# NEW RULES OF GOLF



in association with



#### LOCAL RULES:



#### Pace of Play Policy

- Please Limit Yourself to 2-3 Questions
- Please Keep Questions to the Topic Being Discussed
- No "What if " Questions
- Focus of Presentation is on the New Rules
- -Happy to Answer any Questions After Presentation



## Putting Green



- Almost all damage can be repaired
- No penalty for accidentally moving a ball or ball marker
- Once a ball is replaced, it "owns" that spot and must be replaced if it moves
- Wrong Putting Green, relief from stance as well as lie
- Flag may be left in



#### Clubs



 Cannot replace even if damaged during normal course of play

#### Exceptions:

- Natural Forces
- Outside Influence
- Can use the damaged club for remainder of round
- Can carry a non-conforming club as long as it is not used



Ball



• Cut or cracked, no longer out of round



## Dropping



- New procedure
- No dropping in a specific spot, always a relief area
- Ball must now stay in Relief Area or Drop Zone



## Substituting Ball



 When taking relief of any kind you can use ANY ball



## Equipment



- Now includes anything worn, used or carried
- No penalty for hitting equipment



#### Bunkers



- May now move loose impediments
- Still cannot ground club
- Can now remove ball from bunker by taking an unplayable lie with an extra (2) Penalty shots



#### Ball Moved



- Must be replaced
- No penalty if <u>accidentally moved during</u> <u>search</u>



## Penalty Areas



- Does not have to include water
- Can ground club
- Can move loose impediments
- Can take practice swings



## Ball in Motion



- Double hit
- Accidental deflection
- Hitting player or equipment



#### AREAS OF THE COURSE

The 5 Areas of the Course



The <u>course</u> is divided into **five defined areas**. Play of the game from each area has its own unique <u>privileges</u> and <u>restrictions</u>.

- The teeing area
- The general area
- Bunkers
- Penalty areas
- The putting green



#### AREAS OF THE COURSE

When an Area is Part of the General Area



- The general area is one of the five defined areas on the course and includes the majority of places on it:
  - all fairways,
  - the rough,
  - wooded areas (except when marked as a penalty area),
  - areas of tall unmaintained grass (except when marked as a penalty area) and,
  - naturally sandy areas, including deserts (except when marked as a penalty area).





#### AREAS OF THE COURSE

When an Area is not Part of the General Area



The only places on the course that are **NOT** part of the **general area** are those defined as one of the other four areas.

- The teeing area of the hole you are playing,
- the putting green of the hole you are playing,
- all bunkers, and
- all penalty areas.





Measuring Club Length



- Which club do you use to measure?
- Your longest club (excluding your putter) defines club-lengths when taking relief.
- For most players, this will be your driver.



For this player, the driver is the club that defines club-lengths when taking relief.



Dropping a Ball in the "Right Way"



#### How to Drop a Ball in the "Right Way"

- The ball must be dropped...
  - by the player,
  - straight down,
  - from knee height,
  - in the relief area.
- The ball must not...
  - strike the player or equipment <u>before</u> it hits the ground,
  - be thrown, spun, rolled or dropped in any other way to influence where the ball will come to rest.



This player has dropped the ball in the "right way."



Where Dropped Ball Must Come to Rest

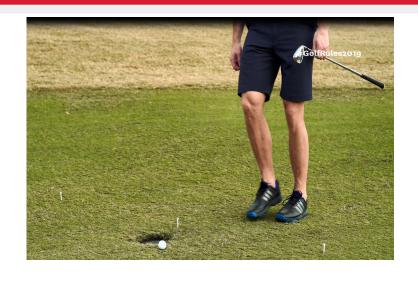




After dropping in the "right way," this ball must come to rest in the relief area.

When to Re-Drop Ball





#### **Re-Dropping**

- After dropping your ball in the "right way," if it comes to rest outside the relief area, drop in the "right way" a second time.
- If your second drop done the "right way" comes to rest in the relief area, play the ball as it lies.
- A ball dropped the "wrong way" does not count as one of your two drops

Placing Your Ball After Dropping in the "Right Way"



After two drops made in the **right way if the ball** finishes outside of the **relief area**:

The player shall

- Place a ball
- Where your second drop hit the ground



This golfer has dropped her ball the "right way" twice, and both times her ball came to rest outside the relief area. She is now placing the ball on the spot where her ball hit the ground on her second drop.



Replacing Ball When Spot Unknown



Estimate the spot where the ball was at rest and replace it on the spot.

Common Rules that require replacing the ball when the ball was moved is:

- During search
- Accidentally on the putting green
- By another player
- By another ball at rest



This player's ball was lifted by another player. She estimated where the ball was at rest and replaced it on that spot.



Unplayable Ball Relief



You can use the unplayable ball relief options if your ball lies:

- 1. In the general area,
- 2. In a bunker,
- 3. In the teeing area, or
- 4. On the putting green.

This is NOT an option when your ball is in a penalty area.

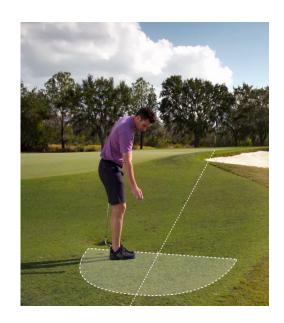


 Unplayable relief is NOT an option when your ball lies in a penalty area.

Relief Options for Ball Unplayable in General Area









Lateral Relief- The Reference Point is the ball, and the player gets 2 club lengths no nearer the hole

Back-on-the-Line Relief for Ball Unplayable in General Area



For one penalty-stroke, you may take back-on-the-line relief.

- 1. Identify the ball is yours. You must find your ball.
- In the general area, pick a point on a straight line keeping the point where the ball lies between you and the flagstick. This is your reference point.
- 3. Drop a ball within one club-length of the reference point, in the general area and not nearer the hole. This is the **relief area**.



 The highlighted area is the relief area. This is where a ball must be dropped.

Lateral Relief for Ball Unplayable in General Area



For one penalty-stroke, you may take lateral relief.

- 1. Identify your ball.... This is your reference point.
- 2. In the general area, drop a ball within two club-lengths of the reference point and not nearer the hole.

This is the relief area.



 The highlighted area is the relief area. This is where a ball must be dropped.

#### **BUNKER RELIEF PROCEDURES**

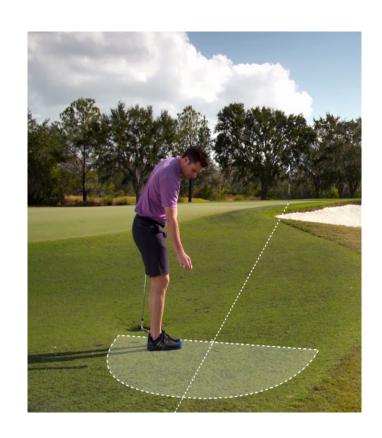
Relief Option for Ball Unplayable in a Bunker



Back-on-the-line Relief is your only option.

With an additional 1 stroke penalty (2 strokes total).

- 1.In the general area, pick a point on a straight line keeping the point where the ball lies between you and the flagstick. This is your **reference point**.
- 3. Drop a ball within one club-length of the reference point, in the general area and not nearer the hole. This is the **relief area**.



Recognizing Abnormal Course Conditions



Abnormal course conditions are **any** of these things:

- animal holes,
- ground under repair,
- immovable obstruction, or
- temporary water



A ball rests on an immovable obstruction



Temporary water accumulates on a hole



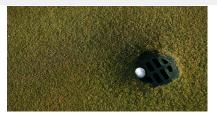
Ground under repair

#### **Abnormal Course Condition Relief**



Interference from an abnormal course condition exists when:

- Your ball touches or is in or on an abnormal course condition.
- An abnormal course condition physically interferes with your area of intended stance or intended swing.
- Your ball is on the putting green and an abnormal course condition on or off the putting green intervenes on your line of play.



Ball lies **on** an immovable obstruction



Player's **stance** has interference from an immovable obstruction



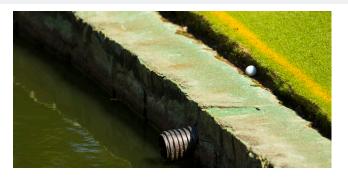
Temporary water on the putting green may intervene on **line of play** 

Abnormal Course Condition Relief



Relief from an abnormal course condition is **NOT** allowed when:

- Your ball is in a penalty area.
- The abnormal course condition is out of bounds.
- It is clearly unreasonable to play the ball:
  - Because of something other than an abnormal course condition.
  - Because you chose a club, type of stance or swing or direction of play that is clearly unreasonable.



Ball in penalty area not entitled to relief



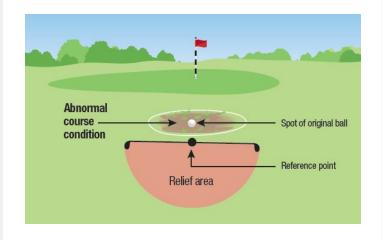
Unreasonable stroke not entitled to relief

Abnormal Course Condition Relief



When taking relief from an abnormal course condition in the general area, you must follow these steps:

- 1. Identify a **reference point**. (Nearest point of Complete Relief)
- 2. Measure **one club-length** from the reference point (which must be in the general area)
- 3. Drop in the **relief area**



#### NEAREST POINT OF COMPLETE RELIEF



## The reference point for taking free relief from

- an **abnormal course** condition (Rule 16.1),
- dangerous animal condition (Rule 16.2),
- wrong green (Rule 13.1f) or
- **no play zone** (Rules 16.1f and 17.1e), or
- in taking relief under certain Local Rules.





# Estimating this reference point **requires** the player to **identify** the

- · Choice of club
- Stance
- Swing
- Line of play

He or she would have used for that **stroke**.





# The player **does not** need to simulate that **stroke**

 by taking an actual stance and swinging with the chosen club

(**But** it is recommended that the player normally do this to help in making an accurate estimate).





It is the estimated point where the ball would lie that is:

- Nearest to the ball's original spot, but not nearer the hole than that spot,
- In the required area of the course, and

Where the condition does not interfere

- with the stroke the player would have made
- from the original spot
- if the condition was not there





# The nearest point of complete relief relates

- solely to the <u>particular condition</u>
   from which relief is being taken and
- may be in a location where there is interference by something else...



Movable Obstructions



#### An artificial object that can be moved

- · With reasonable effort, and
- Without damaging the course or obstruction



This irrigation flag is a movable obstruction.



This rake is a movable obstruction.



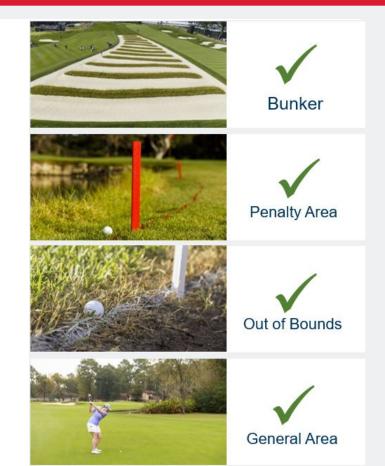
This sign is a movable obstruction.

Removing a Movable Obstruction



**Movable obstructions** can be moved anywhere

• On or off the course.



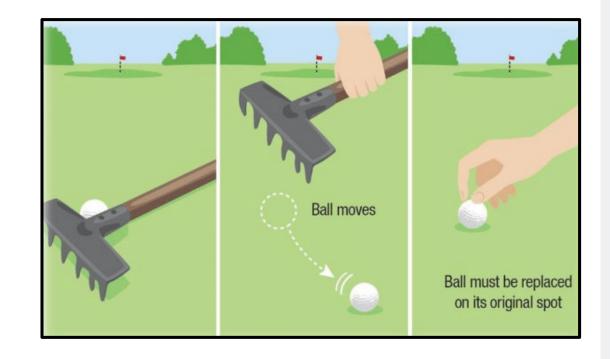
Ball Moved While Removing a Movable Obstruction



If your ball moves while you remove a **movable obstruction** 

There is no penalty

You must replace the ball



**Embedded Ball** 



Your ball is embedded only if:

• It is in its **own pitch-mark** made as a result of your previous stroke.

- Part of the ball is **below** the level of the ground.
  - Your ball does not necessarily have to touch soil to be embedded.



Part of the ball (embedded in its own pitch-mark) is below the level of the ground.



Ball is embedded
Despite the fact that
the ball is not touching
the soil, part of the ball
(embedded in its own
pitch-mark) is below
the level of the ground.



Ball is NOT embedded Even though the ball is sitting down in the grass, relief is not available because no part of the ball is below the level of the ground.

**Embedded Ball Relief** 



Free relief is available

ANYWHERE in the general area for an embedded ball.

There is no free relief in

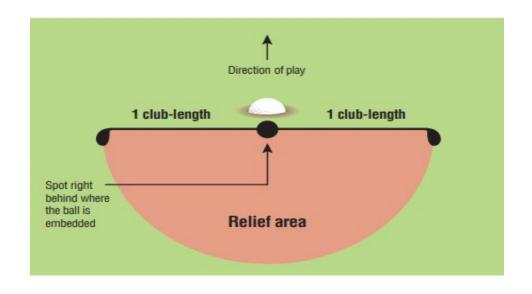
- bunkers,
- · penalty areas, or
- naturally sandy areas in the general area.



This ball is in its own pitch-mark and part of it lies below the level of the ground, therefore it's embedded.

How to Take Embedded Ball Relief





Drop within one <u>club-length</u> of the spot right behind where the ball was embedded not nearer the hole. The relief area must be in the general area. Ball must stay in the relief area.

# **BUNKERS**

#### Loose Impediments in Bunkers



Loose impediments anywhere on (or off) the course, may be **touched** or **removed without penalty**.

- Including when your ball and the loose impediment are in the same bunker.
- If you move a loose impediment in a bunker and cause your ball to move:
  - You get a one stroke penalty and
  - must replace the ball.



# **BUNKERS**

#### Restrictions on Touching Sand in the Bunkers



When your ball is in a bunker, you get a penalty if you:

- Test the condition of the sand to learn information for your next stroke with:
  - your hand
  - a club
  - a rake or
  - any other object
- Touch the sand with a club:
  - right behind (or in front of) your ball
  - as you make a practice swing or
  - as you make your backswing for a stroke



#### Restrictions on Touching Sand in the Bunkers



It is **not a penalty** to touch the sand in a bunker when you:

- dig in with your feet to take a stance for a practice swing or your next stroke
- lean on a club to rest, stay balanced or prevent a fall
- place (or toss) your club(s), equipment (including your golf bag), a rake, or other objects in the bunker
- take actions permitted by Rules such as measuring, marking, lifting, replacing, etc.
- smooth the bunker to care for the course
- strike the sand in frustration or anger (even though this is considered poor etiquette)



Places on the course where your ball often is not found or when found, is typically very difficult or impossible to play.

**Any body of water** on the course, including:

- a sea
- a lake
- a pond
- a river
- a ditch
- a surface drainage ditch
- any other open watercourse (even if not containing water at the time).









**Any other area** on the course marked or defined by the <u>Committee</u> as a penalty area, including:

- deserts
- densely wooded or over-grown areas
- jungles
- lava rock fields
- areas of tall unmaintained grasses







#### Ways Penalty Areas Can Be Marked



Penalty areas should be identified by one of three means:

- -Stakes
- -Painted Lines
- -Physical Features

They help you see where a penalty area is from a distance.

They let you know the number of penalty relief options you have.

They allow you to figure out where the outer edge of the penalty area is.







#### Ways Penalty Areas Can Be Marked



#### Stakes:

- **straight lines from stake to stake** using the outside edge at ground level to determine the outer edge of the penalty area
- the stakes are in the penalty area

#### Painted Lines:

- the outside edge of the line is the outer edge of the penalty area
- the entire line is inside the penalty area

#### Physical Features:

- examples: a beach, desert area, retaining wall, fence, mow line between different height grasses
- the <u>Committee</u> specifies how the outer edge of the penalty area is defined (look for this information in course local rules, on your score card, some other notice)

#### When Are You Allowed to Take Penalty Area Relief



You **may** take penalty area relief when:

1. Your ball **lies in** a penalty area, or

2. You have **knowledge or virtual certainty** that your ball is in a penalty area (even if you can't find it).





#### When Are You Allowed to Take Penalty Area Relief



Having knowledge or **virtual certainty** means:

 There is conclusive evidence that your ball is in the penalty area, or

 It is 95% or more likely that your ball is in the penalty area (even if there is a small degree of doubt).





#### **Red Penalty** Area Relief Options

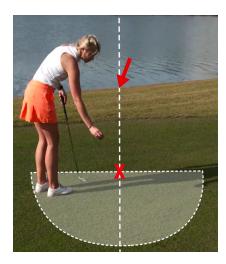


# Stroke and Distance Relief



Dropping within one club-length of where the previous stroke was made.

# Back-on-the-Line Relief



Dropping on the line between where the ball last entered the penalty area and the flagstick behind the penalty area.

#### **Lateral Relief**

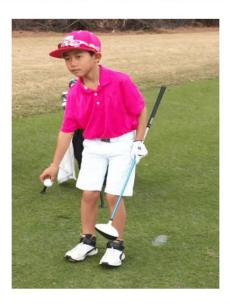


Dropping within two club-lengths of where the ball last entered the penalty area.

#### Yellow Penalty Area Relief Options

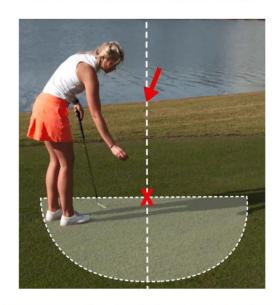


#### Stroke and Distance Relief



Dropping within one club-length of where the previous stroke was made.

#### Back-on-the-Line Relief



Dropping on the line between where the ball last entered the penalty area and the flagstick behind the penalty area.



#### Loose Impediments Defined



Loose Impediments are **natural objects**, that are:

- not attached to anything,
- no longer part of something growing,
- not solidly embedded in the ground, and (that cannot be easily picked out of the ground)
- not sticking to your ball.









Without penalty, you are allowed to move them out of your way no matter where they are, on or off the course.

#### Loose Impediments Defined



#### **Common examples** of loose impediments:

- stones,
- loose grass,
- leaves,
- branches and sticks, and
- · pine needles and pine cones.

#### **Other items** that are also loose impediments include:

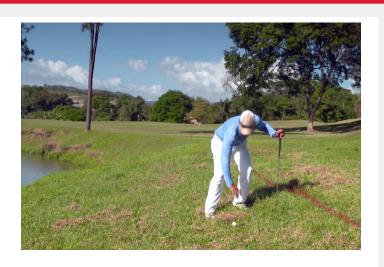
- worms, insects and spiders (living or dead) and the mounds and webs made by them,
- clumps of soil and sand (but not loose soil or sand), and
- animal waste and dead animals.

#### Touching or Moving Loose Impediments in Penalty Area



Loose impediments in a penalty area may be touched or removed without penalty.

- Including when your ball and the loose impediment are in the same penalty area.
- If you move a loose impediment in a penalty area and cause your ball to move:
  - ✓ you get a penalty of one stroke and
  - ✓ must replace the ball.



#### Touching the Ground in a Penalty Area



You can touch the ground in a penalty area at <u>any time</u>.

#### Including when:

- Making practice swings
- Grounding club in front of or behind ball

#### But, you cannot improve:

- The lie of the ball,
- The area of your stance, or
- The area of your swing.



 He may touch the ground in the penalty area at any time.

#### When Your Ball is Considered Holed



Your ball is holed when it is at rest

- · In the hole, and
- The entire ball is below the surface of the putting green.



 The entire ball is at rest below the surface of the putting green and is in the hole, so it considered holed.

#### When Your Ball is Considered Holed



For the special case of your ball resting against the flagstick in the hole, your ball is treated as holed if

 Any part of the ball is below the surface of the putting green.



 Part of the ball is below the surface of the putting green, so the ball is treated as holed.

#### Repair Damage to Putting Green



- Without penalty, you may repair damage to the putting green caused by:
  - o people
  - o animals
  - artificial objects
  - o natural objects.
- Natural imperfections on the putting green must NOT be repaired

Repair must be done promptly.





#### Repair Damage to Putting Green



Examples of damage to the putting green you may repair are:

- Ball marks
- Shoe damage (such as scrapes, indentations and spike marks)
- Scrapes and indentations caused by the flagstick or players' equipment
- Old hole plugs, turf plugs and sod seams
- Maintenance vehicle and maintenance tool damage
- Animal tracks and hoof indentations
- Indentations caused by embedded objects (such as acorns, stones, tees)











#### Repair Damage to Putting Green



Examples of natural imperfections on the putting green you are NOT allowed to repair are:

- Grass growth issues, such as bare, uneven or diseased areas
- Occasional maintenance imperfections like aeration holes and grooves made from vertical mowing
- Natural wear to the hole
- Imperfections caused by rainfall or irrigation
- Surface imperfections caused by weeds, other plants and natural objects





#### Accidental Movement on the Putting Green



# No penalty for accidentally moving your ball or ball-marker on the putting green.

Examples include accidentally:

- Bumping the ball with your club
- Dropping the ball on the ball-marker
- Moving the ball while picking up your ball-marker
- Kicking the ball while repairing damage on the putting green





#### Ball on Putting Green Moved by Wind or No Apparent Cause



If your ball on the putting green is moved by

- wind, or
- no apparent cause (gravity)

You have marked, lifted and replaced the ball,

- replace the ball on its original spot,
- with no penalty

If you have **NOT** marked, lifted and replaced the ball,

- · play from the new position,
- with no penalty



The player must replace her ball without penalty because it was moved by wind after she marked, lifted and replaced it.



Ball Hits the Flagstick in the Hole



You can decide whether to **leave the flagstick in the hole** when making a stroke.

- Such a stroke may be made from:
  - The putting green or
  - Another part of the course





Ball Hits the Flagstick in the Hole



- There is no penalty if your ball hits the flagstick in the hole.
- If your ball is deflected by the flagstick and not holed, play your the ball as it lies.



#### Pointing Out a Line on the Putting Green



#### Before you putt, you or your caddie may:

- Touch the putting green to point out:
  - Where you should aim, or
  - How your putt will break
- Do so using:
  - o A hand,
  - o A foot, or
  - Anything you are holding (flagstick, club)
- However, you or your caddie may NOT set down any object on or off the putting green to show your aim or break, even if it is removed before you putt.





#### Pointing Out a Line on the Putting Green



#### When you putt:

- Your caddie must not deliberately stand in a location on or close to your line of play:
  - o To help you, or
  - To do anything else to point out
    - Where you should aim, or
    - How your putt will break
- However, your caddie may attend the flagstick for you.



Provisional Ball



You may play a provisional ball if your ball might be

- Out of bounds, or
- Lost anywhere other than in a penalty area



 This player may play a provisional ball if his original ball might be out of bounds or lost somewhere other than a penalty area.

#### Procedure for Playing a Provisional Ball



When you want to play a provisional ball, you must follow **one requirement** before making a stroke:

Announce your intention to play a provisional ball

You **MUST** use the word "provisional" or otherwise **clearly indicate** that you are playing a provisional ball.



 This player cannot find his ball, and will announce his intention to play a provisional ball before making his next stroke.

#### Procedure for Playing a Provisional Ball



# **Examples that clearly indicate a provisional ball:**

- I'm playing a provisional ball.
- I'm playing a ball under Rule 18/3.

- Examples that DO NOT clearly indicate a provisional ball:
- I'm going to re-load.
- I'm going to play another.
- No announcement

#### When to Abandon a Provisional Ball



You find your original ball within three minutes

 Your provisional ball MUST be abandoned

 You may play your original ball, or proceed under the Rules

- 2. Your original ball is known or virtually certain to be in a penalty area
- Your provisional ball MUST be abandoned

 You may play your original ball or proceed under an applicable option of the penalty area Rule (Rule 17)

Searching for Your Ball



You have **THREE** minutes to search for your ball before it becomes lost.

 If the search begins and is temporarily interrupted for a good reason, the time between the interruption and search resumption does not count in your 3 minutes.

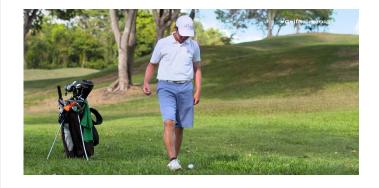


Ball Accidentally Moved During Search



If you **accidentally** cause your ball to move while **fairly searching** for it, there is no penalty

You must replace the ball



A player accidentally steps on his ball during search.



#### Lifting Your Ball to Identify It



If a ball might be yours but cannot be identified as it lies:

- You may lift the ball to identify it (including by rotating it), but:
  - The spot of the ball must first be marked
  - The ball must not be cleaned more than needed to identify it (except on the putting green)
- If the lifted ball is your ball or another player's ball, it must be replaced on its original spot.
- If you
  - Lift your ball when not reasonably necessary to identify it (except on the putting green),
  - Fail to mark the spot of the ball before lifting it or
  - Clean it when not allowed
  - You get one penalty stroke.



#### SUBSTITUTING A BALL

When You May Substitute a Ball



#### When You Can Substitute a New Ball

- Any time you take either penalty or free relief:
- Examples include:
  - Under penalty from a penalty area, for a lost ball or ball out of bounds
  - Without penalty for a ball in ground under repair, casual water, a cart path (abnormal course condition), and an embedded ball in the general area.

# When You Cannot Substitute a New Ball

- When you have to replace your ball on its original spot.
- Examples include:
  - replacing your ball on the putting green
  - replacing your ball after accidentally moving it during search.



#### **BALL MOVED**

#### Ball Moved by Wind or No Apparent Cause



#### If your ball lies in

- The general area,
- A bunker, or
- A penalty area,

And is moved by

- Wind, or
- No apparent cause (e.g., gravity),

You must play the ball as it lies and get no penalty.



High winds on the course has cause this player's ball to blow off its original lie in the general area. He will now play the ball on its current lie without penalty.

## **BALL MOVED**

#### Ball Moved by Outside Influence



If your ball is moved by an **outside influence**, you

Must replace the ball with no penalty



The iguana is an outside influence. There's no penalty if it moves your ball and you must replace the ball.

# **BALL HITS PLAYER**

Ball Hits You or Your Equipment



If your ball accidentally strikes you or your equipment, there is no penalty

 If this happens, play it from its new spot.



#### **PLAYING A SECOND BALL**

#### Procedure for Playing Two Balls



If you decide to play two balls in stroke play because you are uncertain of the correct procedure:

- You have to do this before you play your ball.
- You should let another player know which ball you want to count **before** playing either ball.
  - If you don't, the Rules assume you want the first ball you play to be the one you want to count.
- Before you turn in your scorecard, you
   MUST tell the <u>Committee</u> you played two
   balls, even if you think you scored the same
   with both balls.
  - If you don't, you are automatically disqualified.



# RESTRICTIONS ON CADDIES STANDING BEHIND PLAYERS



Once you **begin taking your stance** for a stroke and **until the stroke is made**:

- Your caddie cannot deliberately stand on or near an extension of your line of play.
- If the player backs out of their stance, and the caddie moves off of the line of play a penalty can be avoided
- Penalty for such deliberate action is the general penalty.



This player will get a penalty because his caddie is deliberately standing close to an extension of his line of play while he begins to take his stance.



# **RULE 21.2b Scoring in Maximum Score**



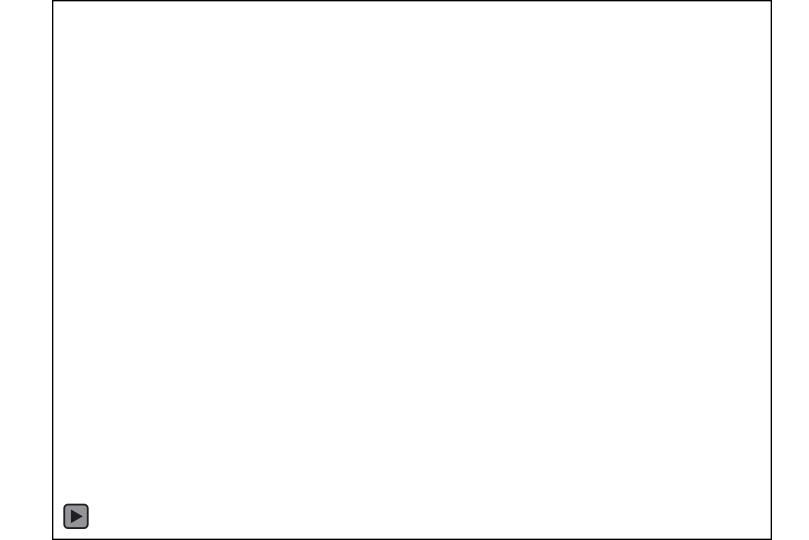
<u>Player's Score on Hole.</u> A Player's score for a hole is based on the player's number of strokes (including *strokes* made and penalty strokes), except that the player will get only the maximum score even if the actual score exceeds the maximum.

A player who does not *hole out* under the Rules for any reason gets the maximum score for the hole.

To help pace of play, players are encourage to stop playing a hole when their score has reached the maximum.

The hole is completed when the player *holes out*, chooses not to do so or when his or her score has reached the maximum.







# QUESTIONS?

