 1 stroke penalty)
6	<p>Player's Responsibilities</p> <ul style="list-style-type: none"> 6-6d disqualification for recording a lower score 6-7 undue delay, slow play 2 stroke penalty 6-8c if the ball is lifted without good reason to do so, fails to mark the position of the ball before lifting it, or fails to report the lifting of the ball, then 1 stroke penalty
7	<ul style="list-style-type: none"> 7-1b on the day of competition, cannot practice on the course or test the surface of any putting green (penalty = disqualification) 7-2 you may not hit a practice shot while playing a hole or from any hazard (2 stroke penalty) – a practice swing is not a practice shot
8	<ul style="list-style-type: none"> 8-1 only caddie can give advice on how to play – you cannot give advice to other players – you may ask about rules, the position of hazards, or the flagstick 8-2b can point out a line for putting but in so doing cannot touch the putting green [2 stroke penalty breach Rule 8.1& 8.2]
10	<p>Order of Play</p> <ul style="list-style-type: none"> 10-1c if a competitor plays out of turn, no penalty is incurred and the ball shall be played as it lies 10-4 if a ball is moved in measuring to determine which ball is farther from the hole, no penalty is incurred and the ball shall be replaced
11	<ul style="list-style-type: none"> 11-3 if your ball accidentally falls off the tee in addressing it, you may replace it without penalty
12	<ul style="list-style-type: none"> 12-1 in searching for a ball, can bend and touch long grass, bushes, but only to the extent necessary to identify it – a player is not necessarily entitled to see his ball when playing a stroke In a hazard (bunker or water), can remove enough (and no more) of the sand or leaves to identify the ball 12-2 except in a hazard, you may lift ball to identify it (must tell opponent first, mark, give opportunity to observe) if you lift your ball for identification in a hazard, or clean it more than necessary, you shall incur a penalty of 1 stroke and the ball shall be replaced
13	<ul style="list-style-type: none"> 13-4 cannot move loose impediments in a hazard (water, sand) Exceptions: a player is not to be penalized if he touches the ground in the hazard so long as noting is done which constitutes testing the conditions of the hazard or improves the lie of the ball [2 stroke penalty]
14	<ul style="list-style-type: none"> striking the ball more than once – count the stroke and add a penalty (2 strokes in all); swing and miss is still = a stroke
15	<ul style="list-style-type: none"> 15-3 if you play a wrong ball, 2 stroke penalty, and disqualification if the mistake is not corrected by playing the correct ball before the next tee (if the only stroke played was from a hazard then no penalty) the owner of the wrong ball played can replace their ball
16	<p>The Putting Green</p> <ul style="list-style-type: none"> if any part of your ball is touching the green, it is on 16-1a when your ball is on the green, you may brush away leaves and other loose impediments within your line of put with your hand or a club but do not fan them with a cap or towel, or press down anything/anywhere 16-1d you may not test the green by rolling a ball 16-1f on the putting green, playing a ball while another is in motion = 2 stroke penalty unless it was your turn to play, then no penalty 16-2 ball overhanging hole – reasonable time to reach the ball without undue delay and 10 seconds

17	<p>The Flagstick</p> <ul style="list-style-type: none"> • if your ball is off the green, there is no penalty if you play and strike the flagstick, providing no one is holding the flagstick • if your ball is on the green, either remove or ask another to tend the flagstick – 2 stroke penalty if you hit the flagstick from the green
18	<p>Ball at Rest Moved, Deflected or Stopped</p> <ul style="list-style-type: none"> • 18-1 if the ball is moved by an outside agency (lunch cart, spectator, dog), the player shall incur no penalty and the ball shall be replaced before the player plays another stroke • 18-2a if the player or his caddie lift or moves the ball, or touches it purposely (except with a club in the act of addressing) or causes the ball to move (even accidentally), except as permitted by a Rule or the equipment of the player causes the ball to move, the player shall incur 1 penalty stroke and must move it back before playing • no penalty is incurred if a player accidentally causes his ball to move under the following circumstances: <ul style="list-style-type: none"> - in measuring to determine which ball is further from the hole - in searching for covered ball in a hazard - in removing loose impediment on putting green - in lifting ball to mark it under Rule 20-1 - in placing or replacing ball under Rule 20-3 - in removing a removable obstruction Rule 24-1 • 18-2b once you address the ball, if it moves, move it back then play + 1 penalty stroke • 18-2c if on the fairway (anywhere off the green) you move a loose impediment lying within one club length of the ball and the ball moves, move it back then play + 1 penalty stroke; on the putting green, there is no penalty • 18-5 if a ball is moved by another ball, the moved ball shall be replaced
19	<p>Ball in Motion Deflected or Stopped</p> <ul style="list-style-type: none"> • 19-1 ball hits an outside agency (lunch cart, spectator, dog), called a “rub-of-the-green – play as it lies and no penalty • 19-2b ball hits you, your caddie or your equipment, 2 stroke penalty and play as it lies • 19-4 ball hits fellow competitor, his caddie or his equipment, no penalty –play the ball as it lies • 19-5 if your ball hits another ball and moves it, you must play your ball as it lies. The owner of the other ball must replace it – there is no penalty. However, if your ball is on the green when you played and so is the other ball, 2-stroke penalty.
20	<p>Lifting, Dropping & Placing Ball</p> <ul style="list-style-type: none"> • 20-1 mark ball before lifting otherwise 1 stroke penalty; marker can be moved 1 or more clubhead to one side so as to not interfere with another player • 20-2a when dropping if the ball touches the player, his caddie or equipment, drop again (to drop, stand straight and extend arm at shoulder height) • 20-2c re-drop without penalty when the ball hits the ground and rolls 1) into a hazard, 2) out of a hazard, 3) on the putting green, 4) out of bound, 5) back into the immovable obstruction or ground under repair, etc., 5) more than 2 clublength from where it struck the ground, 6) nearer the hole [if it happens again after 2nd drop, can now just place the ball where it hit the ground on the last/2nd drop] • if a ball when dropped comes to rest and subsequently moves, play as it lies (no penalty) unless the provision of some other Rule apply • 20-5 may tee-up on the teeing ground, must drop on the fairway, must place on the green, otherwise 2 stroke penalty • 20-7 Playing from Wrong Place (read the rule if required)
21	<p>Cleaning the Ball</p> <p>Can clean a ball lifted from the putting green. Elsewhere, a ball may be cleaned when lifted except when it is lifted 1) to determine if it is unfit for play, 2) for identification, 3) because it interferes with play [1 stroke penalty for breach of Rule]</p>

22	<p>Ball Interfering with or Assisting Play</p> <p>a) A player may lift his ball if he considers that his ball might assist any other player or b) have any other ball lifted if he considers that the ball might interfere with his play or assist the play of any another player [a player required to lift his ball may play first rather than lift; cannot clean the ball]</p>
23	<p>Loose Impediments are natural objects such as stones, leaves, twigs, branches, dung, worms and insects and heaps made by them, provided they are not fixed or growing, are not solidly embedded and do not adhere to the ball. Sand and soil/mud are not loose impediments except on the putting green.</p> <ul style="list-style-type: none"> • 23-1 except when both the loose impediment and the ball lie in or touch the same hazard, any loose impediment may be removed [but 1 stroke penalty if the ball moves 18-2c]
24	<p>Obstructions are artificial or man-made objects. Movable – bottle, cans, rakes, Immovable – sprinkler heads, shelter houses, car paths.</p> <ul style="list-style-type: none"> • 24.1 Movable obstructions may be removed – no penalty if ball moves. If ball is on or in the movable obstruction, lift & drop ball (place if on green) – no penalty. • 24-2 Can drop away from an Immovable obstruction if 1) it interferes with your swing, 2) stance, or 3) line of put on the green. Find the nearest point of relief (not nearer the hole and with no more interference) and drop the ball within 1 club-length of that spot (place if on green). No relief if ball is in a water or lateral water hazard, if in bunker must drop in bunker. <p>- Ball lost in an immovable obstruction see Rule 24-2c - Do not pick-up your ball until you have determined the nearest point of relief. - Simulate stroke using club you will most likely use in determining nearest pt of relf. - Objects defining out-of-bounds (walls, fences, stakes) are not obstructions (don't move) - Can Clean the Ball under rule 24.</p>
25	<p>Abnormal Ground Conditions is casual water (rain puddle or over-watering), ground under repair, burrowing animal</p> <ul style="list-style-type: none"> • 25.1 same relief as under Rule 24-2 above, plus under penalty of 1 stroke, outside the bunker (see additional provisions under the rule) • 25.1c lost ball – if you can determine where it entered the area (otherwise lost ball under Rule 27), drop a ball within 1 club-length • 25.2 an Embedded Ball in its own pitch mark in the ground in any closely mown area on the fairway may be lifted, cleaned and dropped without penalty as near as possible to the spot but not nearer to the hole • Wrong Putting Green – drop within 1 club-length of the nearest point of relief without penalty, not in a hazard, not on a putting green, nor nearer the hole.
26	<ul style="list-style-type: none"> • Water Hazard yellow stakes or lines, Lateral Water Hazard red stakes or lines. A ball is in a water hazard when it touches any part of it. Stakes are movable obstructions. Play as it lies, or under penalty of 1 stroke: • 26:1 replay from as near as possible from spot last played; or drop from behind point of entry as far back as you wish keeping a straight line between the entry and the hole; or if lateral wh drop within 2 clublength from entry no nearer hole
27	<p>Ball Lost, Out of Bounds, Provisional Ball</p> <p>Ball Lost if cannot find in 5 minutes Out of Bounds if all the ball lies outside the nearest inside point of the stakes or fence (if a line, the line itself is out of bounds); under penalty of 1 stroke:</p> <ul style="list-style-type: none"> • 27.1 replay from as near as possible from spot last played • 27.2 Provisional Ball – must 1st announce and play before search begins
28	<p>Unplayable: The player is the sole judge as to whether the ball is unplayable. Under penalty of 1 stroke (can clean the ball):</p> <ul style="list-style-type: none"> • a) replay from as near as possible from spot last played; b) drop 2 club length no closer to hole; or c) keep the unplayable lie between where you drop the ball and the hole, go back as far as you wish on a straight line and drop and play the ball • if the unplayable lie is in a bunker, a b or c above is ok but if b or c, must drop in the bunker