



RULES OF GOLF

As Approved by
The Royal and Ancient Golf Club
of St. Andrews, Scotland
and the
United States Golf Association

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FOREWORD

To the 2000 Edition of the Rules of Golf

The Royal and Ancient Golf Club of St. Andrews and the United States Golf Association, in consultation with other golfing bodies from throughout the world, have carried out their customary quadrennial review of the Rules of Golf and have adopted this new code, which is effective from 1st January 2000.

As in previous years, substantive changes have been kept to a minimum, but a number of Rules have been amended or re-drafted in continuance of the policy of making the Rules of Golf as clear as possible. In addition, Appendix I relating to Local Rules and Conditions of Competition, has been re-written in an attempt to help Committees deal with local abnormal conditions and establish appropriate competition conditions. The principal changes are summarised on pages 10-12.

The Royal and Ancient Golf Club of St. Andrews and the United States Golf Association will continue their close liaison in all matters concerning the Rules and their respective and mutual efforts to preserve and enhance the integrity of the game and its Rules. Both organisations would like to record their appreciation of the valuable assistance which they have received from other golfing bodies throughout the world.

We take this opportunity of thanking, most sincerely, our respective Committees and all those who have helped us in our endeavours.



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HOW TO USE THE RULE BOOK

UNDERSTAND THE WORDS

The Rules book is written in a very precise and deliberate fashion. You should be aware of and understand the following differences in word use.

- may = optional
- should = recommendation
- shall/must = instruction (and penalty if not carried out)
- a ball = you may substitute another ball (e.g. Rules 26, 27 or 28)
- the ball = you may not substitute another ball
(e.g. Rules 24-2 or 25-1)

KNOW THE DEFINITIONS

There are over forty defined terms and these form the foundation around which the Rules of play are written. A good knowledge of the defined terms (which are italicised throughout the book) is very important to the correct application of the Rules.

WHICH RULE APPLIES?

The Contents pages may help you find the relevant Rule, alternatively there is an Index at the back of the book.

WHAT IS THE RULING?

To answer any question on the Rules you must first establish the facts of the case. To do so, you should identify:

1. The form of play (e.g. match play or stroke play, single, foursome or four-ball?)
2. Who is involved (e.g. the player, his partner or caddie, an outside agency?)
3. Where the incident occurred (e.g. on the teeing ground, in a bunker or water hazard, on the putting green or elsewhere on the course).

In some cases it might also be necessary to establish:

- 4 The player's intentions (e.g. what was he doing and what does he want to do?)
- 5 Any subsequent events (e.g. the player has returned his score card or the competition has closed).

REFER TO THE BOOK

It is recommended that you carry a Rule book in your golf bag and use it whenever a question arises. If in doubt, play the course as you find it and play the ball as it lies. Once back in the Clubhouse, reference to *Decisions on the Rules of Golf* should help resolve any outstanding queries.

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PRINCIPAL CHANGES INTRODUCED IN THE 2000 CODE DEFINITIONS

Ground Under Repair

Amended to state that a ball off the ground but in a bush or tree rooted in ground under repair is in ground under repair.

Nearest Point of Relief

A new Definition to reflect the recommended procedure for determining the nearest point of relief from an ‘immovable obstruction’, an ‘abnormal ground condition’ and a ‘wrong putting green’.

RULES

Rule 4. Clubs

Previously the Rules on clubs were contained in Rule 4 and Appendix II. The specifications on clubs have been repositioned in Appendix II and Rule 4 restructured accordingly.

Rule 4-3. Damage

A new Rule to consolidate all references to a damaged club (previously Rules 4-1g, 4-2 and 4-4a referred) and to clarify the player’s options when a club is damaged.

Rule 6-8. Discontinuance of Play

Rule 6-8c has been amended to state that a player may lift his ball without penalty only if the Committee has suspended play or there is a good reason to lift it. Rule 6-8d has been added to clarify the procedure when play is resumed.

Rule 13-2. Improving Lie, Area of Intended Stance or Swing, or Line of Play

Expanded to cover the improvement of the area of the player’s intended stance and the prohibited actions to include removing dew, frost or water.

Rule 14-2. Assistance

Amended to state that a player must not allow his caddie, partner or partner’s caddie to stand on or close to an extension of the “line of play” or “line of putt” behind the

ball while he is making a stroke anywhere on the course. Previously, this prohibition was limited to the putting green under Rule 16-1, which has been restructured accordingly.

Rule 14-3. Artificial Devices and Unusual Equipment

The permission to apply tape or gauze to a grip during a stipulated round, other than for repair, has been withdrawn to eliminate the conflict between this Rule and Rule 4-2 which prohibits changing the playing characteristics of a club during the stipulated round.

Rule 20-2c. Dropping and Re-Dropping

Clause (vii) has been amended to include reference to the 'nearest point of relief' and the point of maximum available relief. Therefore, a dropped ball must be re-dropped if it rolls and comes to rest nearer the hole than these points.

Rule 24-2b. Immovable Obstruction

Amended to incorporate the new Definition of Nearest Point of Relief. Also, the prohibition against crossing over, through or under the obstruction in determining the 'nearest point of relief' has been eliminated, except that a Committee may re-introduce such a prohibition by Local Rule when the nature of a particular obstruction would warrant it.

Rule 24-2c. Immovable Obstruction - Ball Lost

Amended to state that if a ball is lost in an immovable obstruction, the ball is deemed to lie at the spot where it last entered the obstruction and Rule 24-2b is then applied in relation to a ball so positioned.

Rule 25-1b. Abnormal Ground Conditions

Amended to incorporate the new Definitions of Abnormal Ground Conditions, Burrowing Animal and Nearest Point of Relief. The consolidation of the relief procedures has been made possible by denying relief from ground under repair in a water hazard.

Also, the relief procedure in a bunker has been amended so that if complete relief is available, the player may lift the ball and drop it within one club-length of the 'nearest

point of relief'. It will be only if complete relief is not possible that the player will drop the ball at the nearest point of maximum available relief (i.e. without a one club-length dropping area).

Rule 25-1c. Abnormal Ground Conditions - Ball Lost
Amended for clarity and consistency with Rule 24-2c.

Rule 27. Ball Lost or Out of Bounds; Provisional Ball
Amended for clarity.

Rule 32-1. Bogey, Par and Stableford Competitions

A Note has been added to Rules 32-1a and 32-1b to clarify the penalty for a breach of Rule 6-7 (Undue Delay; Slow Play).

Rule 33-2d. The Course - Course Unplayable

The reference to resumption of play has been deleted; see Rule 6-8d.

APPENDIX I Local Rules and Conditions of Competition

Substantially amended to create an Appendix which is the same in the R&A's and the USGA's Rules books. The principal changes are the inclusion of sections on, and recommended wordings of Local Rules for, Environmentally-Sensitive Areas and Temporary Obstructions. Also, there is an expanded section on Preferred Lies and new sections on How to Decide Ties and Draws for Match Play.

APPENDIX II Design of Clubs

Substantially amended and restructured to incorporate the specifications previously contained in Rule 4. Other principal changes include:

- the adjustability clause (Clause 1.b) is amended for clarity.
- the clause concerning 'spring-like' effect (Clause 5.a) refers to a new test protocol.

APPENDIX III The Ball

Re-numbered for consistency with Appendix II.

Also, the specifications in the Rules on Initial Velocity and Overall Distance have been deleted. However, in effect, neither the Rules nor their interpretation have been changed as the specifications have been re-positioned in the appropriate test protocols kept on file.

THE RULES OF GOLF

SECTION I — ETIQUETTE

Courtesy on the Course

Safety

Prior to playing a stroke or making a practice swing, the player should ensure that no one is standing close by or in a position to be hit by the club, the ball or any stones, pebbles, twigs or the like which may be moved by the stroke or swing.

Consideration for Other Players

The player who has the honour should be allowed to play before his opponent or fellow-competitor tees his ball.

No one should move, talk or stand close to or directly behind the ball or the hole when a player is addressing the ball or making a stroke.

No player should play until the players in front are out of range.

Pace of Play

In the interest of all, players should play without delay.

If a player believes his ball may be lost outside a water hazard or out of bounds, to save time, he should play a provisional ball.

Players searching for a ball should signal the players behind them to pass as soon as it becomes apparent that the ball will not easily be found. They should not search for five minutes before doing so. They should not continue play until the players following them have passed and are out of range.

When the play of a hole has been completed, players should immediately leave the putting green.

If a match fails to keep its place on the course and loses

Etiquette. more than one clear hole on the players in front, it should invite the match following to pass.

Priority on the Course

In the absence of special rules, two-ball matches should have precedence over and be entitled to pass any three- or four-ball match, which should invite them through.

A single player has no standing and should give way to a match of any kind.

Any match playing a whole round is entitled to pass a match playing a shorter round.

Care of the Course

Holes in Bunkers

Before leaving a bunker, a player should carefully fill up and smooth over all holes and footprints made by him.

Repair Divots, Ball-Marks and Damage by Spikes

A player should ensure that any divot hole made by him and any damage to the putting green made by a ball is carefully repaired. On completion of the hole by all players in the group, damage to the putting green caused by golf shoe spikes should be repaired.

Damage to Greens — Flagsticks, Bags, etc.

Players should ensure that, when putting down bags or the flagstick, no damage is done to the putting green and that neither they nor their caddies damage the hole by standing close to it, in handling the flagstick or in removing the ball from the hole. The flagstick should be properly replaced in the hole before the players leave the putting green. Players should not damage the putting green by leaning on their putters, particularly when removing the ball from the hole.

Golf Carts

Local notices regulating the movement of golf carts should be strictly observed.

Damage Through Practice Swings

In taking practice swings, players should avoid causing damage to the course, particularly the tees, by removing divots.

Section II — DEFINITIONS

The Definitions are placed in alphabetical order and some are also repeated at the beginning of their relevant Rule.

In the Rules themselves, defined terms *which may be important to the application of a Rule are italicised the first time they appear.*

Abnormal Ground Conditions

An “abnormal ground condition” is any *casual water, ground under repair* or hole, cast or runway on the *course* made by a *burrowing animal*, a reptile or a bird.

Addressing the Ball

A player has “addressed the ball” when he has taken his *stance* and has also grounded his club, except that in a *hazard* a player has addressed the ball when he has taken his stance.

Advice

“Advice” is any counsel or suggestion which could influence a player in determining his play, the choice of a club or the method of making a *stroke*.

Information on the *Rules* or on matters of public information, such as the position of *hazards* or the *flagstick* on the *putting green*, is not advice.

Ball Deemed to Move

See “Move or Moved”.

Ball Holed

See “Holed”.

Ball Lost

See “Lost Ball”.

Ball in Play

A ball is “in play” as soon as the player has made a *stroke* on

Defs. the *teeing ground*. It remains in play until holed out, except when it is *lost*, *out of bounds* or lifted, or another ball has been substituted whether or not such substitution is permitted; a ball so substituted becomes the ball in play.

Bunker

A “bunker” is a *hazard* consisting of a prepared area of ground, often a hollow, from which turf or soil has been removed and replaced with sand or the like. Grass-covered ground bordering or within a bunker is not part of the bunker. The margin of a bunker extends vertically downwards, but not upwards. A ball is in a bunker when it lies in or any part of it touches the bunker.

Burrowing Animal

A “burrowing animal” is an animal that makes a hole for habitation or shelter, such as a rabbit, mole, ground hog, gopher or salamander.

Note: A hole made by a non-burrowing animal, such as a dog, is not an *abnormal ground condition* unless marked or declared as *ground under repair*.

Caddie

A “caddie” is one who carries or handles a player’s clubs during play and otherwise assists him in accordance with the *Rules*.

When one caddie is employed by more than one player, he is always deemed to be the caddie of the player whose ball is involved, and *equipment* carried by him is deemed to be that player’s *equipment*, except when the caddie acts upon specific directions of another player, in which case he is considered to be that other player’s caddie.

Casual Water

“Casual water” is any temporary accumulation of water on the *course* which is visible before or after the player takes his *stance* and is not in a *water hazard*. Snow and natural ice, other than frost, are either casual water or *loose impediments*, at the option of the player. Manufactured ice is

an *obstruction*. Dew and frost are not casual water. A ball is in casual water when it lies in or any part of it touches the casual water.

Committee

The “Committee” is the committee in charge of the competition or, if the matter does not arise in a competition, the committee in charge of the *course*.

Competitor

A “competitor” is a player in a stroke competition. A “fellow-competitor” is any person with whom the competitor plays. Neither is *partner* of the other.

In stroke play foursome and four-ball competitions, where the context so admits, the word “competitor” or “fellow-competitor” includes his partner.

Course

The “course” is the whole area within which play is permitted (see Rule 33-2).

Equipment

“Equipment” is anything used, worn or carried by or for the player except any ball he has played at the hole being played and any small object, such as a coin or a tee, when used to mark the position of a ball or the extent of an area in which a ball is to be dropped. Equipment includes a golf cart, whether or not motorised. If such a cart is shared by two or more players, the cart and everything in it are deemed to be the equipment of the player whose ball is involved except that, when the cart is being moved by one of the players sharing it, the cart and everything in it are deemed to be that player’s equipment.

Note: A ball played at the hole being played is equipment when it has been lifted and not put back into play.

Fellow-Competitor

See “Competitor”.

Defs. Flagstick

The “flagstick” is a movable straight indicator, with or without bunting or other material attached, centred in the hole to show its position. It shall be circular in cross-section.

Forecaddie

A “forecaddie” is one who is employed by the *Committee* to indicate to players the position of balls during play. He is an *outside agency*.

Ground Under Repair

“Ground under repair” is any part of the *course* so marked by order of the *Committee* or so declared by its authorised representative. It includes material piled for removal and a hole made by a greenkeeper, even if not so marked.

All ground and any grass, bush, tree or other growing thing within the ground under repair is part of the ground under repair. The margin of ground under repair extends vertically downwards, but not upwards. Stakes and lines defining ground under repair are in such ground. Such stakes are *obstructions*. A ball is in ground under repair when it lies in or any part of it touches the ground under repair.

Note 1: Grass cuttings and other material left on the *course* which have been abandoned and are not intended to be removed are not ground under repair unless so marked.

Note 2: The *Committee* may make a Local Rule prohibiting play from ground under repair or an environmentally-sensitive area which has been defined as ground under repair.

Hazards

A “hazard” is any *bunker* or *water hazard*.

Hole

The “hole” shall be 4¹/₄ inches (108 mm) in diameter and at least 4 inches (100 mm) deep. If a lining is used, it shall be sunk at least 1 inch (25 mm) below the *putting green* surface unless the nature of the soil makes it impracticable to do so; its outer diameter shall not exceed 4¹/₄ inches (108 mm).

Holed

A ball is “holed” when it is at rest within the circumference of the *hole* and all of it is below the level of the lip of the hole.

Honour

The player who is to play first from the *teeing ground* is said to have the “honour”.

Lateral Water Hazard

A “lateral water hazard” is a *water hazard* or that part of a water hazard so situated that it is not possible or is deemed by the *Committee* to be impracticable to drop a ball behind the water hazard in accordance with Rule 26-1b.

That part of a water hazard to be played as a lateral water hazard should be distinctively marked. A ball is in a lateral water hazard when it lies in or any part of it touches the lateral water hazard.

Note 1: Lateral water hazards should be defined by red stakes or lines.

Note 2: The *Committee* may make a Local Rule prohibiting play from an environmentally-sensitive area which has been defined as a lateral water hazard.

Note 3: The *Committee* may define a lateral water hazard as a water hazard.

Line of Play

The “line of play” is the direction which the player wishes his ball to take after a *stroke*, plus a reasonable distance on either side of the intended direction. The line of play extends vertically upwards from the ground, but does not extend beyond the *hole*.

Line of Putt

The “line of putt” is the line which the player wishes his ball to take after a *stroke* on the *putting green*. Except with respect to Rule 16-1e, the line of putt includes a reasonable distance on either side of the intended line. The line of putt does not extend beyond the *hole*.

Defs. Loose Impediments

“Loose impediments” are natural objects such as stones, leaves, twigs, branches and the like, dung, worms and insects and casts or heaps made by them, provided they are not fixed or growing, are not solidly embedded and do not adhere to the ball.

Sand and loose soil are loose impediments on the *putting green*, but not elsewhere.

Snow and natural ice, other than frost, are either *casual water* or loose impediments, at the option of the player. Manufactured ice is an *obstruction*.

Dew and frost are not loose impediments.

Lost Ball

A ball is “lost” if:

- a. It is not found or identified as his by the player within five minutes after the player’s *side* or his or their *caddies* have begun to search for it; or
- b. The player has put another ball into play under the *Rules*, even though he may not have searched for the original ball; or
- c. The player has played any *stroke* with a *provisional ball* from the place where the original ball is likely to be or from a point nearer the hole than that place, whereupon the provisional ball becomes the *ball in play*.

Time spent in playing a *wrong ball* is not counted in the five-minute period allowed for search.

Marker

A “marker” is one who is appointed by the *Committee* to record a *competitor’s* score in stroke play. He may be a *fellow-competitor*. He is not a *referee*.

Matches

See “Sides and Matches”.

Move or Moved

A ball is deemed to have “moved” if it leaves its position and comes to rest in any other place.

Nearest Point of Relief

The “nearest point of relief” is the reference point for taking relief without penalty from interference by an immovable *obstruction* (Rule 24-2), an *abnormal ground condition* (Rule 25-1) or a *wrong putting green* (Rule 25-3).

It is the point on the *course*, nearest to where the ball lies, which is not nearer the hole and at which, if the ball were so positioned, no interference (as defined) would exist.

Note: The player should determine his nearest point of relief by using the club with which he expects to play his next stroke to simulate the address position and swing for such stroke.

Observer

An “observer” is one who is appointed by the *Committee* to assist a *referee* to decide questions of fact and to report to him any breach of a *Rule*. An observer should not attend the flagstick, stand at or mark the position of the hole, or lift the ball or mark its position.

Obstructions

An “obstruction” is anything artificial, including the artificial surfaces and sides of roads and paths and manufactured ice, except:

- a. Objects defining *out of bounds*, such as walls, fences, stakes and railings;
- b. Any part of an immovable artificial object which is *out of bounds*; and
- c. Any construction declared by the *Committee* to be an integral part of the course.

An obstruction is a movable obstruction if it may be moved without unreasonable effort, without unduly delaying play and without causing damage. Otherwise, it is an immovable obstruction.

Note: The *Committee* may make a Local Rule declaring a movable obstruction to be an immovable obstruction.

Defs. Out of Bounds

“Out of bounds” is beyond the boundaries of the *course* or any part of the course so marked by the *Committee*.

When out of bounds is defined by reference to stakes or a fence, or as being beyond stakes or a fence, the out of bounds line is determined by the nearest inside points of the stakes or fence posts at ground level excluding angled supports.

Objects defining out of bounds such as walls, fences, stakes and railings, are not *obstructions* and are deemed to be fixed.

When out of bounds is defined by a line on the ground, the line itself is out of bounds.

The out of bounds line extends vertically upwards and downwards.

A ball is out of bounds when all of it lies out of bounds.

A player may stand out of bounds to play a ball lying within bounds.

Outside Agency

An “outside agency” is any agency not part of the match or, in stroke play, not part of the competitor’s *side*, and includes a *referee*, a *marker*, an *observer* and a *forecaddie*. Neither wind nor water is an outside agency.

Partner

A “partner” is a player associated with another player on the same *side*.

In a threesome, foursome, best-ball or four-ball match, where the context so admits, the word “player” includes his partner or partners.

Penalty Stroke

A “penalty stroke” is one added to the score of a player or *side* under certain *Rules*. In a threesome or foursome, penalty strokes do not affect the order of play.

Provisional Ball

A “provisional ball” is a ball played under Rule 27-2 for a

ball which may be *lost* outside a *water hazard* or may be out of bounds. **Defs.**

Putting Green

The “putting green” is all ground of the hole being played which is specially prepared for putting or otherwise defined as such by the *Committee*. A ball is on the putting green when any part of it touches the putting green.

Referee

A “referee” is one who is appointed by the *Committee* to accompany players to decide questions of fact and apply the *Rules*. He shall act on any breach of a Rule which he observes or is reported to him.

A referee should not attend the flagstick, stand at or mark the position of the hole, or lift the ball or mark its position.

Rub of the Green

A “rub of the green” occurs when a ball in motion is accidentally deflected or stopped by any *outside agency* (see Rule 19-1).

Rule or Rules

The term “Rule” includes:

- a. The Rules of Golf;
- b. Any Local Rules made by the *Committee* under Rule 33-8a and Appendix I; and
- c. The specifications on clubs and the ball in Appendices II and III.

Sides and Matches

Side: A player, or two or more players who are *partners*.

Single: A match in which one plays against another.

Threesome: A match in which one plays against two, and each side plays one ball.

Foursome: A match in which two play against two, and each side plays one ball.

Three-ball: A match play competition in which three play against one another, each playing his own ball. Each player is playing two distinct matches.

Defs. Best-ball: A match in which one plays against the better ball of two or the best ball of three players.

Four-ball: A match in which two play their better ball against the better ball of the two other players.

Stance

Taking the “stance” consists in a player placing his feet in position for and preparatory to making a *stroke*.

Stipulated Round

The “stipulated round” consists of playing the holes of the course in their correct sequence unless otherwise authorised by the *Committee*. The number of holes in a stipulated round is 18 unless a smaller number is authorised by the *Committee*. As to extension of stipulated round in match play, see Rule 2-3.

Stroke

A “stroke” is the forward movement of the club made with the intention of fairly striking at and moving the ball, but if a player checks his downswing voluntarily before the clubhead reaches the ball he is deemed not to have made a stroke.

Teeing Ground

The “teeing ground” is the starting place for the hole to be played. It is a rectangular area two club-lengths in depth, the front and the sides of which are defined by the outside limits of two tee-markers. A ball is outside the teeing ground when all of it lies outside the teeing ground.

Through the Green

“Through the green” is the whole area of the *course* except:

- a. The *teeing ground* and *putting green* of the hole being played; and
- b. All *hazards* on the course.

Water Hazard

A “water hazard” is any sea, lake, pond, river, ditch, surface drainage ditch or other open water course (whether or not containing water) and anything of a similar nature.

All ground or water within the margin of a water hazard is part of the water hazard. The margin of a water hazard extends vertically upwards and downwards. Stakes and lines defining the margins of water hazards are in the hazards. Such stakes are *obstructions*. A ball is in a water hazard when it lies in or any part of it touches the water hazard.

Note 1: Water hazards (other than *lateral water hazards*) should be defined by yellow stakes or lines.

Note 2: The *Committee* may make a Local Rule prohibiting play from an environmentally-sensitive area which has been defined as a water hazard.

Wrong Ball

A “wrong ball” is any ball other than the player’s:

- a. *Ball in play*,
- b. *Provisional ball*, or
- c. Second ball played under Rule 3-3 or Rule 20-7b in stroke play.

Note: Ball in play includes a ball substituted for the ball in play whether or not such substitution is permitted.

Wrong Putting Green

A “wrong putting green” is any *putting green* other than that of the hole being played. Unless otherwise prescribed by the *Committee*, this term includes a practice putting green or pitching green on the *course*.

Section III — THE RULES OF PLAY

THE GAME

Rule 1. The Game

1-1. General

The Game of Golf consists in playing a ball from the *teeing ground* into the *hole* by a *stroke* or successive strokes in accordance with the *Rules*.

Rule 1-2. Exerting Influence on Ball

1/2 No player or caddie shall take any action to influence the position or the movement of a ball except in accordance with the *Rules*.

(Removal of movable obstructions - see Rule 24-1.)

PENALTY FOR BREACH OF RULE 1-2:

Match play — Loss of hole; Stroke play — Two strokes.

Note: In the case of a serious breach of Rule 1-2, the *Committee* may impose a penalty of disqualification.

1-3. Agreement to Waive Rules

Players shall not agree to exclude the operation of any *Rule* or to waive any penalty incurred.

PENALTY FOR BREACH OF RULE 1-3:

Match play – Disqualification of both sides;

Stroke play – Disqualification of competitors concerned.

(Agreeing to play out of turn in stroke play – see Rule 10-2c.)

1-4. Points Not Covered by Rules

If any point in dispute is not covered by the *Rules*, the decision shall be made in accordance with equity.

Rule 2. Match Play

2-1. Winner of Hole; Reckoning of Holes

In match play the game is played by holes.

Except as otherwise provided in the *Rules*, a hole is won by the side which holes its ball in the fewer strokes. In a handicap match the lower net score wins the hole.

The reckoning of holes is kept by the terms: so many “holes up” or “all square”, and so many “to play”.

A side is “dormie” when it is as many holes up as there are holes remaining to be played.

2-2. Halved Hole

A hole is halved if each side holes out in the same number of strokes.

When a player has holed out and his opponent has been left with a stroke for the half, if the player thereafter incurs a penalty, the hole is halved.

2-3. Winner of Match

A match (which consists of a *stipulated round*, unless otherwise decreed by the *Committee*) is won by the side which is leading by a number of holes greater than the number of holes remaining to be played.

The *Committee* may, for the purpose of settling a tie, extend the stipulated round to as many holes as are required for a match to be won.

2-4. Concession of Next Stroke, Hole or Match

When the opponent's ball is at rest or is deemed to be at rest under Rule 16-2, the player may concede the opponent to have holed out with his next *stroke* and the ball may be removed by either side with a club or otherwise.

A player may concede a hole or a match at any time prior to the conclusion of the hole or the match.

Concession of a stroke, hole or match may not be declined or withdrawn.

2-5. Claims

In match play, if a doubt or dispute arises between the players and no duly authorised representative of the *Committee* is available within a reasonable time, the players shall continue the match without delay. Any claim, if it is to be considered by the *Committee*, must be made before any player in the match plays from the next *teeing ground* or, in the case of the last hole of the match, before all players in the match leave the *putting green*.

No later claim shall be considered unless it is based on facts previously unknown to the player making the claim and the player making the claim had been given wrong information (Rules 6-2a and 9) by an opponent. In any

Rule 2/3 case, no later claim shall be considered after the result of the match has been officially announced, unless the Committee is satisfied that the opponent knew he was giving wrong information.

2-6. General Penalty

The penalty for a breach of a *Rule* in match play is loss of hole except when otherwise provided.

Rule 3. Stroke Play

3-1. Winner

The competitor who plays the *stipulated round* or rounds in the fewest strokes is the winner.

3-2. Failure to Hole Out

If a competitor fails to hole out at any hole and does not correct his mistake before he plays a *stroke* from the next *teeing ground* or, in the case of the last hole of the round, before he leaves the *putting green*, **he shall be disqualified.**

3-3. Doubt as to Procedure

a. Procedure

In stroke play only, when during play of a hole a competitor is doubtful of his rights or procedure, he may, without penalty, play a second ball. After the situation which caused the doubt has arisen, the competitor should, before taking further action, announce to his *marker* or a *fellow-competitor* his decision to invoke this Rule and the ball with which he will score if the *Rules* permit.

The competitor shall report the facts to the *Committee* before returning his score card unless he scores the same with both balls; if he fails to do so, **he shall be disqualified.**

b. Determination of Score for Hole

If the *Rules* allow the procedure selected in advance by the

competitor, the score with the ball selected shall be his score for the hole.

If the competitor fails to announce in advance his decision to invoke this Rule or his selection, the score with the original ball or, if the original ball is not one of the balls being played, the first ball put into play shall count if the Rules allow the procedure adopted for such ball.

Note 1: If a competitor plays a second ball, *penalty strokes* incurred solely by playing the ball ruled not to count and *strokes* subsequently taken with that ball shall be disregarded.

Note 2: A second ball played under Rule 3-3 is not a *provisional ball* under Rule 27-2.

3-4. Refusal to Comply with a Rule

If a competitor refuses to comply with a *Rule* affecting the rights of another competitor, **he shall be disqualified.**

3-5. General Penalty

The penalty for a breach of a *Rule* in stroke play is two strokes except when otherwise provided.

CLUBS AND THE BALL

The Royal and Ancient Golf Club of St. Andrews reserves the right to change the *Rules* and make and change the interpretations relating to clubs, balls and other implements at any time.

Rule 4. Clubs

A player in doubt as to the conformity of a club should consult the Royal and Ancient Golf Club of St. Andrews.

A manufacturer should submit to the Royal and Ancient Golf Club of St. Andrews a sample of a club which is to be manufactured for a ruling as to whether the club conforms

Rule 4 with the *Rules*. If a manufacturer fails to submit a sample before manufacturing and/or marketing the club, the manufacturer assumes the risk of a ruling that the club does not conform to the *Rules*. Any sample submitted to the Royal and Ancient Golf Club of St. Andrews will become its property for reference purposes.

4-1. Form and Make of Clubs

a. General

The player's clubs shall conform with this Rule and the provisions, specifications and interpretations set forth in Appendix II.

b. Wear and Alteration

A club which conforms with the *Rules* when new is deemed to conform after wear through normal use. Any part of a club which has been purposely altered is regarded as new and must, in its altered state, conform with the *Rules*.

4-2. Playing Characteristics Changed and Foreign Material

a. Playing Characteristics Changed

During a *stipulated round*, the playing characteristics of a club shall not be purposely changed by adjustment or by any other means.

b. Foreign Material

Foreign material must not be applied to the club face for the purpose of influencing the movement of the ball.

PENALTY FOR BREACH OF RULE 4-1 or -2:
Disqualification.

4-3. Damaged Clubs: Repair and Replacement

a. Damage in Normal Course of Play

If, during a *stipulated round*, a player's club is damaged in the normal course of play, he may:

- (i) use the club in its damaged state for the remainder of the *stipulated round*; or
- (ii) without unduly delaying play, repair it or have it repaired; or
- (iii) as an additional option available only if the club is unfit for play, replace the damaged club with any club. The replacement of a club must not unduly delay play and must not be made by borrowing any club selected for play by any other person playing on the *course*.

PENALTY FOR BREACH OF RULE 4-3a:

See Penalty Statement for Rule 4-4a or b.

Note: A club is unfit for play if it is substantially damaged, e.g. the shaft breaks into pieces or the clubhead becomes loose, detached or significantly deformed. A club is not unfit for play solely because the shaft is bent, the club's lie or loft has been altered or the clubhead is scratched.

b. Damage Other Than in Normal Course of Play

If, during a *stipulated round*, a player's club is damaged other than in the normal course of play rendering it non-conforming or changing its playing characteristics, the club shall not subsequently be used or replaced during the round.

c. Damage Prior to Round

A player may use a club damaged prior to a round provided the club, in its damaged state, conforms with the *Rules*.

Damage to a club which occurred prior to a round may be repaired during the round, provided the playing characteristics are not changed and play is not unduly delayed.

PENALTY FOR BREACH OF RULE 4-3b or c:

Disqualification.

(Undue delay – see Rule 6-7.)

Rule 4-4. Maximum of Fourteen Clubs

4 a. Selection and Addition of Clubs

The player shall start a *stipulated round* with not more than fourteen clubs. He is limited to the clubs thus selected for that round except that, if he started with fewer than fourteen clubs, he may add any number provided his total number does not exceed fourteen.

The addition of a club or clubs must not unduly delay play (Rule 6-7) and must not be made by borrowing any club selected for play by any other person playing on the course.

b. Partners May Share Clubs

Partners may share clubs, provided that the total number of clubs carried by the partners so sharing does not exceed fourteen.

PENALTY FOR BREACH OF RULE 4-4a or b,
REGARDLESS OF NUMBER OF EXCESS CLUBS CARRIED:
Match play — At the conclusion of the hole at which the breach is discovered, the state of the match shall be adjusted by deducting one hole for each hole at which a breach occurred. Maximum deduction per round: two holes.
Stroke play — Two strokes for each hole at which any breach occurred; maximum penalty per round: four strokes.
Bogey and par competitions — Penalties as in match play.
Stableford competitions — see Note 1 to Rule 32-1b.

c. Excess Club Declared Out of Play

Any club carried or used in breach of this Rule shall be declared out of play by the player immediately upon discovery that a breach has occurred and thereafter shall not be used by the player during the round.

PENALTY FOR BREACH OF RULE 4-4c:
Disqualification.

5-1. General

The ball the player uses shall conform to requirements specified in Appendix III.

Note: The *Committee* may require, in the conditions of a competition (Rule 33-1), that the ball the player uses must be named on the current List of Conforming Golf Balls issued by the Royal and Ancient Golf Club of St. Andrews.

5-2. Foreign Material

Foreign material must not be applied to a ball for the purpose of changing its playing characteristics.

PENALTY FOR BREACH OF RULE 5-1 or 5-2:
Disqualification.

5-3. Ball Unfit for Play

A ball is unfit for play if it is visibly cut, cracked or out of shape. A ball is not unfit for play solely because mud or other materials adhere to it, its surface is scratched or scraped or its paint is damaged or discoloured.

If a player has reason to believe his ball has become unfit for play during the play of the hole being played, he may during the play of such hole lift his ball without penalty to determine whether it is unfit.

Before lifting the ball, the player must announce his intention to his opponent in match play or his *marker* or a *fellow-competitor* in stroke play and mark the position of the ball. He may then lift and examine the ball without cleaning it and must give his opponent, marker or fellow-competitor an opportunity to examine the ball.

If he fails to comply with this procedure, **he shall incur a penalty of one stroke.**

If it is determined that the ball has become unfit for play during play of the hole being played, the player may

Rule 5/6 substitute another ball, placing it on the spot where the original ball lay. Otherwise, the original ball shall be replaced.

If a ball breaks into pieces as a result of a *stroke*, the stroke shall be cancelled and the player shall play a ball without penalty as nearly as possible at the spot from which the original ball was played (see Rule 20-5).

***PENALTY FOR BREACH OF RULE 5-3:**

Match play — Loss of hole; Stroke play — Two strokes.

*If a player incurs the general penalty for breach of Rule 5-3, no additional penalty under the Rule shall be applied.

Note: If the opponent, marker or fellow-competitor wishes to dispute a claim of unfitness, he must do so before the player plays another ball.

(Cleaning ball lifted from putting green or under any other Rule — see Rule 21.)

PLAYER'S RESPONSIBILITIES

Rule 6. The Player

Definition

A **marker** is one who is appointed by the *Committee* to record a *competitor's* score in stroke play. He may be a *fellow-competitor*. He is not a *referee*.

6-1. Rules; Conditions of Competition

The player is responsible for knowing the *Rules* and the conditions under which the competition is to be played (Rule 33-1).

6-2. Handicap

a. Match Play

Before starting a match in a handicap competition, the players should determine from one another their respective

handicaps. If a player begins the match having declared a higher handicap which would affect the number of strokes given or received, **he shall be disqualified**; otherwise, the player shall play off the declared handicap.

b. Stroke Play

In any round of a handicap competition, the competitor shall ensure that his handicap is recorded on his score card before it is returned to the *Committee*. If no handicap is recorded on his score card before it is returned, or if the recorded handicap is higher than that to which he is entitled and this affects the number of strokes received, **he shall be disqualified** from the handicap competition; otherwise, the score shall stand.

Note: It is the player's responsibility to know the holes at which handicap strokes are to be given or received.

6-3. Time of Starting and Groups

a. Time of Starting

The player shall start at the time laid down by the *Committee*.

b. Groups

In stroke play, the competitor shall remain throughout the round in the group arranged by the *Committee* unless the *Committee* authorises or ratifies a change.

PENALTY FOR BREACH OF RULE 6-3: Disqualification.

(Best-ball and four-ball play — see Rules 30-3a and 31-2.)

Note: The *Committee* may provide in the conditions of a competition (Rule 33-1) that, if the player arrives at his starting point, ready to play, within five minutes after his starting time, in the absence of circumstances which warrant waiving the penalty of disqualification as provided in Rule 33-7, the penalty for failure to start on time is **loss**

Rule 6 of the first hole in match play or two strokes at the first hole in stroke play instead of disqualification.

6-4. Caddie

The player may have only one *caddie* at any one time, **under penalty of disqualification.**

For any breach of a *Rule* by his caddie, the player incurs the applicable penalty.

6-5. Ball

The responsibility for playing the proper ball rests with the player. Each player should put an identification mark on his ball.

6-6. Scoring in Stroke Play

a. Recording Scores

After each hole the *marker* should check the score with the competitor and record it. On completion of the round the marker shall sign the card and hand it to the competitor. If more than one marker records the scores, each shall sign for the part for which he is responsible.

b. Signing and Returning Card

After completion of the round, the competitor should check his score for each hole and settle any doubtful points with the *Committee*. He shall ensure that the *marker* has signed the card, countersign the card himself and return it to the *Committee* as soon as possible.

PENALTY FOR BREACH OF RULE 6-6b:
Disqualification.

c. Alteration of Card

No alteration may be made on a card after the competitor has returned it to the *Committee*.

d. Wrong Score for Hole

The competitor is responsible for the correctness of the

score recorded for each hole on his card. If he returns a score for any hole lower than actually taken, **he shall be disqualified**. If he returns a score for any hole higher than actually taken, the score as returned shall stand.

Note 1: The *Committee* is responsible for the addition of scores and application of the handicap recorded on the card — see Rule 33-5.

Note 2: In four-ball stroke play, see also Rule 31-4 and -7a.

6-7. Undue Delay; Slow Play

The player shall play without undue delay and in accordance with any pace of play guidelines which may be laid down by the *Committee*. Between completion of a hole and playing from the next *teeing ground*, the player shall not unduly delay play.

PENALTY FOR BREACH OF RULE 6-7:

Match play — Loss of hole; Stroke play — Two strokes.

Bogey and par competitions — See Note 2 to Rule 32-1a.

Stableford competitions — See Note 2 to Rule 32-1b.

For subsequent offence — Disqualification.

Note 1: If the player unduly delays play between holes, he is delaying the play of the next hole and, except for bogey, par and Stableford competitions (see Rule 32), the penalty applies to that hole.

Note 2: For the purpose of preventing slow play, the *Committee* may, in the conditions of a competition (Rule 33-1), lay down pace of play guidelines including maximum periods of time allowed to complete a stipulated round, a hole or a stroke.

In stroke play only, the *Committee* may, in such a condition, modify the penalty for a breach of this Rule as follows:

First offence – One stroke;

Second offence – Two strokes.

For subsequent offence – Disqualification.

Rule 6-8. Discontinuance of Play; Resumption of Play

6 a. When Permitted

The player shall not discontinue play unless:

- (i)** the *Committee* has suspended play;
- (ii)** he believes there is danger from lightning;
- (iii)** he is seeking a decision from the *Committee* on a doubtful or disputed point (see Rules 2-5 and 34-3);
or
- (iv)** there is some other good reason such as sudden illness.

Bad weather is not of itself a good reason for discontinuing play.

If the player discontinues play without specific permission from the *Committee*, he shall report to the *Committee* as soon as practicable. If he does so and the *Committee* considers his reason satisfactory, the player incurs no penalty. Otherwise, **the player shall be disqualified.**

Exception in match play: Players discontinuing match play by agreement are not subject to disqualification unless by so doing the competition is delayed.

Note: Leaving the course does not of itself constitute discontinuance of play.

b. Procedure When Play Suspended by Committee

When play is suspended by the *Committee*, if the players in a match or group are between the play of two holes, they shall not resume play until the *Committee* has ordered a resumption of play. If they are in the process of playing a hole, they may continue provided they do so without delay. If they choose to continue, they shall discontinue either before or immediately after completing the hole.

The players shall resume play when the *Committee* has ordered a resumption of play.

**PENALTY FOR BREACH OF RULE 6-8b:
Disqualification.**

Note: The *Committee* may provide in the conditions of a competition (Rule 33-1) that, in potentially dangerous situations, play shall be discontinued immediately following a suspension of play by the *Committee*. If a player fails to discontinue play immediately, he shall be disqualified unless circumstances warrant waiving such penalty as provided in Rule 33-7.

c. Lifting Ball When Play Discontinued

When a player discontinues play of a hole under Rule 6-8a, he may lift his ball without penalty only if the *Committee* has suspended play or there is a good reason to lift it. Before lifting the ball the player must mark its position. If the player discontinues play and lifts his ball without specific permission from the *Committee*, when reporting to the *Committee* (Rule 6-8a), he shall, at that time, report the lifting of the ball.

If the player lifts the ball without a 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, he shall incur a penalty of one stroke.

d. Procedure When Play Resumed

Play shall be resumed from where it was discontinued, even if resumption occurs on a subsequent day. The player shall, either before or when play is resumed, proceed as follows:

- (i) if the player has lifted the ball, he shall, provided he was entitled to lift it under Rule 6-8c, place a ball on the spot from which the original ball was lifted. Otherwise, the original ball must be replaced;
- (ii) if the player entitled to lift his ball under Rule 6-8c has not done so, he may lift, clean and replace the ball, or substitute a ball on the spot from which the original ball was lifted. Before lifting the ball he must mark its position; or
- (iii) if the player's ball or ball-marker is moved (including

Rule 6/7 by wind or water) while play is discontinued, a ball or ball-marker shall be placed on the spot from which the original ball or ball-marker was moved.
(Spot not determinable - see Rule 20-3c.)

*PENALTY FOR BREACH OF RULE 6-8d:

Match play — Loss of hole; Stroke play — Two strokes.

* If a player incurs the general penalty for a breach of Rule 6-8d, no additional penalty under Rule 6-8c shall be applied.

Rule 7. Practice

Definition

The **course** is the whole area within which play is permitted (see Rule 33-2).

7-1. Before or Between Rounds

a. Match Play

On any day of a match play competition, a player may practise on the competition *course* before a round.

b. Stroke Play

On any day of a stroke competition or play-off, a competitor shall not practise on the competition *course* or test the surface of any *putting green* on the course before a round or play-off. When two or more rounds of a stroke competition are to be played over consecutive days, a competitor shall not practise between those rounds on any competition course remaining to be played, or test the surface of any putting green on such course.

Exception: Practice putting or chipping on or near the first *teeing ground* before starting a round or play-off is permitted.

PENALTY FOR BREACH OF RULE 7-1b:
Disqualification.

Note: The *Committee* may in the conditions of a competition (Rule 33-1) prohibit practice on the competition course on any day of a match play competition or permit practice on the competition course or part of the course (Rule 33-2c) on any day of or between rounds of a stroke competition.

7-2. During Round

A player shall not play a practice *stroke* either during the play of a hole or between the play of two holes except that, between the play of two holes, the player may practise putting or chipping on or near the *putting green* of the hole last played, any practice putting green or the *teeing ground* of the next hole to be played in the round, provided such practice stroke is not played from a hazard and does not unduly delay play (Rule 6-7).

Strokes played in continuing the play of a hole, the result of which has been decided, are not practice strokes.

Exception: When play has been suspended by the *Committee*, a player may, prior to resumption of play, practise (a) as provided in this Rule, (b) anywhere other than on the competition *course* and (c) as otherwise permitted by the *Committee*.

PENALTY FOR BREACH OF RULE 7-2:

Match play — Loss of hole; Stroke play — Two strokes.

In the event of a breach between the play of two holes, the penalty applies to the next hole.

Note 1: A practice swing is not a practice *stroke* and may be taken at any place, provided the player does not breach the *Rules*.

Note 2: The *Committee* may prohibit practice on or near the *putting green* of the hole last played.

Rule 8. Advice; Indicating Line of Play**Definitions**

Advice is any counsel or suggestion which could influence a player in determining his play, the choice of a club or the method of making a *stroke*.

Information on the *Rules* or on matters of public information, such as the position of *hazards* or the *flagstick* on the *putting green*, is not advice.

The **line of play** is the direction which the player wishes his ball to take after a *stroke*, plus a reasonable distance on either side of the intended direction. The line of play extends vertically upwards from the ground, but does not extend beyond the *hole*.

8-1. Advice

During a *stipulated round*, a player shall not give *advice* to anyone in the competition except his partner and may ask for advice only from his partner or either of their caddies.

8-2. Indicating Line of Play**a. Other Than on Putting Green**

Except on the *putting green*, a player may have the *line of play* indicated to him by anyone, but no one shall be positioned by the player on or close to the line or an extension of the line beyond the hole while the *stroke* is being played. Any mark placed during the play of a hole by the player or with his knowledge to indicate the line shall be removed before the *stroke* is played.

Exception: Flagstick attended or held up — see Rule 17-1.

b. On the Putting Green

When the player's ball is on the *putting green*, the player, his partner or either of their caddies may, before but not during the *stroke*, point out a line for putting, but in so

doing the putting green shall not be touched. No mark shall be placed anywhere to indicate a line for putting. **Rule 8/9**

PENALTY FOR BREACH OF RULE:

Match play — Loss of hole; Stroke play — Two strokes.

Note: The *Committee* may, in the conditions of a team competition (Rule 33-1), permit each team to appoint one person who may give *advice* (including pointing out a line for putting) to members of that team. The *Committee* may lay down conditions relating to the appointment and permitted conduct of such person, who must be identified to the *Committee* before giving advice.

Rule 9. Information as to Strokes Taken

9-1. General

The number of *strokes* a player has taken shall include any penalty strokes incurred.

9-2. Match Play

A player who has incurred a penalty shall inform his opponent as soon as practicable, unless he is obviously proceeding under a *Rule* involving a penalty and this has been observed by his opponent. If he fails so to inform his opponent, he shall be deemed to have given wrong information, even if he was not aware that he had incurred a penalty.

An opponent is entitled to ascertain from the player, during the play of a hole, the number of strokes he has taken and, after play of a hole, the number of strokes taken on the hole just completed.

If during the play of a hole the player gives or is deemed to give wrong information as to the number of strokes taken, he shall incur no penalty if he corrects the mistake before his opponent has played his next stroke. If the player fails so to correct the wrong information, **he shall lose the hole.**

Rule 9/10 If after play of a hole the player gives or is deemed to give wrong information as to the number of strokes taken on the hole just completed and this affects the opponent's understanding of the result of the hole, he shall incur no penalty if he corrects his mistake before any player plays from the next *teeing ground* or, in the case of the last hole of the match, before all players leave the *putting green*. If the player fails so to correct the wrong information, **he shall lose the hole.**

9-3. Stroke Play

A competitor who has incurred a penalty should inform his *marker* as soon as practicable.

<p>ORDER OF PLAY Rule 10. Order of Play</p>
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Definition

The player who is to play first from the *teeing ground* is said to have the **honour**.

10-1. Match Play

a. Teeing Ground

The side which shall have the *honour* at the first *teeing ground* shall be determined by the order of the draw. In the absence of a draw, the honour should be decided by lot.

The side which wins a hole shall take the honour at the next teeing ground. If a hole has been halved, the side which had the honour at the previous teeing ground shall retain it.

b. Other Than on Teeing Ground

When the balls are *in play*, the ball farther from the hole shall be played first. If the balls are equidistant from the hole, the ball to be played first should be decided by lot.

Exception: Rule 30-3c (best-ball and four-ball match play).

c. Playing Out of Turn

If a player plays when his opponent should have played, the opponent may immediately require the player to cancel the stroke so played and, in correct order, play a ball without penalty as nearly as possible at the spot from which the original ball was last played (see Rule 20-5).

10-2. Stroke Play

a. Teeing Ground

The competitor who shall have the *honour* at the first *teeing ground* shall be determined by the order of the draw. In the absence of a draw, the honour should be decided by lot.

The competitor with the lowest score at a hole shall take the honour at the next teeing ground. The competitor with the second lowest score shall play next and so on. If two or more competitors have the same score at a hole, they shall play from the next teeing ground in the same order as at the previous teeing ground.

b. Other Than on Teeing Ground

When the balls are *in play*, the ball farthest from the hole shall be played first. If two or more balls are equidistant from the hole, the ball to be played first should be decided by lot. **Exceptions:** Rules 22 (ball interfering with or assisting play) and 31-5 (four-ball stroke play).

c. Playing Out of Turn

If a competitor plays out of turn, no penalty is incurred and the ball shall be played as it lies. If, however, the *Committee* determines that competitors have agreed to play in an order other than that set forth in Clauses 2a, 2b and 3 of this Rule to give one of them an advantage, **they shall be disqualified.**

(Playing stroke while another ball in motion after stroke from putting green - see Rule 16-1f.)

(Incorrect order of play in threesomes and foursomes stroke play — see Rule 29-3.)

Rule 10/11 **10-3. Provisional Ball or Second Ball from Teeing Ground**

If a player plays a *provisional ball* or a second ball from a *teeing ground*, he shall do so after his opponent or *fellow-competitor* has played his first *stroke*. If a player plays a provisional ball or a second ball out of turn, Clauses 1c and 2c of this Rule shall apply.

10-4. Ball Moved in Measuring

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.

TEERING GROUND
Rule 11. Teeing Ground

Definition

The **teeing ground** is the starting place for the hole to be played. It is a rectangular area two club-lengths in depth, the front and the sides of which are defined by the outside limits of two tee-markers. A ball is outside the teeing ground when all of it lies outside the teeing ground.

11-1. Teeing

In teeing, the ball may be placed on the ground, on an irregularity of surface created by the player on the ground or on a tee, sand or other substance in order to raise it off the ground.

A player may stand outside the *teeing ground* to play a ball within it.

11-2. Tee-Markers

Before a player plays his first *stroke* with any ball from the *teeing ground* of the hole being played, the tee-markers are deemed to be fixed. In such circumstances, if the player moves or allows to be moved a tee-marker for the purpose

of avoiding interference with his stance, the area of his intended swing or his line of play, **he shall incur the penalty for a breach of Rule 13-2.**

11-3. Ball Falling Off Tee

If a ball, when not *in play*, falls off a tee or is knocked off a tee by the player in addressing it, it may be re-teed without penalty, but if a *stroke* is made at the ball in these circumstances, whether the ball is moving or not, the stroke counts but no penalty is incurred.

11-4. Playing from Outside Teeing Ground

a. Match Play

If a player, when starting a hole, plays a ball from outside the *teeing ground*, the opponent may immediately require the player to cancel the *stroke* so played and play a ball from within the teeing ground, without penalty.

b. Stroke Play

If a competitor, when starting a hole, plays a ball from outside the *teeing ground*, **he shall incur a penalty of two strokes** and shall then play a ball from within the teeing ground.

If the competitor plays a stroke from the next teeing ground without first correcting his mistake or, in the case of the last hole of the round, leaves the *putting green* without first declaring his intention to correct his mistake, **he shall be disqualified.**

The stroke from outside the teeing ground and any subsequent strokes by the competitor on the hole prior to his correction of the mistake do not count in his score.

11-5. Playing from Wrong Teeing Ground

The provisions of Rule 11-4 apply.

PLAYING THE BALL

Rule 12. Searching for and Identifying Ball

Definitions

A **hazard** is any *bunker* or *water hazard*.

A **bunker** is a *hazard* consisting of a prepared area of ground, often a hollow, from which turf or soil has been removed and replaced with sand or the like. Grass-covered ground bordering or within a bunker is not part of the bunker. The margin of a bunker extends vertically downwards, but not upwards. A ball is in a bunker when it lies in or any part of it touches the bunker. A **water hazard** is any sea, lake, pond, river, ditch, surface drainage ditch or other open water course (whether or not containing water) and anything of a similar nature.

All ground or water within the margin of a water hazard is part of the water hazard. The margin of a water hazard extends vertically upwards and downwards. Stakes and lines defining the margins of water hazards are in the hazards. Such stakes are *obstructions*. A ball is in a water hazard when it lies in or any part of it touches the water hazard.

Note 1: Water hazards (other than *lateral water hazards*) should be defined by yellow stakes or lines.

Note 2: The *Committee* may make a Local Rule prohibiting play from an environmentally-sensitive area which has been defined as a water hazard.

12-1. Searching for Ball; Seeing Ball

In searching for his ball anywhere on the *course*, the player may touch or bend long grass, rushes, bushes, whins, heather or the like, but only to the extent necessary to find and identify it, provided that this does not improve the lie of the ball, the area of his intended swing or his *line of play*. A player is not necessarily entitled to see his ball when playing a *stroke*.

In a *hazard*, if a ball is believed to be covered by *loose impediments* or sand, the player may remove by probing, raking or other means as much thereof as will enable him to see a part of a ball. If an excess is removed, no penalty is incurred and the ball shall be re-covered so that only a part of the ball is visible. If the ball is moved in such removal, no penalty is incurred; the ball shall be replaced and, if necessary, re-covered. As to removal of loose impediments outside a hazard, see Rule 23.

If a ball lying in an *abnormal ground condition* is accidentally moved during search, no penalty is incurred; the ball shall be replaced, unless the player elects to proceed under Rule 25-1b. If the player replaces the ball, he may still proceed under Rule 25-1b if applicable.

If a ball is believed to be lying in water in a *water hazard*, the player may probe for it with a club or otherwise. If the ball is moved in so doing, no penalty is incurred; the ball shall be replaced, unless the player elects to proceed under Rule 26-1.

PENALTY FOR BREACH OF RULE 12-1:

Match play — Loss of hole; Stroke play — Two strokes.

12-2. Identifying Ball

The responsibility for playing the proper ball rests with the player. Each player should put an identification mark on his ball.

Except in a *hazard*, the player may, without penalty, lift a ball he believes to be his own for the purpose of identification and clean it to the extent necessary for identification. If the ball is the player's ball, he shall replace it. Before lifting the ball, the player must announce his intention to his opponent in match play or his *marker* or a *fellow-competitor* in stroke play and mark the position of the ball. He must then give his opponent, marker or fellow-competitor an opportunity to observe the lifting and replacement. If he lifts his ball without announcing his intention in advance,

Rule 12/13 marking the position of the ball or giving his opponent, marker or fellow-competitor an opportunity to observe, or if he lifts his ball for identification in a hazard, or cleans it more than necessary for identification, **he shall incur a penalty of one stroke** and the ball shall be replaced. If a player who is required to replace a ball fails to do so, **he shall incur the penalty** for a breach of Rule 20-3a, but no additional penalty under Rule 12-2 shall be applied.

Rule 13. Ball Played as It Lies

Definitions

A **hazard** is any *bunker* or *water hazard*.

A **bunker** is a *hazard* consisting of a prepared area of ground, often a hollow, from which turf or soil has been removed and replaced with sand or the like. Grass-covered ground bordering or within a bunker is not part of the bunker. The margin of a bunker extends vertically downwards, but not upwards. A ball is in a bunker when it lies in or any part of it touches the bunker.

A **water hazard** is any sea, lake, pond, river, ditch, surface drainage ditch or other open water course (whether or not containing water) and anything of a similar nature.

All ground or water within the margin of a water hazard is part of the water hazard. The margin of a water hazard extends vertically upwards and downwards. Stakes and lines defining the margins of water hazards are in the hazards. Such stakes are *obstructions*. A ball is in a water hazard when it lies in or any part of it touches the water hazard.

Note 1: Water hazards (other than *lateral water hazards*) should be defined by yellow stakes or lines.

Note 2: The *Committee* may make a Local Rule prohibiting play from an environmentally-sensitive area which has been defined as a water hazard.

The **line of play** is the direction which the player wishes

his ball to take after a *stroke*, plus a reasonable distance on either side of the intended direction. The line of play extends vertically upwards from the ground, but does not extend beyond the *hole*.

Taking the **stance** consists in a player placing his feet in position for and preparatory to making a *stroke*.

13-1. General

The ball shall be played as it lies, except as otherwise provided in the Rules. (Ball at rest moved — see Rule 18.)

13-2. Improving Lie, Area of Intended Stance or Swing, or Line of Play

Except as provided in the *Rules*, a player shall not improve or allow to be improved:

- the position or lie of his ball,
- the area of his intended stance or swing,
- his *line of play* or a reasonable extension of that line beyond the *hole*, or
- the area in which he is to drop or place a ball

by any of the following actions:

- moving, bending or breaking anything growing or fixed (including immovable *obstructions* and objects defining *out of bounds*),
- creating or eliminating irregularities of surface,
- removing or pressing down sand, loose soil, replaced divots or other cut turf placed in position, or
- removing dew, frost or water

except as follows:

- as may occur in fairly taking his *stance*,
- in making a *stroke* or the backward movement of his club for a *stroke*,
- on the *teeing ground* in creating or eliminating irregularities of surface, or
- on the *putting green* in removing sand and loose soil as provided in Rule 16-1a or in repairing damage as provided in Rule 16-1c.

Rule 13 The club may be grounded only lightly and shall not be pressed on the ground.

Exception: Ball in hazard – see Rule 13-4.

13-3. Building Stance

A player is entitled to place his feet firmly in taking his *stance*, but he shall not build a stance.

13-4. Ball in Hazard

Except as provided in the *Rules*, before making a *stroke* at a ball which is in a *hazard* (whether a *bunker* or a *water hazard*) or which, having been lifted from a hazard, may be dropped or placed in the hazard, the player shall not:

- a. Test the condition of the hazard or any similar hazard,
- b. Touch the ground in the hazard or water in the water hazard with a club or otherwise, or
- c. Touch or move a *loose impediment* lying in or touching the hazard.

Exceptions:

1. Provided nothing is done which constitutes testing the condition of the hazard or improves the lie of the ball, there is no penalty if the player (a) touches the ground in any hazard or water in a water hazard as a result of or to prevent falling, in removing an *obstruction*, in measuring or in retrieving, lifting, placing or replacing a ball under any Rule or (b) places his clubs in a hazard.

2. The player after playing the *stroke*, or his *caddie* at any time without the authority of the player, may smooth sand or soil in the hazard, provided that, if the ball is still in the hazard, nothing is done which improves the lie of the ball or assists the player in his subsequent play of the hole.

Note: At any time, including at address or in the backward movement for the *stroke*, the player may touch with a club or otherwise any *obstruction*, any construction declared by the *Committee* to be an integral part of the course or any grass, bush, tree or other growing thing.

PENALTY FOR BREACH OF RULE:
Match play — Loss of hole; Stroke play — Two strokes.
(Searching for ball — see Rule 12-1.)

Rule
13/14

Rule 14. Striking the Ball

Definition

A **stroke** is the forward movement of the club made with the intention of fairly striking at and moving the ball, but if a player checks his downswing voluntarily before the clubhead reaches the ball he is deemed not to have made a stroke.

14-1. Ball to be Fairly Struck At

The ball shall be fairly struck at with the head of the club and must not be pushed, scraped or spooned.

14-2. Assistance

In making a *stroke*, a player shall not:

- a. accept physical assistance or protection from the elements, or
- b. allow his *caddie*, his partner or his partner's caddie to position himself on or close to an extension of the *line of play* or the *line of putt* behind the ball.

PENALTY FOR BREACH OF RULE 14-1 or -2:

Match play — Loss of hole; Stroke play — Two strokes.

14-3. Artificial Devices and Unusual Equipment

A player in doubt as to whether use of an item would constitute a breach of Rule 14-3 should consult the Royal and Ancient Golf Club of St. Andrews.

A manufacturer may submit to the Royal and Ancient Golf Club of St. Andrews a sample of an item which is to be manufactured for a ruling as to whether its use during a

Rule 14 *stipulated round* would cause a player to be in breach of Rule 14-3. Such sample will become the property of the Royal and Ancient Golf Club of St. Andrews for reference purposes. If a manufacturer fails to submit a sample before manufacturing and/or marketing the item, he assumes the risk of a ruling that use of the item would be contrary to the *Rules*.

Except as provided in the Rules, during a stipulated round the player shall not use any artificial device or unusual equipment:

- a. Which might assist him in making a *stroke* or in his play; or
- b. For the purpose of gauging or measuring distance or conditions which might affect his play; or
- c. Which might assist him in gripping the club, except that:
 - (i) plain gloves may be worn;
 - (ii) resin, powder and drying or moisturising agents may be used; and
 - (iii) a towel or handkerchief may be wrapped around the grip.

PENALTY FOR BREACH OF RULE 14-3:
Disqualification.

14-4. Striking the Ball More Than Once

If a player's club strikes the ball more than once in the course of a *stroke*, the player shall count the stroke and add a **penalty stroke**, making two strokes in all.

14-5. Playing Moving Ball

A player shall not play while his ball is moving.

Exceptions:

Ball falling off tee – Rule 11-3.

Striking the ball more than once – Rule 14-4.

Ball moving in water – Rule 14-6.

When the ball begins to move only after the player has

begun the *stroke* or the backward movement of his club for the stroke, he shall incur no penalty under this Rule for playing a moving ball, but he is not exempt from any penalty incurred under the following Rules:

Ball at rest moved by player – Rule 18-2a.

Ball at rest moving after address – Rule 18-2b.

Ball at rest moving after loose impediment touched – Rule 18-2c.

(Ball purposely deflected or stopped by player, partner or caddie – see Rule 1-2.)

14-6. Ball Moving in Water

When a ball is moving in water in a *water hazard*, the player may, without penalty, make a *stroke*, but he must not delay making his stroke in order to allow the wind or current to improve the position of the ball. A ball moving in water in a water hazard may be lifted if the player elects to invoke Rule 26.

PENALTY FOR BREACH OF RULE 14-5 or -6:

Match play — Loss of hole; Stroke play — Two strokes.

Rule 15. Wrong Ball; Substituted Ball

Definition

A **wrong ball** is any ball other than the player's:

a. *Ball in play*,

b. *Provisional ball*, or

c. Second ball played under Rule 3-3 or Rule 20-7b in stroke play.

Note: Ball in play includes a ball substituted for the ball in play whether or not such substitution is permitted.

15-1. General

A player must hole out with the ball played from the *teeing ground* unless a *Rule* permits him to substitute another ball.

Rule 15 If a player substitutes another ball when not so permitted, that ball is not a *wrong ball*; it becomes the *ball in play* and, if the error is not corrected as provided in Rule 20-6, **the player shall incur a penalty of loss of hole in match play or two strokes in stroke play.**

(Playing from wrong place – see Rule 20-7.)

15-2. Match Play

If a player plays a *stroke* with a *wrong ball* except in a *hazard*, **he shall lose the hole.**

If a player plays any strokes in a *hazard* with a *wrong ball*, there is no penalty. Strokes played in a *hazard* with a *wrong ball* do not count in the player's score. If the *wrong ball* belongs to another player, its owner shall place a ball on the spot from which the *wrong ball* was first played.

If the player and opponent exchange balls during the play of a hole, the first to play the *wrong ball* other than from a *hazard* shall lose the hole; when this cannot be determined, the hole shall be played out with the balls exchanged.

15-3. Stroke Play

If a competitor plays a *stroke* or strokes with a *wrong ball*, **he shall incur a penalty of two strokes**, unless the only stroke or strokes played with such ball were played when it was in a *hazard*, in which case no penalty is incurred.

The competitor must correct his mistake by playing the correct ball. If he fails to correct his mistake before he plays a stroke from the next *teeing ground* or, in the case of the last hole of the round, fails to declare his intention to correct his mistake before leaving the *putting green*, **he shall be disqualified.**

Strokes played by a competitor with a *wrong ball* do not count in his score.

If the *wrong ball* belongs to another competitor, its owner shall place a ball on the spot from which the *wrong ball* was first played.

(Lie of ball to be placed or replaced altered – see Rule 20-3b.)

THE PUTTING GREEN

Rule 16. The Putting Green

Definitions

The **putting green** is all ground of the hole being played which is specially prepared for putting or otherwise defined as such by the *Committee*. A ball is on the putting green when any part of it touches the putting green.

The **line of putt** is the line which the player wishes his ball to take after a *stroke* on the *putting green*. Except with respect to Rule 16-1e, the line of putt includes a reasonable distance on either side of the intended line. The line of putt does not extend beyond the *hole*.

A ball is **holed** when it is at rest within the circumference of the *hole* and all of it is below the level of the lip of the hole.

16-1. General

a. Touching Line of Putt

The *line of putt* must not be touched except:

- (i) the player may move sand and loose soil on the *putting green* and other *loose impediments* by picking them up or by brushing them aside with his hand or a club without pressing anything down;
- (ii) in *addressing the ball*, the player may place the club in front of the ball without pressing anything down;
- (iii) in measuring — Rule 10-4;
- (iv) in lifting the ball — Rule 16-1b;
- (v) in pressing down a ball-marker;
- (vi) in repairing old hole plugs or ball marks on the putting green — Rule 16-1c; and
- (vii) in removing movable *obstructions* — Rule 24-1.

(Indicating line for putting on putting green — see Rule 8-2b.)

Rule b. Lifting Ball

16 A ball on the *putting green* may be lifted and, if desired, cleaned. A ball so lifted shall be replaced on the spot from which it was lifted.

c. Repair of Hole Plugs, Ball Marks and Other Damage

The player may repair an old hole plug or damage to the *putting green* caused by the impact of a ball, whether or not the player's ball lies on the putting green. If a ball or ball-marker is accidentally moved in the process of such repair, the ball or ball-marker shall be replaced, without penalty. Any other damage to the putting green shall not be repaired if it might assist the player in his subsequent play of the hole.

d. Testing Surface

During the play of a hole, a player shall not test the surface of the *putting green* by rolling a ball or roughening or scraping the surface.

e. Standing Astride or on Line of Putt

The player shall not make a *stroke* on the *putting green* from a *stance* astride, or with either foot touching, the *line of putt* or an extension of that line behind the ball.

f. Playing Stroke While Another Ball in Motion

The player shall not play a *stroke* while another ball is in motion after a stroke from the *putting green*, except that, if a player does so, he incurs no penalty if it was his turn to play. (Lifting ball interfering with or assisting play while another ball in motion — see Rule 22.)

PENALTY FOR BREACH OF RULE 16-1:

Match play — Loss of hole; Stroke play — Two strokes.
(Position of caddie or partner - see Rule 14-2.)
(Wrong putting green - see Rule 25-3.)

16-2. Ball Overhanging Hole

When any part of the ball overhangs the lip of the *hole*, the player is allowed enough time to reach the hole without unreasonable delay and an additional ten seconds to determine whether the ball is at rest. If by then the ball has not fallen into the hole, it is deemed to be at rest. If the ball subsequently falls into the hole, the player is deemed to have holed out with his last stroke, and **he shall add a penalty stroke to his score** for the hole; otherwise there is no penalty under this Rule.

(Undue delay — see Rule 6-7.)

Rule 17. The Flagstick

Definition

The **flagstick** is a movable straight indicator, with or without bunting or other material attached, centred in the hole to show its position. It shall be circular in cross-section.

17-1. Flagstick Attended, Removed or Held Up

Before and during the *stroke*, the player may have the *flagstick* attended, removed or held up to indicate the position of the *hole*. This may be done only on the authority of the player before he plays his stroke.

If, prior to the stroke, the flagstick is attended, removed or held up by anyone with the player's knowledge and no objection is made, the player shall be deemed to have authorised it. If anyone attends or holds up the flagstick or stands near the hole while a stroke is being played, he shall be deemed to be attending the flagstick until the ball comes to rest.

Rule 17-2. Unauthorised Attendance

17 a. Match Play

In match play, an opponent or his *caddie* shall not, without the authority or prior knowledge of the player, attend, remove or hold up the *flagstick* while the player is making a *stroke* or his ball is in motion.

b. Stroke Play

In stroke play, if a *fellow-competitor* or his *caddie* attends, removes or holds up the *flagstick* without the competitor's authority or prior knowledge while the competitor is making a *stroke* or his ball is in motion, **the fellow-competitor shall incur the penalty** for breach of this Rule. In such circumstances, if the competitor's ball strikes the flagstick, the person attending it or anything carried by him, the competitor incurs no penalty and the ball shall be played as it lies, except that, if the stroke was played from the *putting green*, the stroke shall be cancelled, the ball replaced and the stroke replayed.

PENALTY FOR BREACH OF RULE 17-1 or -2:

Match play — Loss of hole; Stroke play — Two strokes.

17-3. Ball Striking Flagstick or Attendant

The player's ball shall not strike:

a. The *flagstick* when attended, removed or held up by the player, his *partner* or either of their *caddies*, or by another person with the player's authority or prior knowledge; or

b. The player's *caddie*, his partner or his partner's *caddie* when attending the *flagstick*, or another person attending the flagstick with the player's authority or prior knowledge or anything carried by any such person; or

c. The *flagstick* in the hole, unattended, when the ball has been played from the *putting green*.

PENALTY FOR BREACH OF RULE 17-3:
Match play — Loss of hole; Stroke play — Two strokes,
and the ball shall be played as it lies.

Rule
17/18

17-4. Ball Resting Against Flagstick

If the ball rests against the *flagstick* when it is in the *hole*, the player or another person authorised by him may move or remove the flagstick and if the ball falls into the hole, the player shall be deemed to have holed out with his last stroke; otherwise the ball, if *moved*, shall be placed on the lip of the hole, without penalty.

BALL MOVED, DEFLECTED OR STOPPED

Rule 18. Ball at Rest Moved

Definitions

A ball is deemed to have **moved** if it leaves its position and comes to rest in any other place.

An **outside agency** is any agency not part of the match or, in stroke play, not part of the competitor's *side*, and includes a *referee*, a *marker*, an *observer* and a *forecaddie*. Neither wind nor water is an outside agency.

Equipment is anything used, worn or carried by or for the player except any ball he has played at the hole being played and any small object, such as a coin or a tee, when used to mark the position of a ball or the extent of an area in which a ball is to be dropped. Equipment includes a golf cart, whether or not motorised. If such a cart is shared by two or more players, the cart and everything in it are deemed to be the equipment of the player whose ball is involved except that, when the cart is being moved by one of the players sharing it, the cart and everything in it are deemed to be that player's equipment.

Note: A ball played at the hole being played is equipment when it has been lifted and not put back into play.

Rule 18 A player has **addressed the ball** when he has taken his *stance* and has also grounded his club, except that in a *hazard* a player has addressed the ball when he has taken his *stance*.

Taking the **stance** consists in a player placing his feet in position for and preparatory to making a *stroke*.

18-1. By Outside Agency

If a ball at rest is moved by an *outside agency*, the player shall incur no penalty and the ball shall be replaced before the player plays another *stroke*.

(Player's ball at rest moved by another ball — see Rule 18-5.)

18-2. By Player, Partner, Caddie or Equipment

a. General

When a player's ball is *in play*, if:

- (i) the player, his *partner* or either of their *caddies* lifts or moves it, touches it purposely (except with a club in the act of addressing it) or causes it to *move* except as permitted by a *Rule*, or
- (ii) *equipment* of the player or his *partner* causes the ball to *move*,

the player shall incur a penalty stroke. The ball shall be replaced unless the movement of the ball occurs after the player has begun his swing and he does not discontinue his swing.

Under the *Rules* no penalty is incurred if a player accidentally causes his ball to move in the following circumstances:

In measuring to determine which ball farther from hole — Rule 10-4

In searching for covered ball in *hazard* or for ball in an *abnormal ground condition* — Rule 12-1

In the process of repairing hole plug or ball mark — Rule 16-1c

In the process of removing *loose impediment* on *putting green* — Rule 18-2c

- In the process of lifting ball under a Rule — Rule 20-1
In the process of placing or replacing ball under a Rule
— Rule 20-3a
In removal of movable *obstruction* — Rule 24-1.

b. Ball Moving After Address

If a player's *ball in play* moves after he has *addressed* it (other than as a result of a *stroke*), the player shall be deemed to have moved the ball and **shall incur a penalty stroke**. The player shall replace the ball unless the movement of the ball occurs after he has begun his swing and he does not discontinue his swing.

c. Ball Moving After Loose Impediment Touched

Through the green, if the ball *moves* after any *loose impediment*, lying within a club-length of it has been touched by the player, his *partner* or either of their *caddies* and before the player has *addressed* it, the player shall be deemed to have moved the ball and **shall incur a penalty stroke**. The player shall replace the ball unless the movement of the ball occurs after he has begun his swing and he does not discontinue his swing.

On the *putting green*, if the ball or the ball-marker moves in the process of removing any loose impediment, the ball or the ball-marker shall be replaced. There is no penalty provided the movement of the ball or the ball-marker is directly attributable to the removal of the loose impediment. Otherwise, **the player shall incur a penalty stroke** under Rule 18-2a or 20-1.

18-3. By Opponent, Caddie or Equipment in Match Play

a. During Search

If, during search for a player's ball, the ball is *moved* by an opponent, his *caddie* or his *equipment*, no penalty is incurred and the player shall replace the ball.

Rule 18/19 b. Other Than During Search

If, other than during search for a ball, the ball is touched or *moved* by an opponent, his *caddie* or his *equipment*, except as otherwise provided in the *Rules*, **the opponent shall incur a penalty stroke**. The player shall replace the ball.

(Ball moved in measuring to determine which ball farther from the hole — see Rule 10-4.)

(Playing a wrong ball — see Rule 15-2.)

18-4. By Fellow-Competitor, Caddie or Equipment in Stroke Play

If a competitor's ball is *moved* by a *fellow-competitor*, his *caddie* or his *equipment*, no penalty is incurred. The competitor shall replace his ball.

(Playing a wrong ball — see Rule 15-3.)

18-5. By Another Ball

If a *ball in play* and at rest is *moved* by another ball in motion after a *stroke*, the moved ball shall be replaced.

***PENALTY FOR BREACH OF RULE:**

Match play — Loss of hole; Stroke play — Two strokes.

*If a player who is required to replace a ball fails to do so, he shall incur the general penalty for breach of Rule 18 but no additional penalty under Rule 18 shall be applied.

Note 1: If a ball to be replaced under this Rule is not immediately recoverable, another ball may be substituted.

Note 2: If it is impossible to determine the spot on which a ball is to be placed, see Rule 20-3c.

Rule 19. Ball in Motion Deflected or Stopped

Definitions

An **outside agency** is any agency not part of the match or, in stroke play, not part of the competitor's side, and includes a *referee*, a *marker*, an *observer* and a *forecaddie*. Neither wind nor water is an outside agency.

Equipment is anything used, worn or carried by or for the player except any ball he has played at the hole being played and any small object, such as a coin or a tee, when used to mark the position of a ball or the extent of an area in which a ball is to be dropped. Equipment includes a golf cart, whether or not motorised. If such a cart is shared by two or more players, the cart and everything in it are deemed to be the equipment of the player whose ball is involved except that, when the cart is being moved by one of the players sharing it, the cart and everything in it are deemed to be that player's equipment.

Note: A ball played at the hole being played is equipment when it has been lifted and not put back into play.

19-1. By Outside Agency

If a ball in motion is accidentally deflected or stopped by any *outside agency*, it is a *rub of the green*, no penalty is incurred and the ball shall be played as it lies except:

a. If a ball in motion after a *stroke* other than on the *putting green* comes to rest in or on any moving or animate *outside agency*, the player shall, *through the green* or in a *hazard*, drop the ball, or on the *putting green* place the ball, as near as possible to the spot where the outside agency was when the ball came to rest in or on it, and

b. If a ball in motion after a *stroke* on the *putting green* is deflected or stopped by, or comes to rest in or on, any moving or animate *outside agency* except a worm or an insect, the stroke shall be cancelled, the ball replaced and the stroke replayed.

If the ball is not immediately recoverable, another ball may be substituted.

(Player's ball deflected or stopped by another ball — see Rule 19-5.)

Rule 19 Note: If the *referee* or the *Committee* determines that a player's ball has been purposely deflected or stopped by an *outside agency*, Rule 1-4 applies to the player. If the outside agency is a *fellow-competitor* or his *caddie*, Rule 1-2 applies to the fellow-competitor.

19-2. By Player, Partner, Caddie or Equipment

a. Match Play

If a player's ball is accidentally deflected or stopped by himself, his *partner* or either of their *caddies* or *equipment*, he shall lose the hole.

b. Stroke Play

If a competitor's ball is accidentally deflected or stopped by himself, his *partner* or either of their *caddies* or *equipment*, the competitor shall incur a penalty of two strokes. The ball shall be played as it lies, except when it comes to rest in or on the competitor's, his partner's or either of their caddies' clothes or equipment, in which case the competitor shall *through the green* or in a *hazard* drop the ball, or on the *putting green* place the ball, as near as possible to where the article was when the ball came to rest in or on it.

Exception: Dropped ball — see Rule 20-2a.

(Ball purposely deflected or stopped by player, partner or caddie — see Rule 1-2.)

19-3. By Opponent, Caddie or Equipment in Match Play

If a player's ball is accidentally deflected or stopped by an opponent, his *caddie* or his *equipment*, no penalty is incurred. The player may play the ball as it lies or, before another *stroke* is played by either side, cancel the stroke and play a ball without penalty as nearly as possible at the spot from which the original ball was last played (see Rule 20-5).

If the ball has come to rest in or on the opponent's or his caddie's clothes or equipment, the player may *through the green* or in a *hazard* drop the ball, or on the *putting green* place the ball, as near as possible to where the article was when the ball came to rest in or on it.

Exception: Ball striking person attending flagstick — see Rule 17-3b.

(Ball purposely deflected or stopped by opponent or caddie — see Rule 1-2.)

19-4. By Fellow-Competitor, Caddie or Equipment in Stroke Play

See Rule 19-1 regarding ball deflected by *outside agency*.

19-5. By Another Ball

a. At Rest

If a player's ball in motion after a *stroke* is deflected or stopped by a *ball in play* and at rest, the player shall play his ball as it lies.

In match play, no penalty is incurred. In stroke play, there is no penalty unless both balls lay on the *putting green* prior to the stroke, in which case **the player incurs a penalty of two strokes.**

b. In Motion

If a player's ball in motion after a *stroke* is deflected or stopped by another ball in motion after a stroke, the player shall play his ball as it lies. There is no penalty unless the player was in breach of Rule 16-1f, in which case **he shall incur the penalty for breach of that Rule.**

Exception: If the player's ball is in motion after a *stroke* on the *putting green* and the other ball in motion is an *outside agency* — see Rule 19-1b.

PENALTY FOR BREACH OF RULE:

Match play — Loss of hole; Stroke play — Two strokes.

RELIEF SITUATIONS AND PROCEDURE

Rule 20. Lifting, Dropping and Placing; Playing from Wrong Place

20-1. Lifting and Marking

A ball to be lifted under the *Rules* may be lifted by the player, his partner or another person authorised by the player. In any such case, the player shall be responsible for any breach of the *Rules*.

The position of the ball shall be marked before it is lifted under a Rule which requires it to be replaced. If it is not marked, the player shall incur a penalty of one stroke and the ball shall be replaced. If it is not replaced, the player shall incur the general penalty for breach of this Rule but no additional penalty under Rule 20-1 shall be applied.

If a ball or ball-marker is accidentally moved in the process of lifting the ball under a Rule or marking its position, the ball or the ball-marker shall be replaced. There is no penalty provided the movement of the ball or the ball-marker is directly attributable to the specific act of marking the position of or lifting the ball. Otherwise, the player shall incur a penalty stroke under this Rule or Rule 18-2a.

Exception: If a player incurs a penalty for failing to act in accordance with Rule 5-3 or 12-2, no additional penalty under Rule 20-1 shall be applied.

Note: The position of a ball to be lifted should be marked by placing a ball-marker, a small coin or other similar object immediately behind the ball. If the ball-marker interferes with the play, *stance* or *stroke* of another player, it should be placed one or more clubhead-lengths to one side.

20-2. Dropping and Re-Dropping

a. By Whom and How

A ball to be dropped under the *Rules* shall be dropped by the player himself. He shall stand erect, hold the ball at

shoulder height and arm's length and drop it. If a ball is dropped by any other person or in any other manner and the error is not corrected as provided in Rule 20-6, **the player shall incur a penalty stroke.**

If the ball touches the player, his partner, either of their *caddies* or their *equipment* before or after it strikes a part of the *course*, the ball shall be re-dropped, without penalty. There is no limit to the number of times a ball shall be re-dropped in such circumstances.

(Taking action to influence position or movement of ball — see Rule 1-2.)

b. Where to Drop

When a ball is to be dropped as near as possible to a specific spot, it shall be dropped not nearer the hole than the specific spot which, if it is not precisely known to the player, shall be estimated.

A ball when dropped must first strike a part of the *course* where the applicable *Rule* requires it to be dropped. If it is not so dropped, Rules 20-6 and -7 apply.

c. When to Re-Drop

A dropped ball shall be re-dropped without penalty if it:

- (i) rolls into and comes to rest in a *hazard*;
- (ii) rolls out of and comes to rest outside a *hazard*;
- (iii) rolls onto and comes to rest on a *putting green*;
- (iv) rolls and comes to rest *out of bounds*;
- (v) rolls to and comes to rest in a position where there is interference by the condition from which relief was taken under Rule 24-2b (immovable obstruction), Rule 25-1 (abnormal ground conditions), Rule 25-3 (wrong putting green) or a Local Rule (Rule 33-8a) or rolls back into the pitch-mark from which it was lifted under Rule 25-2 (embedded ball);
- (vi) rolls and comes to rest more than two club-lengths from where it first struck a part of the *course*; or

- Rule 20 (vii)** rolls and comes to rest nearer the hole than:
- (a) its original position or estimated position (see Rule 20-2b) unless otherwise permitted by the *Rules*; or
 - (b) the nearest point of relief or maximum available relief (Rule 24-2, 25-1 or 25-3); or
 - (c) the point where the original ball last crossed the margin of the *water hazard* or *lateral water hazard* (Rule 26-1).

If the ball when re-dropped rolls into any position listed above, it shall be placed as near as possible to the spot where it first struck a part of the course when re-dropped. If a ball to be re-dropped or placed under this Rule is not immediately recoverable, another ball may be substituted.

Note: If a ball when dropped or re-dropped comes to rest and subsequently *moves*, the ball shall be played as it lies, unless the provisions of any other *Rule* apply.

20-3. Placing and Replacing

a. By Whom and Where

A ball to be placed under the *Rules* shall be placed by the player or his partner. If a ball is to be replaced, the player, his partner or the person who lifted or moved it shall place it on the spot from which it was lifted or moved. In any such case, the player shall be responsible for any breach of the *Rules*. If a ball or ball-marker is accidentally *moved* in the process of placing or replacing the ball, the ball or the ball-marker shall be replaced. There is no penalty provided the movement of the ball or the ball-marker is directly attributable to the specific act of placing or replacing the ball or removing the ball-marker. Otherwise, **the player shall incur a penalty stroke** under Rule 18-2a or 20-1.

b. Lie of Ball to be Placed or Replaced Altered

If the original lie of a ball to be placed or replaced has been altered:

- (i) except in a *hazard*, the ball shall be placed in the

nearest lie most similar to the original lie which is not more than one club-length from the original lie, not nearer the hole and not in a hazard;

- (ii) in a *water hazard*, the ball shall be placed in accordance with Clause (i) above, except that the ball must be placed in the water hazard;
- (iii) in a *bunker*, the original lie shall be recreated as nearly as possible and the ball shall be placed in that lie.

c. Spot Not Determinable

If it is impossible to determine the spot where the ball is to be placed or replaced:

- (i) *through the green*, the ball shall be dropped as near as possible to the place where it lay but not in a *hazard* or on a *putting green*;
- (ii) in a *hazard*, the ball shall be dropped in the hazard as near as possible to the place where it lay;
- (iii) on the *putting green*, the ball shall be placed as near as possible to the place where it lay but not in a *hazard*.

d. Ball Fails to Come to Rest on Spot

If a ball when placed fails to come to rest on the spot on which it was placed, it shall be replaced without penalty. If it still fails to come to rest on that spot:

- (i) except in a *hazard*, it shall be placed at the nearest spot where it can be placed at rest which is not nearer the hole and not in a hazard;
- (ii) in a *hazard*, it shall be placed in the hazard at the nearest spot where it can be placed at rest which is not nearer the hole.

If a ball when placed comes to rest on the spot on which it is placed, and it subsequently *moves*, there is no penalty and the ball shall be played as it lies, unless the provisions of any other *Rule* apply.

PENALTY FOR BREACH OF RULE 20-1, -2 or -3:
Match play — Loss of hole; Stroke play — Two strokes.

Rule 20-4. When Ball Dropped or Placed Is in Play

20 If the player's *ball in play* has been lifted, it is again in play when dropped or placed.

A substituted ball becomes the ball in play when it has been dropped or placed.

(Ball incorrectly substituted – see Rule 15-1.)

(Lifting ball incorrectly substituted, dropped or placed – see Rule 20-6.)

20-5. Playing Next Stroke from Where Previous Stroke Played

When, under the *Rules*, a player elects or is required to play his next *stroke* from where a previous stroke was played, he shall proceed as follows: if the stroke is to be played from the *teeing ground*, the ball to be played shall be played from anywhere within the teeing ground and may be teed; if the stroke is to be played from *through the green* or a *hazard*, it shall be dropped; if the stroke is to be played on the *putting green*, it shall be placed.

PENALTY FOR BREACH OF RULE 20-5:

Match play — Loss of hole; Stroke play — Two strokes.

20-6. Lifting Ball Incorrectly Substituted, Dropped or Placed

A ball incorrectly substituted, dropped or placed in a wrong place or otherwise not in accordance with the *Rules* but not played may be lifted, without penalty, and the player shall then proceed correctly.

20-7. Playing from Wrong Place

For a ball played from outside the *teeing ground* or from a wrong teeing ground — see Rule 11-4 and -5.

a. Match Play

If a player plays a *stroke* with a ball which has been dropped or placed in a wrong place, **he shall lose the hole.**

b. Stroke Play

If a competitor plays a *stroke* with his *ball in play* (i) which has been dropped or placed in a wrong place or (ii) which has been *moved* and not replaced in a case where the *Rules* require replacement, **he shall**, provided a serious breach has not occurred, **incur the penalty prescribed by the applicable Rule** and play out the hole with the ball.

If, after playing from a wrong place, a competitor becomes aware of that fact and believes that a serious breach may be involved, he may, provided he has not played a stroke from the next *teeing ground* or, in the case of the last hole of the round, left the *putting green*, declare that he will play out the hole with a second ball dropped or placed in accordance with the Rules. The competitor shall report the facts to the *Committee* before returning his score card; if he fails to do so, **he shall be disqualified**. The *Committee* shall determine whether a serious breach of the Rule occurred. If so, the score with the second ball shall count and **the competitor shall add two penalty strokes to his score with that ball**.

If a serious breach has occurred and the competitor has failed to correct it as prescribed above, **he shall be disqualified**.

Note: If a competitor plays a second ball, *penalty strokes* incurred solely by playing the ball ruled not to count and *strokes* subsequently taken with that ball shall be disregarded.

Rule 21. Cleaning Ball

A ball on the *putting green* may be cleaned when lifted under Rule 16-1b. Elsewhere, a ball may be cleaned when lifted except when it has been lifted:

- a. To determine if it is unfit for play (Rule 5-3);
- b. For identification (Rule 12-2), in which case it may be cleaned only to the extent necessary for identification; or
- c. Because it is interfering with or assisting play (Rule 22).

Rule 21/22 If a player cleans his ball during play of a hole except as provided in this Rule, **he shall incur a penalty of one stroke** and the ball, if lifted, shall be replaced.

If a player who is required to replace a ball fails to do so, **he shall incur the penalty** for breach of Rule 20-3a, but no additional penalty under Rule 21 shall be applied.

Exception: If a player incurs a penalty for failing to act in accordance with Rule 5-3, 12-2 or 22, no additional penalty under Rule 21 shall be applied.

Rule 22. Ball Interfering with or Assisting Play

Any player may:

a. Lift his ball if he considers that the 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 other player,

but this may not be done while another ball is in motion. In stroke play, a player required to lift his ball may play first rather than lift. A ball lifted under this Rule shall be replaced.

PENALTY FOR BREACH OF RULE:

Match play — Loss of hole; Stroke play — Two strokes.

Note: Except on the *putting green*, the ball may not be cleaned when lifted under this Rule — see Rule 21.

Rule 23. Loose Impediments

Definition

Loose impediments are natural objects such as stones, leaves, twigs, branches and the like, dung, worms and insects and casts or heaps made by them, provided they are not fixed or growing, are not solidly embedded and do not adhere to the ball.

Sand and loose soil are loose impediments on the *putting green* but not elsewhere.

Snow and natural ice, other than frost, are either *casual water* or loose impediments, at the option of the player. Manufactured ice is an *obstruction*.

Dew and frost are not loose impediments.

23-1. Relief

Except when both the *loose impediment* and the ball lie in or touch the same *hazard*, any loose impediment may be removed without penalty. If the ball *moves*, see Rule 18-2c. When a ball is in motion, a loose impediment which might influence the movement of the ball shall not be removed.

PENALTY FOR BREACH OF RULE:

Match play — Loss of hole; Stroke play — Two strokes.

(Searching for ball in hazard — see Rule 12-1.)

(Touching line of putt — see Rule 16-1a.)

Rule 24. Obstructions

Definitions

The **nearest point of relief** is the reference point for taking relief without penalty from interference by an immovable *obstruction* (Rule 24-2), an *abnormal ground condition* (Rule 25-1) or a *wrong putting green* (Rule 25-3).

It is the point on the *course*, nearest to where the ball lies, which is not nearer the hole and at which, if the ball were so positioned, no interference (as defined) would exist.

Rule 24 Note: The player should determine his nearest point of relief by using the club with which he expects to play his next stroke to simulate the address position and swing for such stroke.

An **obstruction** is anything artificial, including the artificial surfaces and sides of roads and paths and manufactured ice, except:

- a. Objects defining *out of bounds*, such as walls, fences, stakes and railings;
- b. Any part of an immovable artificial object which is *out of bounds*; and
- c. Any construction declared by the *Committee* to be an integral part of the course.

An obstruction is a movable obstruction if it may be moved without unreasonable effort, without unduly delaying play and without causing damage. Otherwise, it is an immovable obstruction.

Note: The *Committee* may make a Local Rule declaring a movable obstruction to be an immovable obstruction.

24-1. Movable Obstruction

A player may obtain relief from a movable *obstruction* as follows:

- a. If the ball does not lie in or on the *obstruction*, the obstruction may be removed. If the ball *moves*, it shall be replaced, and there is no penalty provided that the movement of the ball is directly attributable to the removal of the obstruction. Otherwise, Rule 18-2a applies.
- b. If the ball lies in or on the *obstruction*, the ball may be lifted, without penalty, and the obstruction removed. The ball shall *through the green* or in a *hazard* be dropped, or on the *putting green* be placed, as near as possible to the spot directly under the place where the ball lay in or on the obstruction, but not nearer the hole.

The ball may be cleaned when lifted under Rule 24-1.

When a ball is in motion, an obstruction which might influence the movement of the ball, other than an attended *flagstick* or *equipment* of the players, shall not be removed.

(Exerting influence on the ball - see Rule 1-2.)

Note: If a ball to be dropped or placed under this Rule is not immediately recoverable, another ball may be substituted.

24-2. Immovable Obstruction

a. Interference

Interference by an immovable *obstruction* occurs when a ball lies in or on the obstruction, or so close to the obstruction that the obstruction interferes with the player's *stance* or the area of his intended swing. If the player's ball lies on the *putting green*, interference also occurs if an immovable obstruction on the putting green intervenes on his *line of putt*. Otherwise, intervention on the *line of play* is not, of itself, interference under this Rule.

b. Relief

Except when the ball is in a *water hazard* or a *lateral water hazard*, a player may obtain relief from interference by an immovable *obstruction*, without penalty, as follows:

- (i) **Through the Green:** If the ball lies *through the green*, the *nearest point of relief* shall be determined which is not in a *hazard* or on a *putting green*. The player shall lift the ball and drop it within one club-length of and not nearer the hole than the nearest point of relief, on a part of the *course* which avoids interference (as defined) by the immovable *obstruction* and is not in a hazard or on a putting green.
- (ii) **In a Bunker:** If the ball is in a *bunker*, the player shall lift and drop the ball in accordance with Clause (i) above, except that the *nearest point of relief* must be in the bunker and the ball must be dropped in the bunker.

Rule 24 (iii) On the Putting Green: If the ball lies on the *putting green*, the player shall lift the ball and place it at the nearest *point of relief* which is not in a *hazard*. The nearest point of relief may be off the putting green.

The ball may be cleaned when lifted under Rule 24-2b.

(Ball rolling to a position where there is interference by the condition from which relief was taken – see Rule 20-2c(v).)

Exception: A player may not obtain relief under Rule 24-2b if (a) it is clearly unreasonable for him to play a stroke because of interference by anything other than an immovable *obstruction* or (b) interference by an immovable obstruction would occur only through use of an unnecessarily abnormal *stance*, swing or direction of play.

Note 1: If a ball is in a *water hazard* (including a *lateral water hazard*), the player is not entitled to relief without penalty from interference by an immovable *obstruction*. The player shall play the ball as it lies or proceed under Rule 26-1.

Note 2: If a ball to be dropped or placed under this Rule is not immediately recoverable, another ball may be substituted.

Note 3: The *Committee* may make a Local Rule stating that the player must determine the *nearest point of relief* without crossing over, through or under the *obstruction*.

c. Ball Lost

It is a question of fact whether a ball lost after having been struck toward an immovable *obstruction* is lost in the obstruction. In order to treat the ball as lost in the obstruction, there must be reasonable evidence to that effect. In the absence of such evidence, the ball must be treated as a *lost ball* and Rule 27 applies.

If a ball is lost in an immovable obstruction, the spot where the ball last entered the obstruction shall be determined and, for the purpose of applying this Rule, the ball shall be deemed to lie at this spot.

- (i) **Through the Green:** If the ball last entered the immovable *obstruction* at a spot *through the green*, the player may substitute another ball without penalty and take relief as prescribed in Rule 24-2b(i).
- (ii) **In a Bunker:** If the ball last entered the immovable *obstruction* at a spot in a *bunker*, the player may substitute another ball without penalty and take relief as prescribed in Rule 24-2b(ii).
- (iii) **In a Water Hazard (including a Lateral Water Hazard):** If the ball last entered the immovable *obstruction* at a spot in a *water hazard*, the player is not entitled to relief without penalty. The player shall proceed under Rule 26-1.
- (iv) **On the Putting Green:** If the ball last entered the immovable *obstruction* at a spot on the *putting green*, the player may substitute another ball without penalty and take relief as prescribed in Rule 24-2b(iii).

PENALTY FOR BREACH OF RULE:

Match play — Loss of hole; Stroke play — Two strokes.

Rule 25. Abnormal Ground Conditions, Embedded Ball and Wrong Putting Green

Definitions

An **abnormal ground condition** is any *casual water*, *ground under repair* or hole, cast or runway on the *course* made by a *burrowing animal*, a reptile or a bird.

A **burrowing animal** is an animal that makes a hole for habitation or shelter, such as a rabbit, mole, ground hog, gopher or salamander.

Note: A hole made by a non-burrowing animal, such as a dog, is not an *abnormal ground condition* unless marked or declared as *ground under repair*.

Casual water is any temporary accumulation of water on the *course* which is visible before or after the player takes his *stance* and is not in a *water hazard*. Snow and natural ice,

Rule 25 other than frost, are either casual water or *loose impediments*, at the option of the player. Manufactured ice is an *obstruction*. Dew and frost are not casual water. A ball is in casual water when it lies in or any part of it touches the casual water.

Ground under repair is any part of the *course* so marked by order of the *Committee* or so declared by its authorised representative. It includes material piled for removal and a hole made by a greenkeeper, even if not so marked.

All ground and any grass, bush, tree or other growing thing within the ground under repair is part of the ground under repair. The margin of ground under repair extends vertically downwards, but not upwards. Stakes and lines defining ground under repair are in such ground. Such stakes are *obstructions*. A ball is in ground under repair when it lies in or any part of it touches the ground under repair.

Note 1: Grass cuttings and other material left on the *course* which have been abandoned and are not intended to be removed are not ground under repair unless so marked.

Note 2: The *Committee* may make a Local Rule prohibiting play from ground under repair or an environmentally-sensitive area which has been defined as ground under repair.

The **nearest point of relief** is the reference point for taking relief without penalty from interference by an immovable *obstruction* (Rule 24-2), an *abnormal ground condition* (Rule 25-1) or a *wrong putting green* (Rule 25-3).

It is the point on the *course*, nearest to where the ball lies, which is not nearer the hole and at which, if the ball were so positioned, no interference (as defined) would exist.

Note: The player should determine his nearest point of relief by using the club with which he expects to play his next stroke to simulate the address position and swing for such stroke.

A **wrong putting green** is any *putting green* other than that of the hole being played. Unless otherwise prescribed by the *Committee*, this term includes a practice putting green or pitching green on the *course*.

25-1. Abnormal Ground Conditions

a. Interference

Interference by an *abnormal ground condition* occurs when a ball lies in or touches the condition or when such a condition interferes with the player's *stance* or the area of his intended swing. If the player's ball lies on the *putting green*, interference also occurs if such condition on the putting green intervenes on his *line of putt*. Otherwise, intervention on the *line of play* is not, of itself, interference under this Rule.

Note: The *Committee* may make a Local Rule denying the player relief from interference with his *stance* by an *abnormal ground condition*.

b. Relief

Except when the ball is in a *water hazard* or a *lateral water hazard*, a player may obtain relief from interference by an *abnormal ground condition* as follows:

- (i) **Through the Green:** If the ball lies *through the green*, the *nearest point of relief* shall be determined which is not in a *hazard* or on a *putting green*. The player shall lift the ball and drop it without penalty within one club-length of and not nearer the hole than the nearest point of relief, on a part of the *course* which avoids interference (as defined) by the condition and is not in a *hazard* or on a *putting green*.
- (ii) **In a Bunker:** If the ball is in a *bunker*, the player shall lift and drop the ball either:
 - (a) Without penalty, in accordance with Clause (i) above, except that the *nearest point of relief* must be in the *bunker* and the ball must be dropped in the *bunker*, or if complete relief is impossible, in the *bunker* as

near as possible to the spot where the ball lay, but not nearer the hole, on a part of the *course* which affords maximum available relief from the condition; or

(b) Under penalty of one stroke, outside the bunker keeping the point where the ball lay directly between the hole and the spot on which the ball is dropped, with no limit to how far behind the bunker the ball may be dropped.

- (iii) On the Putting Green:** If the ball lies on the *putting green*, the player shall lift the ball and place it without penalty at the *nearest point of relief* which is not in a *hazard*, or if complete relief is impossible, at the nearest position to where it lay which affords maximum available relief from the condition, but not nearer the hole nor in a hazard. The nearest point of relief or maximum available relief may be off the putting green.

The ball may be cleaned when lifted under Rule 25-1b.

(Ball rolling to a position where there is interference by the condition from which relief was taken – see Rule 20-2c(v).)

Exception: A player may not obtain relief under Rule 25-1b if (a) it is clearly unreasonable for him to play a stroke because of interference by anything other than an *abnormal ground condition* or (b) interference by such a condition would occur only through use of an unnecessarily abnormal *stance*, swing or direction of play.

Note 1: If a ball is in a *water hazard* (including a *lateral water hazard*), the player is not entitled to relief without penalty from interference by an *abnormal ground condition*. The player shall play the ball as it lies (unless prohibited by Local Rule) or proceed under Rule 26-1.

Note 2: If a ball to be dropped or placed under this Rule is not immediately recoverable, another ball may be substituted.

c. Ball Lost

It is a question of fact whether a ball lost after having been struck toward an *abnormal ground condition* is lost in such

condition. In order to treat the ball as lost in the abnormal ground condition, there must be reasonable evidence to that effect. In the absence of such evidence, the ball must be treated as a *lost ball* and Rule 27 applies.

If a ball is lost in an abnormal ground condition, the spot where the ball last entered the condition shall be determined and, for the purposes of applying this Rule, the ball shall be deemed to lie at this spot.

- (i) **Through the Green:** If the ball last entered the *abnormal ground condition* at a spot *through the green*, the player may substitute another ball without penalty and take relief as prescribed in Rule 25-1b(i).
- (ii) **In a Bunker:** If the ball last entered the *abnormal ground condition* at a spot in a *bunker*, the player may substitute another ball without penalty and take relief as prescribed in Rule 25-1b(ii).
- (iii) **In a Water Hazard (including a Lateral Water Hazard):** If the ball last entered the *abnormal ground condition* at a spot in a *water hazard*, the player is not entitled to relief without penalty. The player shall proceed under Rule 26-1.
- (iv) **On the Putting Green:** If the ball last entered the *abnormal ground condition* at a spot on the *putting green*, the player may substitute another ball without penalty and take relief as prescribed in Rule 25-1b(iii).

25-2. Embedded Ball

A ball embedded in its own pitch-mark in the ground in any closely-mown area *through the green* may be lifted, cleaned and dropped, without penalty, as near as possible to the spot where it lay but not nearer the hole. The ball when dropped must first strike a part of the *course* through the green. “Closely-mown area” means any area of the course, including paths through the rough, cut to fairway height or less.

Rule 25-3. Wrong Putting Green
25/26 **a. Interference**

Interference by a *wrong putting green* occurs when a ball is on the wrong putting green.

Interference to a player's *stance* or the area of his intended swing is not, of itself, interference under this Rule.

b. Relief

If a player has interference by a *wrong putting green*, the player must take relief, without penalty, as follows:

The *nearest point of relief* shall be determined which is not in a *hazard* or on a *putting green*. The player shall lift the ball and drop it within one club-length of and not nearer the hole than the nearest point of relief, on a part of the *course* which avoids interference (as defined) by the wrong putting green and is not in a hazard or on a putting green. The ball may be cleaned when so lifted.

PENALTY FOR BREACH OF RULE:

Match play — Loss of hole; Stroke play — Two strokes.

Rule 26. Water Hazards
(Including Lateral Water Hazards)

Definitions

A **water hazard** is any sea, lake, pond, river, ditch, surface drainage ditch or other open water course (whether or not containing water) and anything of a similar nature.

All ground or water within the margin of a water hazard is part of the water hazard. The margin of a water hazard extends vertically upwards and downwards. Stakes and lines defining the margins of water hazards are in the hazards. Such stakes are *obstructions*. A ball is in a water hazard when it lies in or any part of it touches the water hazard.

Note 1: Water hazards (other than *lateral water hazards*)

should be defined by yellow stakes or lines.

Note 2: The *Committee* may make a Local Rule prohibiting play from an environmentally-sensitive area which has been defined as a water hazard.

A **lateral water hazard** is a *water hazard* or that part of a water hazard so situated that it is not possible or is deemed by the *Committee* to be impracticable to drop a ball behind the water hazard in accordance with Rule 26-1b.

That part of a water hazard to be played as a lateral water hazard should be distinctively marked. A ball is in a lateral water hazard when it lies in or any part of it touches the lateral water hazard.

Note 1: Lateral water hazards should be defined by red stakes or lines.

Note 2: The *Committee* may make a Local Rule prohibiting play from an environmentally-sensitive area which has been defined as a lateral water hazard.

Note 3: The *Committee* may define a lateral water hazard as a water hazard.

26-1. Ball in Water Hazard

It is a question of fact whether a ball lost after having been struck toward a *water hazard* is lost inside or outside the hazard. In order to treat the ball as lost in the hazard, there must be reasonable evidence that the ball lodged in it. In the absence of such evidence, the ball must be treated as a *lost ball* and Rule 27 applies.

If a ball is in or is lost in a water hazard (whether the ball lies in water or not), the player may **under penalty of one stroke:**

- a. Play a ball as nearly as possible at the spot from which the original ball was last played (see Rule 20-5); or
- b. Drop a ball behind the water hazard, keeping the point at which the original ball last crossed the margin of the water hazard directly between the hole and the spot on which the ball is dropped, with no limit to how far behind the water hazard the ball may be dropped; or

Rule 26 c. As additional options available only if the ball last crossed the margin of a lateral water hazard, drop a ball outside the water hazard within two club-lengths of and not nearer the hole than (i) the point where the original ball last crossed the margin of the water hazard or (ii) a point on the opposite margin of the water hazard equidistant from the hole.

The ball may be cleaned when lifted under this Rule.

(Ball moving in water in a water hazard — see Rule 14-6.)

26-2. Ball Played Within Water Hazard

a. Ball Comes to Rest in the Hazard

If a ball played from within a *water hazard* comes to rest in the same hazard after the *stroke*, the player may:

- (i) proceed under Rule 26-1; or
- (ii) **under penalty of one stroke**, play a ball as nearly as possible at the spot from which the last stroke from outside the hazard was played (see Rule 20-5).

If the player proceeds under Rule 26-1a, he may elect not to play the dropped ball. If he so elects, he may:

- (a) proceed under Rule 26-1b, **adding the additional penalty of one stroke** prescribed by that Rule; or
- (b) proceed under Rule 26-1c, if applicable, **adding the additional penalty of one stroke** prescribed by that Rule; or
- (c) **add an additional penalty of one stroke** and play a ball as nearly as possible at the spot from which the last stroke from outside the hazard was played (see Rule 20-5).

b. Ball Lost or Unplayable Outside Hazard or Out of Bounds

If a ball played from within a *water hazard* is *lost* or declared unplayable outside the hazard or is *out of bounds*, the player, after taking a **penalty of one stroke** under Rule 27-1 or 28a, may:

- (i) play a ball as nearly as possible at the spot in the hazard from which the original ball was last played (see Rule 20-5); or
- (ii) proceed under Rule 26-1b, or if applicable Rule 26-1c, adding the additional penalty of one stroke prescribed by the Rule and using as the reference point the point where the original ball last crossed the margin of the hazard before it came to rest in the hazard; or
- (iii) add an additional penalty of one stroke and play a ball as nearly as possible at the spot from which the last stroke from outside the hazard was played (see Rule 20-5).

Rule
26/27

Note 1: When proceeding under Rule 26-2b, the player is not required to drop a ball under Rule 27-1 or 28a. If he does drop a ball, he is not required to play it. He may alternatively proceed under Clause (ii) or (iii).

Note 2: If a ball played from within a water hazard is declared unplayable outside the hazard, nothing in Rule 26-2b precludes the player from proceeding under Rule 28b or c.

PENALTY FOR BREACH OF RULE:

Match play — Loss of hole; Stroke play — Two strokes.

Rule 27. Ball Lost or Out of Bounds; Provisional Ball

Definitions

A ball is **lost** if:

- a.** It is not found or identified as his by the player within five minutes after the player's *side* or his or their *caddies* have begun to search for it; or
- b.** The player has put another ball into play under the *Rules*, even though he may not have searched for the original ball; or

Rule 27 c. The player has played any stroke with a *provisional ball* from the place where the original ball is likely to be or from a point nearer the hole than that place, whereupon the provisional ball becomes the *ball in play*.

Time spent in playing a *wrong ball* is not counted in the five-minute period allowed for search.

Out of bounds is beyond the boundaries of the *course* or any part of the course so marked by the *Committee*.

When out of bounds is defined by reference to stakes or a fence, or as being beyond stakes or a fence, the out of bounds line is determined by the nearest inside points of the stakes or fence posts at ground level excluding angled supports.

Objects defining out of bounds such as walls, fences, stakes and railings, are not *obstructions* and are deemed to be fixed.

When out of bounds is defined by a line on the ground, the line itself is out of bounds.

The out of bounds line extends vertically upwards and downwards.

A ball is out of bounds when all of it lies out of bounds.

A player may stand out of bounds to play a ball lying within bounds.

A **provisional ball** is a ball played under Rule 27-2 for a ball which may be *lost* outside a *water hazard* or may be *out of bounds*.

27-1. Ball Lost or Out of Bounds

If a ball is *lost* or is *out of bounds*, the player shall play a ball, **under penalty of one stroke**, as nearly as possible at the spot from which the original ball was last played (see Rule 20-5).

Exceptions:

1. If there is reasonable evidence that the original ball is lost in a *water hazard*, the player shall proceed in accordance with Rule 26-1.

2. If there is reasonable evidence that the original ball is lost in an immovable *obstruction* (Rule 24-2c) or an *abnormal ground condition* (Rule 25-1c) the player may proceed under the applicable Rule.

PENALTY FOR BREACH OF RULE 27-1:

Match play — Loss of hole; Stroke play — Two strokes.

27-2. Provisional Ball

a. Procedure

If a ball may be *lost* outside a *water hazard* or may be *out of bounds*, to save time the player may play another ball provisionally in accordance with Rule 27-1. The player shall inform his opponent in match play or his *marker* or a *fellow-competitor* in stroke play that he intends to play a *provisional ball*, and he shall play it before he or his partner goes forward to search for the original ball.

If he fails to do so and plays another ball, such ball is not a provisional ball and becomes the *ball in play under penalty of stroke and distance* (Rule 27-1); the original ball is deemed to be lost.

(Order of play from teeing ground - see Rule 10-3.)

b. When Provisional Ball Becomes Ball in Play

The player may play a *provisional ball* until he reaches the place where the original ball is likely to be. If he plays a *stroke* with the provisional ball from the place where the original ball is likely to be or from a point nearer the hole than that place, the original ball is deemed to be *lost* and the provisional ball becomes the *ball in play under penalty of stroke and distance* (Rule 27-1).

If the original ball is lost outside a *water hazard* or is *out of bounds*, the provisional ball becomes the ball in play, *under penalty of stroke and distance* (Rule 27-1).

If there is reasonable evidence that the original ball is lost in a *water hazard*, the player shall proceed in accordance with Rule 26-1.

Rule 27/28 Exception: If there is reasonable evidence that the original ball is lost in an immovable *obstruction* (Rule 24-2c) or an *abnormal ground condition* (Rule 25-1c), the player may proceed under the applicable Rule.

c. When Provisional Ball to be Abandoned

If the original ball is neither *lost* nor *out of bounds*, the player shall abandon the *provisional ball* and continue play with the original ball. If he fails to do so, any further *strokes* played with the provisional ball shall constitute playing a *wrong ball* and the provisions of Rule 15 shall apply.

Note: Strokes taken and *penalty strokes* incurred solely in playing a *provisional ball* subsequently abandoned under Rule 27-2c shall be disregarded.

Rule 28. Ball Unplayable

The player may declare his ball unplayable at any place on the *course* except when the ball is in a *water hazard*. The player is the sole judge as to whether his ball is unplayable. If the player deems his ball to be unplayable, he shall, **under penalty of one stroke:**

- a.** Play a ball as nearly as possible at the spot from which the original ball was last played (see Rule 20-5); or
- b.** Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole; or
- c.** Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped.

If the unplayable ball is in a *bunker*, the player may proceed under Clause a, b or c. If he elects to proceed under Clause b or c, a ball must be dropped in the bunker.

The ball may be cleaned when lifted under this Rule.

PENALTY FOR BREACH OF RULE:

Match play — Loss of hole; Stroke play — Two strokes.

OTHER FORMS OF PLAY

Rule 29. Threesomes and Foursomes

Definitions

Threesome: A match in which one plays against two, and each side plays one ball.

Foursome: A match in which two play against two, and each side plays one ball.

29-1. General

In a *threesome* or a *foursome*, during any *stipulated round* the *partners* shall play alternately from the *teeing grounds* and alternately during the play of each hole. *Penalty strokes* do not affect the order of play.

29-2. Match Play

If a player plays when his *partner* should have played, *his side shall lose the hole*.

29-3. Stroke Play

If the *partners* play a *stroke* or *strokes* in incorrect order, such stroke or strokes shall be cancelled and *the side shall incur a penalty of two strokes*. The side shall correct the error by playing a ball in correct order as nearly as possible at the spot from which it first played in incorrect order (see Rule 20-5). If the side plays a stroke from the next *teeing ground* without first correcting the error or, in the case of the last hole of the round, leaves the *putting green* without declaring its intention to correct the error, *the side shall be disqualified*.

Rule 30. Three-Ball, Best-Ball and Four-Ball Match Play

Definitions

Three-Ball: A match play competition in which three play against one another, each playing his own ball. Each player is playing two distinct matches.

Best-Ball: A match in which one plays against the better ball of two or the best ball of three players.

Four-Ball: A match in which two play their better ball against the better ball of two other players.

30-1. Rules of Golf Apply

The Rules of Golf, so far as they are not at variance with the following special Rules, shall apply to three-ball, best-ball and four-ball matches.

30-2. Three-Ball Match Play

a. Ball at Rest Moved by an Opponent

Except as otherwise provided in the *Rules*, if the player's ball is touched or *moved* by an opponent, his *caddie* or *equipment* other than during search, Rule 18-3b applies. **That opponent shall incur a penalty stroke in his match with the player,** but not in his match with the other opponent.

b. Ball Deflected or Stopped by an Opponent

Accidentally

If a player's ball is accidentally deflected or stopped by an opponent, his *caddie* or *equipment*, no penalty shall be incurred. In his match with that opponent the player may play the ball as it lies or, before another stroke is played by either side, he may cancel the stroke and play a ball without penalty as nearly as possible at the spot from which the original ball was last played (see Rule 20-5). In his match with the other opponent, the ball shall be played as it lies.

Exception: Ball striking person attending flagstick — see **Rule 30**
Rule 17-3b.

(Ball purposely deflected or stopped by opponent — see Rule 1-2.)

30-3. Best-Ball and Four-Ball Match Play

a. Representation of Side

A side may be represented by one *partner* for all or any part of a match; all partners need not be present. An absent partner may join a match between holes, but not during play of a hole.

b. Maximum of Fourteen Clubs

The side shall be penalised for a breach of Rule 4-4 by any partner.

c. Order of Play

Balls belonging to the same side may be played in the order the side considers best.

d. Wrong Ball

If a player plays a *stroke* with a *wrong ball* except in a *hazard*, **he shall be disqualified for that hole**, but his *partner* incurs no penalty even if the wrong ball belongs to him. If the wrong ball belongs to another player, its owner shall place a ball on the spot from which the wrong ball was first played.

e. Disqualification of Side

(i) A side shall be disqualified for a breach of any of the following by any *partner*:

- Rule 1-3 – Agreement to Waive Rules.
- Rule 4-1 or -2 – Clubs.
- Rule 5-1 or -2 – The Ball.
- Rule 6-2a – Handicap (playing off higher handicap).
- Rule 6-4 – Caddie.

- Rule 6-7 – Undue Delay; Slow Play
(repeated offence).
Rule 14-3 – Artificial Devices and Unusual
Equipment.

(ii) A side shall be disqualified for a breach of any of the following by all *partners*:

- Rule 6-3 – Time of Starting and Groups.
Rule 6-8 – Discontinuance of Play.

f. Effect of Other Penalties

If a player's breach of a *Rule* assists his *partner's* play or adversely affects an opponent's play, the partner incurs the applicable penalty in addition to any penalty incurred by the player.

In all other cases where a player incurs a penalty for breach of a *Rule*, the penalty shall not apply to his partner. Where the penalty is stated to be loss of hole, the effect shall be to disqualify the player for that hole.

g. Another Form of Match Played Concurrently

In a best-ball or four-ball match when another form of match is played concurrently, the above special Rules shall apply.

Rule 31. Four-Ball Stroke Play

In four-ball stroke play two competitors play as *partners*, each playing his own ball. The lower score of the partners is the score for the hole. If one partner fails to complete the play of a hole, there is no penalty.

31-1. Rules of Golf Apply

The Rules of Golf, so far as they are not at variance with the following special Rules, shall apply to four-ball stroke play.

31-2. Representation of Side

A *side* may be represented by either *partner* for all or any part of a *stipulated round*; both partners need not be present. An absent competitor may join his partner between holes, but not during play of a hole.

31-3. Maximum of Fourteen Clubs

The *side* shall be penalised for a breach of Rule 4-4 by either *partner*.

31-4. Scoring

The *marker* is required to record for each hole only the gross score of whichever *partner's* score is to count. The gross scores to count must be individually identifiable; otherwise the *side* shall be disqualified. Only one of the partners need be responsible for complying with Rule 6-6b. (Wrong score — see Rule 31-7a.)

31-5. Order of Play

Balls belonging to the same *side* may be played in the order the side considers best.

31-6. Wrong Ball

If a competitor plays a *stroke* or strokes with a *wrong ball* except in a *hazard*, he shall add two penalty strokes to his score for the hole and shall then play the correct ball. His *partner* incurs no penalty even if the wrong ball belongs to him.

If the wrong ball belongs to another competitor, its owner shall place a ball on the spot from which the wrong ball was first played.

Rule 31-7. Disqualification Penalties

31 a. Breach by One Partner

A *side* shall be disqualified from the competition for a breach of any of the following by either *partner*:

- Rule 1-3 – Agreement to Waive Rules.
- Rule 3-4 – Refusal to Comply with Rule.
- Rule 4-1 or -2 – Clubs.
- Rule 5-1 or -2 – The Ball.
- Rule 6-2b – Handicap (playing off higher handicap; failure to record handicap).
- Rule 6-4 – Caddie.
- Rule 6-6b – Signing and Returning Card.
- Rule 6-6d – Wrong Score for Hole, i.e. when the recorded score of the partner whose score is to count is lower than actually taken. If the recorded score of the partner whose score is to count is higher than actually taken, it must stand as returned.
- Rule 6-7 – Undue Delay; Slow Play (repeated offence).
- Rule 7-1 – Practice Before or Between Rounds.
- Rule 14-3 – Artificial Devices and Unusual Equipment.
- Rule 31-4 – Gross Scores to Count Not Individually Identifiable.

b. Breach by Both Partners

A *side* shall be disqualified:

- (i) for a breach by both *partners* of Rule 6-3 (Time of Starting and Groups) or Rule 6-8 (Discontinuance of Play), or
- (ii) if, at the same hole, each *partner* is in breach of a *Rule* the penalty for which is disqualification from the competition or for a hole.

c. For the Hole Only

In all other cases where a breach of a *Rule* would entail disqualification, the competitor shall be disqualified only for the hole at which the breach occurred.

31-8. Effect of Other Penalties

If a competitor's breach of a *Rule* assists his *partner's* play, the partner incurs the applicable penalty in addition to any penalty incurred by the competitor.

In all other cases where a competitor incurs a penalty for breach of a *Rule*, the penalty shall not apply to his partner.

Rule 32. Bogey, Par and Stableford Competitions

32-1. Conditions

Bogey, par and Stableford competitions are forms of stroke competition in which play is against a fixed score at each hole. The Rules for stroke play, so far as they are not at variance with the following special Rules, apply.

a. Bogey and Par Competitions

The reckoning for bogey and par competitions is made as in match play. Any hole for which a competitor makes no return shall be regarded as a loss. The winner is the competitor who is most successful in the aggregate of holes.

The *marker* is responsible for marking only the gross number of strokes for each hole where the competitor makes a net score equal to or less than the fixed score.

Note 1: Maximum of 14 Clubs — Penalties as in match play — see Rule 4-4.

Note 2: Undue Delay; Slow Play (Rule 6-7) – The competitor's score shall be adjusted by deducting one hole from the overall result.

Rule 32 **b. Stableford Competitions**

The reckoning in Stableford competitions is made by points awarded in relation to a fixed score at each hole as follows:

Hole Played in	Points
More than one over fixed score or no score returned ..	0
One over fixed score	1
Fixed score	2
One under fixed score	3
Two under fixed score.....	4
Three under fixed score.....	5
Four under fixed score.....	6

The winner is the competitor who scores the highest number of points.

The *marker* shall be responsible for marking only the gross number of strokes at each hole where the competitor's net score earns one or more points.

Note 1: Maximum of 14 Clubs (Rule 4-4) — Penalties applied as follows: From total points scored for the round, deduction of two points for each hole at which any breach occurred; maximum deduction per round: four points.

Note 2: Undue Delay; Slow Play (Rule 6-7) – The competitor's score shall be adjusted by deducting two points from the points total scored for the round.

32-2. Disqualification Penalties

a. From the Competition

A competitor shall be disqualified from the competition for a breach of any of the following:

- Rule 1-3 – Agreement to Waive Rules.
- Rule 3-4 – Refusal to Comply with Rule.
- Rule 4-1 or -2 – Clubs.
- Rule 5-1 or -2 – The Ball.

- Rule 6-2b – Handicap (playing off higher handicap; failure to record handicap).
- Rule 6-3 – Time of Starting and Groups.
- Rule 6-4 – Caddie.
- Rule 6-6b – Signing and Returning Card.
- Rule 6-6d – Wrong Score for Hole, except that no penalty shall be incurred when a breach of this Rule does not affect the result of the hole.
- Rule 6-7 – Undue Delay; Slow Play (repeated offence).
- Rule 6-8 – Discontinuance of Play.
- Rule 7-1 – Practice Before or Between Rounds.
- Rule 14-3 – Artificial Devices and Unusual Equipment.

b. For a Hole

In all other cases where a breach of a *Rule* would entail disqualification, **the competitor shall be disqualified only for the hole at which the breach occurred.**

ADMINISTRATION

Rule 33. The Committee

33-1. Conditions; Waiving Rule

The *Committee* shall lay down the conditions under which a competition is to be played.

The Committee has no power to waive a Rule of Golf.

Certain special rules governing stroke play are so substantially different from those governing match play that combining the two forms of play is not practicable and is not permitted. The results of matches played and the scores returned in these circumstances shall not be accepted.

In stroke play the Committee may limit a *referee's* duties.

Rule 33-2. The Course

33

a. Defining Bounds and Margins

The *Committee* shall define accurately:

- (i) the *course* and *out of bounds*,
- (ii) the margins of *water hazards* and *lateral water hazards*,
- (iii) *ground under repair*, and
- (iv) *obstructions* and integral parts of the course.

b. New Holes

New *holes* should be made on the day on which a stroke competition begins and at such other times as the *Committee* considers necessary, provided all competitors in a single round play with each hole cut in the same position.

Exception: When it is impossible for a damaged *hole* to be repaired so that it conforms with the Definition, the *Committee* may make a new hole in a nearby similar position.

Note: Where a single round is to be played on more than one day, the *Committee* may provide in the conditions of a competition that the *holes* and *teeing grounds* may be differently situated on each day of the competition, provided that, on any one day, all competitors play with each hole and each teeing ground in the same position.

c. Practice Ground

Where there is no practice ground available outside the area of a competition *course*, the *Committee* should lay down the area on which players may practise on any day of a competition, if it is practicable to do so. On any day of a stroke competition, the *Committee* should not normally permit practice on or to a *putting green* or from a *hazard* of the competition course.

d. Course Unplayable

If the *Committee* or its authorised representative considers that for any reason the *course* is not in a playable condition or that there are circumstances which render the proper playing of the game impossible, it may, in match play or stroke play, order a temporary suspension of play or, in stroke play, declare play null and void and cancel all scores for the round in question. When a round is cancelled, all penalties incurred in that round are cancelled.

(Procedure in discontinuing and resuming play — see Rule 6-8.)

33-3. Times of Starting and Groups

The *Committee* shall lay down the times of starting and, in stroke play, arrange the groups in which competitors shall play.

When a match play competition is played over an extended period, the *Committee* shall lay down the limit of time within which each round shall be completed. When players are allowed to arrange the date of their match within these limits, the *Committee* should announce that the match must be played at a stated time on the last day of the period unless the players agree to a prior date.

33-4. Handicap Stroke Table

The *Committee* shall publish a table indicating the order of holes at which handicap strokes are to be given or received.

33-5. Score Card

In stroke play, the *Committee* shall issue for each competitor a score card containing the date and the competitor's name or, in foursome or four-ball stroke play, the competitors' names.

In stroke play, the *Committee* is responsible for the addition of scores and application of the handicap recorded on the card.

Rule 33 In four-ball stroke play, the Committee is responsible for recording the better-ball score for each hole and in the process applying the handicaps recorded on the card, and adding the better-ball scores.

In bogey, par and Stableford competitions, the Committee is responsible for applying the handicap recorded on the card and determining the result of each hole and the overall result or points total.

33-6. Decision of Ties

The *Committee* shall announce the manner, day and time for the decision of a halved match or of a tie, whether played on level terms or under handicap.

A halved match shall not be decided by stroke play. A tie in stroke play shall not be decided by a match.

33-7. Disqualification Penalty; Committee Discretion

A penalty of disqualification may in exceptional individual cases be waived, modified or imposed if the *Committee* considers such action warranted.

Any penalty less than disqualification shall not be waived or modified.

33-8. Local Rules

a. Policy

The *Committee* may make and publish Local Rules for local abnormal conditions if they are consistent with the policy set forth in Appendix I.

b. Waiving or Modifying a Rule

A Rule of Golf shall not be waived by a Local Rule. However, if a *Committee* considers that local abnormal conditions interfere with the proper playing of the game to the extent that it is necessary to make a Local Rule which modifies the *Rules*, the Local Rule must be authorised by the Royal and Ancient Golf Club of St. Andrews.

34-1. Claims and Penalties

a. Match Play

In match play if a claim is lodged with the *Committee* under Rule 2-5, a decision should be given as soon as possible so that the state of the match may, if necessary, be adjusted.

If a claim is not made within the time limit provided by Rule 2-5, it shall not be considered unless it is based on facts previously unknown to the player making the claim and the player making the claim had been given wrong information (Rules 6-2a and 9) by an opponent. In any case, no later claim shall be considered after the result of the match has been officially announced, unless the *Committee* is satisfied that the opponent knew he was giving wrong information.

There is no time limit on applying the disqualification penalty for a breach of Rule 1-3.

b. Stroke Play

Except as provided below, in stroke play, no penalty shall be rescinded, modified or imposed after the competition has closed. A competition is deemed to have closed when the result has been officially announced or, in stroke play qualifying followed by match play, when the player has teed off in his first match.

Exceptions: A penalty of disqualification shall be imposed after the competition has closed if a competitor:

- (i) was in breach of Rule 1-3 (Agreement to Waive Rules);
or
- (ii) returned a score card on which he had recorded a handicap which, before the competition closed, he knew was higher than that to which he was entitled, and this affected the number of strokes received (Rule 6-2b); or

- Rule 34** (iii) returned a score for any hole lower than actually taken (Rule 6-6d) for any reason other than failure to include a penalty which, before the competition closed, he did not know he had incurred; or
- (iv) knew, before the competition closed, that he had been in breach of any other *Rule* for which the prescribed penalty is disqualification.

34-2. Referee's Decision

If a *referee* has been appointed by the *Committee*, his decision shall be final.

34-3. Committee's Decision

In the absence of a *referee*, any dispute or doubtful point on the *Rules* shall be referred to the *Committee*, whose decision shall be final.

If the *Committee* cannot come to a decision, it shall refer the dispute or doubtful point to the Rules of Golf Committee of the Royal and Ancient Golf Club of St. Andrews, whose decision shall be final.

If the dispute or doubtful point has not been referred to the Rules of Golf Committee, the player or players have the right to refer an agreed statement through the Secretary of the Club to the Rules of Golf Committee for an opinion as to the correctness of the decision given. The reply will be sent to the Secretary of the Club or Clubs concerned.

If play is conducted other than in accordance with the Rules of Golf, the Rules of Golf Committee will not give a decision on any question.

APPENDIX I

LOCAL RULES; CONDITIONS OF THE COMPETITION

Part A: Local Rules

As provided in Rule 33-8a, the Committee may make and publish Local Rules for local abnormal conditions if they are consistent with the policy set forth in this Appendix.

In addition, detailed information regarding acceptable and prohibited Local Rules is provided in “Decisions on the Rules of Golf” under Rule 33-8.

If local abnormal conditions interfere with the proper playing of the game and the Committee considers it necessary to modify a Rule of Golf, authorisation from the Royal and Ancient Golf Club of St. Andrews must be obtained.

1. Defining Bounds and Margins

Specifying means used to define out of bounds, water hazards, lateral water hazards, ground under repair, obstructions and integral parts of the course (Rule 33-2a).

2. Water Hazards

a. Lateral Water Hazards.

Clarifying the status of water hazards which may be lateral water hazards (Rule 26).

b. Provisional Ball.

Permitting play of a provisional ball for a ball which may be in a water hazard of such character that if the original ball is not found, there is reasonable evidence that it is lost in the water hazard and it would be impracticable to determine whether the ball is in the hazard or to do so would unduly delay play. The ball shall be played provisionally under any of the available options under Rule 26-1 or any applicable Local Rule. In such a case, if a

App. I provisional ball is played and the original ball is in a water hazard, the player may play the original ball as it lies or continue with the provisional ball in play, but he may not proceed under Rule 26-1 with regard to the original ball.

3. Areas of the Course Requiring Preservation; Environmentally-Sensitive Areas

Assisting preservation of the course by defining areas, including turf nurseries, young plantations and other parts of the course under cultivation, as “ground under repair” from which play is prohibited.

When the Committee is required to prohibit play from environmentally-sensitive areas which are on or adjoin the course, it should make a Local Rule clarifying the relief procedure.

4. Temporary Conditions - Mud, Extreme Wetness, Poor Conditions and Protection of Course

a. Lifting an Embedded Ball, Cleaning

Temporary conditions which might interfere with the proper playing of the game, including mud and extreme wetness, warranting relief for an embedded ball anywhere through the green or permitting lifting, cleaning and replacing a ball anywhere through the green or on a closely-mown area through the green.

b. “Preferred Lies” and “Winter Rules”

Adverse conditions, including the poor condition of the course or the existence of mud, are sometimes so general, particularly during winter months, that the Committee may decide to grant relief by temporary Local Rule either to protect the course or to promote fair and pleasant play. Such Local Rule shall be withdrawn as soon as the conditions warrant.

5. Obstructions

a. General

Clarifying the status of objects which may be obstructions (Rule 24).

Declaring any construction to be an integral part of the course and, accordingly, not an obstruction, e.g., built-up sides of teeing grounds, putting greens and bunkers (Rules 24 and 33-2a).

b. Stones in Bunkers

Allowing the removal of stones in bunkers by declaring them to be “movable obstructions” (Rule 24-1).

c. Roads and Paths

- (i) Declaring artificial surfaces and sides of roads and paths to be integral parts of the course, or
- (ii) Providing relief of the type afforded under Rule 24-2b from roads and paths not having artificial surfaces and sides if they could unfairly affect play.

d. Fixed Sprinkler Heads

Providing relief from intervention by fixed sprinkler heads on or within two club-lengths of the putting green when the ball lies within two club-lengths of the sprinkler head.

e. Protection of Young Trees

Providing relief for the protection of young trees.

f. Temporary Obstructions

Providing relief from interference by temporary obstructions (e.g., grandstands, television cables and equipment, etc.).

6. Dropping Zones (Ball Drops)

Establishing special areas on which balls may or shall be dropped when it is not feasible or practicable to proceed

App. I exactly in conformity with Rule 24-2b or 24-2c (Immovable Obstruction), Rule 25-1b or 25-1c (Abnormal Ground Conditions), Rule 25-3 (Wrong Putting Green), Rule 26-1 (Water Hazards and Lateral Water Hazards) or Rule 28 (Ball Unplayable).

Part B: Specimen Local Rules

Within the policy set out in Part A of this Appendix, the Committee may adopt a Specimen Local Rule by referring, on a score card or notice board, to the examples given below. However, Specimen Local Rules 3a, 3b, 3c, 6a and 6b should not be printed or referred to on a score card as they are all of limited duration.

1. Areas of the Course Requiring Preservation; Environmentally-Sensitive Areas

a. Ground Under Repair; Play Prohibited

If the Committee wishes to protect any area of the course, it should declare it to be ground under repair and prohibit play from within that area. **The following Local Rule is recommended:**

“The _____ (defined by _____) is ground under repair from which play is prohibited. If a player’s ball lies in the area, or if it interferes with the player’s stance or the area of his intended swing, the player must take relief under Rule 25-1.

PENALTY FOR BREACH OF LOCAL RULE:

Match play - Loss of hole; Stroke play - Two strokes.”

b. Environmentally-Sensitive Areas

If an appropriate authority (i.e., a Government Agency or the like) prohibits entry into and/or play from an area on or adjoining the course for environmental reasons, the Committee should make a Local Rule clarifying the relief procedure.

The Committee has some discretion in terms of whether the area is defined as ground under repair, a water hazard or out of bounds. However, it may not simply define such an area to be a water hazard if it does not meet the Definition of a “Water Hazard” and it should attempt to preserve the character of the hole.

The following Local Rule is recommended:

“1. Definition

An environmentally-sensitive area is an area so declared by an appropriate authority, entry into and/or play from which is prohibited for environmental reasons. Such an area may be defined as ground under repair, a water hazard, a lateral water hazard or out of bounds at the discretion of the Committee provided that, in the case of an environmentally-sensitive area which has been defined as a water hazard or a lateral water hazard, the area is, by Definition, a water hazard.

Note: The Committee may not declare an area to be environmentally-sensitive.

2. Ball in Environmentally-Sensitive Area

a. Ground Under Repair

If a ball is in an environmentally-sensitive area which is defined as ground under repair, a ball must be dropped in accordance with Rule 25-1b.

If there is reasonable evidence that a ball is lost within an environmentally-sensitive area which is defined as ground under repair, the player may take relief without penalty as prescribed in Rule 25-1c.

b. Water Hazards and Lateral Water Hazards

If a ball is in or there is reasonable evidence that it is lost in an environmentally-sensitive area which is defined as a water hazard or lateral water hazard, the player must, under penalty of one stroke, proceed under Rule 26-1.

App. I Note: If a ball dropped in accordance with Rule 26 rolls into a position where the environmentally-sensitive area interferes with the player's stance or the area of his intended swing, the player must take relief as provided in Clause 3 of this Local Rule.

c. Out of Bounds

If a ball is in an environmentally-sensitive area which is defined as out of bounds, the player shall play a ball, under penalty of one stroke, as nearly as possible at the spot from which the original ball was last played (see Rule 20-5).

3. Interference with Stance or Area of Intended Swing

Interference by an environmentally-sensitive area occurs when such a condition interferes with the player's stance or the area of his intended swing. If interference exists, the player must take relief as follows:

(i) Through the Green: If the ball lies through the green, the point on the course nearest to where the ball lies shall be determined which (a) is not nearer the hole, (b) avoids interference by the condition and (c) is not in a hazard or on a putting green. The player shall lift the ball and drop it without penalty within one club-length of the point thus determined on a part of the course that fulfils (a), (b) and (c) above.

(ii) In a Hazard: If the ball is in a hazard, the player shall lift the ball and drop it either:

(a) Without penalty, in the hazard, as near as possible to the spot where the ball lay, but not nearer the hole, on a part of the course which provides complete relief from the condition; or

(b) Under penalty of one stroke, outside the hazard, keeping the point where the ball lay directly between the hole and the spot on which the ball is dropped, with no limit to how far behind the hazard the ball may be dropped.

Additionally, the player may proceed under Rule 26 or 28 if applicable.

(iii) On the Putting Green: If the ball lies on the putting green, the player shall lift the ball and place it without penalty in the nearest position to where it lay which affords complete relief from the condition, but not nearer the hole or in a hazard.

The ball may be cleaned when so lifted under Clause 3 of this Local Rule.

Exception: A player may not obtain relief under Clause 3 of this Local Rule if (a) it is clearly unreasonable for him to play a stroke because of interference by anything other than a condition covered by this Local Rule or (b) interference by such a condition would occur only through use of an unnecessarily abnormal stance, swing or direction of play.

PENALTY FOR BREACH OF LOCAL RULE:

Match play - Loss of hole; Stroke play - Two strokes.

Note: In case of a serious breach of this Local Rule, the Committee may impose a penalty of disqualification.”

2. Protection of Young Trees

When it is desired to prevent damage to young trees, the following Local Rule is recommended:

“Protection of young trees identified by _____. If such a tree interferes with a player’s stance or the area of his intended swing, the ball must be lifted, without penalty, and dropped in accordance with the procedure prescribed in Rule 24-2b (Immovable Obstruction). If the ball lies in a water hazard, the player shall lift and drop the ball in accordance with Rule 24-2b(i) except that the nearest point of relief must be in the water hazard and the ball must be dropped in the water hazard or the player may proceed under Rule 26. The ball may be cleaned when so lifted.

App. I Exception: A player may not obtain relief under this Local Rule if (a) it is clearly unreasonable for him to play a stroke because of interference by anything other than such tree or (b) interference by such tree would occur only through use of an unnecessarily abnormal stance, swing or direction of play.

PENALTY FOR BREACH OF LOCAL RULE:

Match play - Loss of hole; Stroke play - Two strokes.”

3. Temporary Conditions - Mud, Extreme Wetness, Poor Conditions and Protection of the Course

a. Relief for Embedded Ball; Cleaning Ball

Rule 25-2 provides relief without penalty for a ball embedded in its own pitch-mark in any closely-mown area through the green. On the putting green, a ball may be lifted and damage caused by the impact of a ball may be repaired (Rules 16-1b and c). When permission to take relief for an embedded ball anywhere through the green would be warranted, **the following Local Rule is recommended:**

“Through the green, a ball which is embedded in its own pitch-mark in the ground, other than sand, may be lifted without penalty, cleaned and dropped as near as possible to where it lay but not nearer the hole. The ball when dropped must first strike a part of the course through the green.

Exception: A player may not obtain relief under this Local Rule if it is clearly unreasonable for him to play a stroke because of interference by anything other than the condition covered by this Local Rule.

PENALTY FOR BREACH OF LOCAL RULE:

Match play - Loss of hole; Stroke play - Two strokes.”

Alternatively, conditions may be such that permission to lift, clean and replace the ball will suffice. In such circumstances, **the following Local Rule is recommended:**

“(Specify area) a ball may be lifted, cleaned and replaced

without penalty.

Note: The position of the ball shall be marked before it is lifted under this Local Rule - see Rule 20-1.

PENALTY FOR BREACH OF LOCAL RULE:

Match play - Loss of hole; Stroke play - Two strokes.”

b. “Preferred Lies” and “Winter Rules”

The R&A does not endorse “preferred lies” or “winter rules” and recommends that the Rules of Golf be observed uniformly. Ground under repair is provided for in Rule 25 and occasional local abnormal conditions which might interfere with fair play and are not widespread should be defined as ground under repair.

However, adverse conditions are sometimes so general throughout a course that the Committee believes “preferred lies” or “winter rules” would promote fair play or help protect the course. Heavy snows, spring thaws, prolonged rains or extreme heat can make fairways unsatisfactory and sometimes prevent use of heavy mowing equipment.

When a Committee adopts a Local Rule for “preferred lies” or “winter rules” it should be set out in detail and should be interpreted by the Committee, as there is no established code for “winter rules”. Without a detailed Local Rule, it is meaningless for a Committee to post a notice merely saying “Winter Rules today.”

The following Local Rule would seem appropriate for the conditions in question, but the R&A will not interpret it:

“A ball lying on a closely-mown area through the green may, without penalty, be moved or may be lifted, cleaned and placed within (specify area, e.g., six inches, one club-length, etc.) of where it originally lay, but not nearer the hole and not in a hazard or on a putting green. A player may move or place his ball once and after the ball has been so moved or placed, it is in play.

PENALTY FOR BREACH OF LOCAL RULE:

Match play - Loss of hole; Stroke play - Two strokes.”

App. I Before a Committee adopts a Local Rule permitting “preferred lies” or “winter rules”, the following facts should be considered:

1. Such a Local Rule conflicts with the Rules of Golf and the fundamental principle of playing the ball as it lies.
2. “Winter rules” are sometimes adopted under the guise of protecting the course when, in fact, the practical effect is just the opposite - they permit moving the ball to the best turf, from which divots are then taken to injure the course further.
3. “Preferred lies” or “winter rules” tend generally to lower scores and handicaps, thus penalising the players in competition with players whose scores for handicaps are made under the Rules of Golf.
4. Extended use or indiscriminate use of “preferred lies” or “winter rules” will place players at a disadvantage when competing at a course where the ball must be played as it lies.

c. Aeration Holes

When a course has been aerated, a Local Rule permitting relief, without penalty, from an aeration hole may be warranted. **The following Local Rule is recommended:**

“Through the green, a ball which comes to rest in or on an aeration hole may be lifted without penalty, cleaned and dropped, as near as possible to the spot where it lay but not nearer the hole. The ball when dropped must first strike a part of the course through the green.

On the putting green, the player shall place the ball at the nearest spot not nearer the hole which avoids such situation.

PENALTY FOR BREACH OF LOCAL RULE:

Match play - Loss of hole; Stroke play - Two strokes.”

4. Stones in bunkers

Stones are, by definition, loose impediments and, when a

player's ball is in a hazard, a stone lying in or touching the hazard may not be touched or moved (Rule 13-4). However, stones in bunkers may represent a danger to players (a player could be injured by a stone struck by the player's club in an attempt to play the ball) and they may interfere with the proper playing of the game.

When permission to lift a stone in a bunker would be warranted, **the following Local Rule is recommended:**

"Stones in bunkers are movable obstructions (Rule 24-1 applies)."

5. Fixed Sprinkler Heads

Rule 24-2 provides relief without penalty from interference by an immovable obstruction, but it also provides that, except on the putting green, intervention on the line of play is not, of itself, interference under this Rule.

However, on some courses, the aprons of the putting greens are so closely mown that players may wish to putt from just off the green. In such conditions, fixed sprinkler heads on the apron may interfere with the proper playing of the game and the introduction of **the following Local Rule providing additional relief without penalty from intervention by a fixed sprinkler head would be warranted:** "All fixed sprinkler heads are immovable obstructions and relief from interference by them may be obtained under Rule 24-2. In addition, if a ball lies off the putting green but not in a hazard and such an obstruction on or within two club-lengths of the putting green and within two club-lengths of the ball intervenes on the line of play between the ball and the hole, the player may take relief as follows: The ball shall be lifted and dropped at the nearest point to where the ball lay which (a) is not nearer the hole, (b) avoids such intervention and (c) is not in a hazard or on a putting green. The ball may be cleaned when so lifted.

PENALTY FOR BREACH OF LOCAL RULE:

Match play - Loss of hole; Stroke play - Two strokes."

App. 6. Temporary Obstructions

I When temporary obstructions are installed on or adjoining the course, the Committee should define the status of such obstructions as movable, immovable or temporary immovable obstructions.

a. Temporary Immovable Obstructions

If the Committee defines such obstructions as temporary immovable obstructions, the following Local Rule is recommended:

1. Definition

A temporary immovable obstruction is a non-permanent artificial object which is often erected in conjunction with a competition and which is fixed or not readily movable.

Examples of temporary immovable obstructions include, but are not limited to, tents, scoreboards, grandstands, television towers and lavatories.

Supporting guy wires are part of the temporary immovable obstruction unless the Committee declares that they are to be treated as elevated power lines or cables.

2. Interference

Interference by a temporary immovable obstruction occurs when (a) the ball lies in front of and so close to the obstruction that the obstruction interferes with the player's stance or the area of his intended swing, or (b) the ball lies in, on, under or behind the obstruction so that any part of the obstruction intervenes directly between the player's ball and the hole; interference also exists if the ball lies within one club-length of a spot where such intervention would exist.

Note: A ball is under a temporary immovable obstruction when it is below the outer most edges of the obstruction, even if these edges do not extend downwards to the ground.

3. Relief

A player may obtain relief from interference by a temporary immovable obstruction, including a temporary immovable obstruction which is out of bounds, as follows:

a. Through the Green - If the ball lies through the green, the point on the course nearest to where the ball lies shall be determined which (a) is not nearer the hole, (b) avoids interference as defined in Clause 2 and (c) is not in a hazard or on a putting green. The player shall lift the ball and drop it without penalty within one club-length of the point thus determined on a part of the course which fulfils (a), (b) and (c) above.

b. In a Hazard: If the ball is in a hazard, the player shall lift and drop the ball either:

- (i) Without penalty, in the hazard, on the nearest part of the course affording complete relief within the limits specified in Clause 3a above or, if complete relief is impossible, on a part of the course within the hazard which affords maximum available relief; or
- (ii) Under penalty of one stroke, outside the hazard as follows: the point on the course nearest to where the ball lies shall be determined which (a) is not nearer the hole, (b) avoids interference as defined in Clause 2 and (c) is not in a hazard. The player shall drop the ball within one club-length of the point thus determined on a part of the course which fulfils (a), (b) and (c) above.

The ball may be cleaned when lifted under Clause 3.

Note 1: If the ball lies in a hazard, nothing in this Local Rule precludes the player from proceeding under Rule 26 or Rule 28, if applicable.

Note 2: If the ball to be dropped under this Local Rule is not immediately recoverable, another ball may be substituted.

Note 3: A Committee may make a Local Rule (a) permitting

App. or requiring a player to use a dropping zone or ball drop
I when taking relief from a temporary immovable obstruction or (b) permitting a player, as an additional relief option, to drop the ball on the opposite side of the obstruction from the point established under Clause 3, but otherwise in accordance with Clause 3.

Exceptions:

If a player's ball lies in front of or behind the temporary immovable obstruction (not in, on or under the obstruction) he may not obtain relief under Clause 3 if:

1. It is clearly unreasonable for him to play a stroke or, in the case of intervention, to play a stroke such that the ball could finish on a direct line to the hole, because of interference by anything other than the temporary immovable obstruction;
2. Interference by the temporary immovable obstruction would occur only through use of an unnecessarily abnormal stance, swing or direction of play; or
3. In the case of intervention, it would be clearly unreasonable to expect the player to be able to strike the ball far enough towards the hole to reach the temporary immovable obstruction.

Note: A player not entitled to relief due to these exceptions may proceed under Rule 24-2, if applicable.

4. Ball Lost

If there is reasonable evidence that the ball is lost in, on or under a temporary immovable obstruction, a ball may be dropped under the provisions of Clause 3 or Clause 5, if applicable. For the purpose of applying Clauses 3 and 5, the ball shall be deemed to lie at the spot where it last entered the obstruction (Rule 24-2c).

5. Dropping Zones (Ball Drops)

If the player has interference from a temporary immovable obstruction, the Committee may permit or require the use

of a dropping zone or ball drop. If the player uses a dropping zone in taking relief, he must drop the ball in the dropping zone nearest to where his ball originally lay or is deemed to lie under Clause 4 (even though the nearest dropping zone may be nearer the hole).

Note 1: A Committee may make a Local Rule prohibiting the use of a dropping zone or ball drop which is nearer the hole.

Note 2: If the ball is dropped in a dropping zone, the ball shall not be re-dropped if it comes to rest within two club-lengths of the spot where it first struck a part of the course even though it may come to rest nearer the hole or outside the boundaries of the dropping zone.

PENALTY FOR BREACH OF LOCAL RULE:

Match play - Loss of hole; Stroke play - Two strokes.”

b. Temporary Power Lines and Cables

When temporary power lines, cables, or telephone lines are installed on the course, [the following Local Rule is recommended](#):

“Temporary power lines, cables, telephone lines and mats covering or stanchions supporting them are obstructions:

1. If they are readily movable, Rule 24-1 applies.
2. If they are fixed or not readily movable, the player may, if the ball lies through the green or in a bunker, obtain relief as provided in Rule 24-2b. If the ball lies in a water hazard, the player may obtain relief under Rule 24-2b(i) except that the nearest point of relief must be in the water hazard and the ball must be dropped in the water hazard or the player may proceed under Rule 26.
3. If a ball strikes an elevated power line or cable, the stroke shall be cancelled and replayed, without penalty (see Rule 20-5). If the ball is not immediately recoverable another ball may be substituted.

Note: Guy wires supporting a temporary immovable obstruction are part of the temporary immovable obstruction unless the Committee, by Local Rule,

declares that they are to be treated as elevated power lines or cables.

Exception: Ball striking elevated junction section of cable rising from the ground shall not be replayed.

4. Grass-covered cable trenches are ground under repair even if not so marked and Rule 25-1b applies.”

Part C: Conditions of the Competition

Rule 33-1 provides, “The Committee shall lay down the conditions under which a competition is to be played.” Such conditions should include many matters such as method of entry, eligibility, number of rounds to be played, etc. which it is not appropriate to deal with in the Rules of Golf or this Appendix. Detailed information regarding such conditions is provided in “Decisions on the Rules of Golf” under Rule 33-1.

However, there are seven matters which might be covered in the Conditions of the Competition to which the Committee’s attention is specifically drawn by way of a Note to the appropriate Rule. These are:

1. Specification of the Ball (Note to Rule 5-1)

The following two conditions are recommended only for competitions involving expert players:

a. List of Conforming Golf Balls

The R&A periodically issues a List of Conforming Golf Balls which lists balls that have been tested and found to conform. If the Committee wishes to require use of a brand of golf ball on the List, the List should be posted and [the following condition of competition used](#):

“The ball the player uses shall be named on the current List of Conforming Golf Balls issued by the Royal and Ancient Golf Club of St Andrews.

PENALTY FOR BREACH OF CONDITION:
Disqualification.”

b. One Ball Condition

If it is desired to prohibit changing brands and types of golf balls during a stipulated round, [the following condition is recommended](#):

“Limitation on Balls Used During Round: (Note to Rule 5-1)

(i) “One Ball” Condition

During a stipulated round, the balls a player uses must be of the same brand and type as detailed by a single entry on the current List of Conforming Golf Balls.

PENALTY FOR BREACH OF CONDITION:

Match play - At the conclusion of the hole at which the breach is discovered, the state of the match shall be adjusted by deducting one hole for each hole at which a breach occurred; maximum deduction per round: Two holes.

Stroke play - Two strokes for each hole at which any breach occurred; maximum penalty per round: Four strokes.

(ii) Procedure When Breach Discovered

When a player discovers that he has used a ball in breach of this condition, he shall abandon that ball before playing from the next teeing ground and complete the round using a proper ball; otherwise, the player shall be disqualified. If discovery is made during play of a hole and the player elects to substitute a proper ball before completing that hole, the player shall place a proper ball on the spot where the ball used in breach of the condition lay.”

2. Time of Starting (Note to Rule 6-3a)

If the Committee wishes to act in accordance with the Note, [the following wording is recommended](#):

“If the player arrives at his starting point, ready to play, within five minutes after his starting time in the absence of circumstances which warrant waiving the penalty of disqualification as provided in Rule 33-7, the penalty for

App. I failure to start on time is loss of the first hole to be played in match play or two strokes in stroke play. Penalty for lateness beyond five minutes is disqualification.”

3. Pace of Play

The Committee may lay down pace of play guidelines to help prevent slow play, in accordance with Note 2 to Rule 6-7.

4. Suspension of Play Due to a Dangerous Situation (Note to Rule 6-8b)

As there have been many deaths and injuries from lightning on golf courses, all clubs and sponsors of golf competitions are urged to take precautions for the protection of persons against lightning. Attention is called to Rules 6-8 and 33-2d. If the Committee desires to adopt the condition in the Note under Rule 6-8b, **the following wording is recommended:**

“When play is suspended by the Committee for a dangerous situation, if the players in a match or group are between the play of two holes, they shall not resume play until the Committee has ordered a resumption of play. If they are in the process of playing a hole, they shall discontinue play immediately and shall not thereafter resume play until the Committee has ordered a resumption of play. If a player fails to discontinue play immediately, he shall be disqualified unless circumstances warrant waiving such penalty as provided in Rule 33-7.

The signal for suspending play due to a dangerous situation will be a prolonged note of the siren.”

The following signals are generally used and it is recommended that all Committees do similarly:

Discontinue Play Immediately: One prolonged note of siren.

Discontinue Play: Three consecutive notes of siren, repeated.

Resume Play: Two short notes of siren, repeated.

5. Practice

a. General

The Committee may make regulations governing practice in accordance with the Note to Rule 7-1, Exception (c) to Rule 7-2, and Rule 33-2c.

b. Practice Between Holes (Note 2 to Rule 7)

It is recommended that a condition of competition prohibiting practice putting or chipping on or near the putting green of the hole last played is only introduced in stroke play competitions. **The following wording is recommended:**

“A player shall not play any practice stroke on or near the putting green of the hole last played. If a practice stroke is played on or near the putting green of the hole last played, the player shall incur a penalty of two strokes at the next hole, except that in the case of the last hole of the round, he incurs the penalty at that hole.”

6. Advice in Team Competitions

If the Committee wishes to act in accordance with the Note under Rule 8, **the following wording is recommended:**

“In accordance with the Note to Rule 8 of the Rules of Golf, each team may appoint one person (in addition to the persons from whom advice may be asked under the Rule) who may give advice to members of that team. Such person (if it is desired to insert any restriction on who may be nominated insert such restriction here) shall be identified to the Committee before giving advice.”

7. New Holes

The Committee may provide, in accordance with the Note to Rule 33-2b, that the holes and teeing grounds for a single round competition, being held on more than one day, may be differently situated on each day.

App. Other conditions of the competition might include:

I Transportation

If it is desired to require players to walk in a competition, **the following condition is recommended:**

“Players shall walk at all times during a stipulated round.

PENALTY FOR BREACH OF CONDITION:

Match play - At the conclusion of the hole at which the breach is discovered, the state of the match shall be adjusted by deducting one hole for each hole at which a breach occurred. Maximum deduction per round: Two holes.

Stroke play - Two strokes for each hole at which any breach occurred; maximum penalty per round: Four strokes. In the event of a breach between the play of two holes, the penalty applies to the next hole.

Match or stroke play - Use of any unauthorised form of transportation shall be discontinued immediately upon discovery that a breach has occurred. Otherwise, the player shall be disqualified.”

How to Decide Ties

Rule 33-6 empowers the Committee to determine how and when a halved match or a stroke play tie shall be decided. The decision should be published in advance.

The R&A recommends:

Match Play

A match which ends all square should be played off hole by hole until one side wins a hole. The play-off should start on the hole where the match began. In a handicap match, handicap strokes should be allowed as in the prescribed round.

Stroke Play

- (a) In the event of a tie in a scratch stroke play competition, a play-off is recommended. Such a play-off may be over 18 holes or a smaller number of holes as specified by the Committee. If that is not feasible or there is still a tie, a hole-by-hole play-off is recommended.
- (b) In the event of a tie in a handicap stroke play competition, a play-off with handicaps is recommended. Such a play-off may be over 18 holes or a smaller number of holes as specified by the Committee. If the play-off is less than 18 holes, the percentage of 18 holes to be played should be applied to the players' handicaps to determine their play-off handicaps. Handicap stroke fractions of one-half stroke or more should count as a full stroke and any lesser fraction should be disregarded.
- (c) In either a scratch or handicap stroke play competition, if a play-off of any type is not feasible, matching score cards is recommended. The method of matching cards should be announced in advance. An acceptable method of matching cards is to determine the winner on the basis of the best score for the last nine holes. If the tying players have the same score for the last nine, determine the winner on the basis of the last six holes, last three holes and finally the 18th hole. If such a method is used in a handicap stroke play competition, one-half, one-third, one-sixth, etc. of the handicaps should be deducted. Fractions should not be disregarded. If such a method is used in a competition with a multiple tee start, it is recommended that the "last nine holes, last six holes, etc." is considered to be holes 10-18, 13-18, etc.
- (d) If the conditions of the competition provide that ties shall be decided over the last nine, last six, last three and last hole, they should also provide what will happen if this procedure does not produce a winner.

App. Draw for Match Play

I Although the draw for match play may be completely blind or certain players may be distributed through different quarters or eighths, the General Numerical Draw is recommended if matches are determined by a qualifying round.

General Numerical Draw

For purposes of determining places in the draw, ties in qualifying rounds other than those for the last qualifying place shall be decided by the order in which scores are returned, with the first score to be returned receiving the lowest available number, etc. If it is impossible to determine the order in which scores are returned, ties shall be determined by a blind draw.

UPPER HALF	LOWER HALF	UPPER HALF	LOWER HALF
64 QUALIFIERS		32 QUALIFIERS	
1 vs 64	2 vs 63	1 vs 32	2 vs 31
32 vs 33	31 vs 34	16 vs 17	15 vs 18
16 vs 49	15 vs 50	8 vs 25	7 vs 26
17 vs 48	18 vs 47	9 vs 24	10 vs 23
8 vs 57	7 vs 58	4 vs 29	3 vs 30
25 vs 40	26 vs 39	13 vs 20	14 vs 19
9 vs 56	10 vs 55	5 vs 28	6 vs 27
24 vs 41	23 vs 42	12 vs 21	11 vs 22
4 vs 61	3 vs 62	16 QUALIFIERS	
29 vs 36	30 vs 35	1 vs 16	2 vs 15
13 vs 52	14 vs 51	8 vs 9	7 vs 10
20 vs 45	19 vs 46	4 vs 13	3 vs 14
5 vs 60	6 vs 59	5 vs 12	6 vs 11
28 vs 37	27 vs 38	8 QUALIFIERS	
12 vs 53	11 vs 54	1 vs 8	2 vs 7
21 vs 44	22 vs 43	4 vs 5	3 vs 6

Any design in a club or ball which is not covered by Rules 4 and 5 and Appendices II and III, or which might significantly change the nature of the game, will be ruled on by the Royal and Ancient Golf Club of St. Andrews.

The dimensions contained in Appendices II and III are referenced in imperial measurements. A metric conversion is also referenced for information, calculated using a conversion rate of 1 inch = 25.4 mm. In the event of any dispute over the conformity of a club or ball, the imperial measurement shall take precedence.

APPENDIX II Design of Clubs

A player in doubt as to the conformity of a club should consult the Royal and Ancient Golf Club of St. Andrews.

A manufacturer should submit to the Royal and Ancient Golf Club of St. Andrews a sample of a club which is to be manufactured for a ruling as to whether the club conforms with the *Rules*. If a manufacturer fails to submit a sample before manufacturing and/or marketing the club, the manufacturer assumes the risk of a ruling that the club does not conform with the Rules. Any sample submitted to the Royal and Ancient Golf Club of St. Andrews will become its property for reference purposes.

The following paragraphs prescribe general regulations for the design of clubs, together with specifications and interpretations.

Where a club, or part of a club, is required to have some specific property, this means that it must be designed and manufactured with the intention of having that property. The finished club or part must have that property within manufacturing tolerances appropriate to the material used.

App. I. Clubs

II a. General

A club is an implement designed to be used for striking the ball and generally comes in three forms: woods, irons and putters distinguished by shape and intended use. A putter is a club with a loft not exceeding ten degrees designed primarily for use on the putting green.

The club shall not be substantially different from the traditional and customary form and make. The club shall be composed of a shaft and a head. All parts of the club shall be fixed so that the club is one unit, and it shall have no external attachments except as otherwise permitted by the *Rules*.

b. Adjustability

Woods and irons shall not be designed to be adjustable except for weight. Putters may be designed to be adjustable for weight and some other forms of adjustability are also permitted. All methods of adjustment permitted by the *Rules* require that:

- (i) the adjustment cannot be readily made;
- (ii) all adjustable parts are firmly fixed and there is no reasonable likelihood of them working loose during a round; and
- (iii) all configurations of adjustment conform with the *Rules*.

The disqualification penalty for purposely changing the playing characteristics of a club during a *stipulated round* (Rule 4-2a) applies to all clubs including a putter.

c. Length

The overall length of the club shall be at least 18 inches (457.2 mm) measured from the top of the grip along the axis of the shaft or a straight line extension of it to the sole of the club.

d. Alignment

When the club is in its normal address position the shaft shall be so aligned that:

- (i) the projection of the straight part of the shaft on to the vertical plane through the toe and heel shall diverge from the vertical by at least ten degrees (see Fig. I);

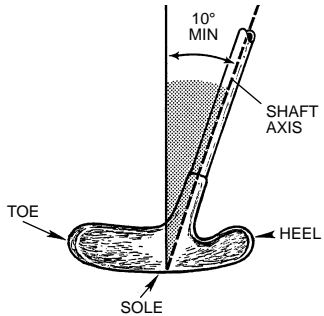


Figure I

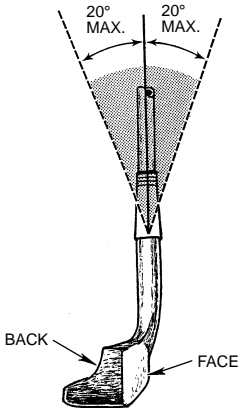
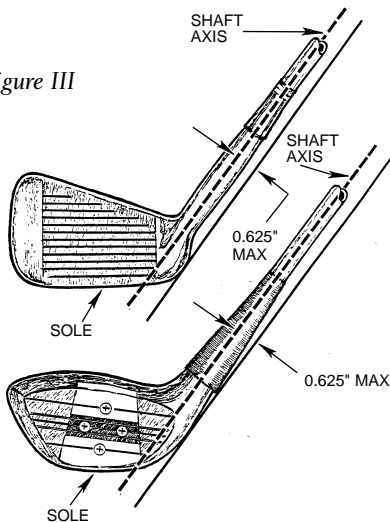


Figure II

- (ii) the projection of the straight part of the shaft on to the vertical plane along the intended line of play shall not diverge from the vertical by more than 20 degrees (see Fig. II).

Except for putters, all of the heel portion of the club shall lie within 0.625 inches (15.88 mm) of the plane containing the axis of the straight part of the shaft and the intended (horizontal) line of play (see Fig. III).

Figure III



2. Shaft

a. Straightness

The shaft shall be straight from the top of the grip to a point not more than 5 inches (127mm) above the sole, measured from the point where the shaft ceases to be straight along the axis of the bent part of the shaft and the neck and/or socket (see Fig. IV).

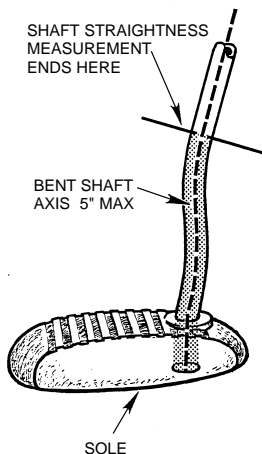


Figure IV

b. Bending and Twisting Properties

At any point along its length, the shaft shall:

- (i) bend in such a way that the deflection is the same regardless of how the shaft is rotated about its longitudinal axis; and
- (ii) twist the same amount in both directions.

c. Attachment to Clubhead

The shaft shall be attached to the clubhead at the heel either directly or through a single plain neck and/or socket. The length from the top of the neck and/or socket to the sole of the club shall not exceed 5 inches (127mm), measured along the axis of, and following any bend in, the neck and/or socket (see Fig. V).

Exception for Putters: The shaft or neck or socket of a putter may be fixed at any point in the head.

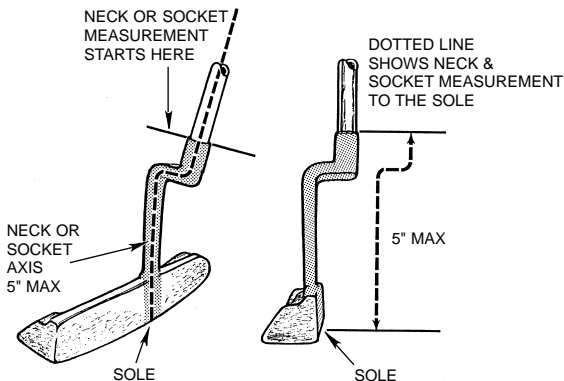


Figure V

3. Grip (See Fig. VI)

The grip consists of material added to the shaft to enable the player to obtain a firm hold. The grip shall be straight and plain in form, shall extend to the end of the shaft and

App. II shall not be moulded for any part of the hands. If no material is added, that portion of the shaft designed to be held by the player shall be considered the grip.

- (i) For clubs other than putters the grip must be circular in cross-section, except that a continuous, straight, slightly raised rib may be incorporated along the full length of the grip, and a slightly indented spiral is permitted on a wrapped grip or a replica of one.
- (ii) A putter grip may have a non-circular cross-section, provided the cross-section has no concavity, is symmetrical and remains generally similar throughout the length of the grip. (See Clause (v) below).

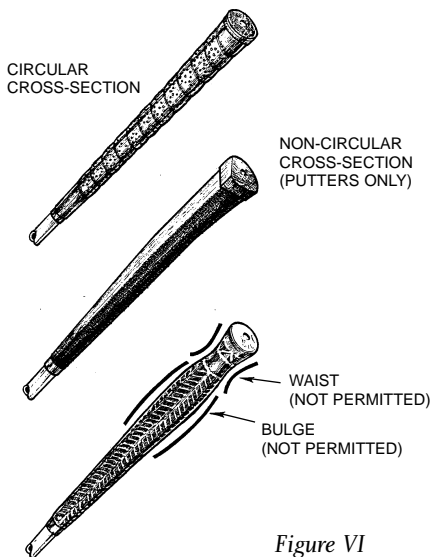


Figure VI

- (iii) The grip may be tapered but must not have any bulge or waist. Its cross-sectional dimensions measured in any direction must not exceed 1.75 inches (44.45 mm).
- (iv) For clubs other than putters the axis of the grip must coincide with the axis of the shaft.
- (v) A putter may have two grips provided each is circular in cross-section, the axis of each coincides with the axis of the shaft, and they are separated by at least 1.5 inches (38.1 mm).

4. Clubhead

a. Plain in Shape

The clubhead shall be generally plain in shape. All parts shall be rigid, structural in nature and functional. It is not practicable to define plain in shape precisely and comprehensively but features which are deemed to be in breach of this requirement and are therefore not permitted include:

- (i) holes through the head,
- (ii) transparent material added for other than decorative or structural purposes,
- (iii) appendages to the main body of the head such as knobs, plates, rods or fins,

for the purpose of meeting dimensional specifications, for aiming or for any other purpose. Exceptions may be made for putters.

Any furrows in or runners on the sole shall not extend into the face.

b. Dimensions

The distance from the heel to the toe of the clubhead shall be greater than the distance from the face to the back. These dimensions are measured, with the clubhead in its normal address position, on horizontal lines between vertical projections of the outermost points of (i) the heel and the toe and (ii) the face and the back (see Fig. VII,

App. II dimension A). If the outermost point of the heel is not clearly defined, it is deemed to be 0.625 inches (15.88 mm) above the horizontal plane on which the club is resting in its normal address position (see Fig. VII, dimension B).

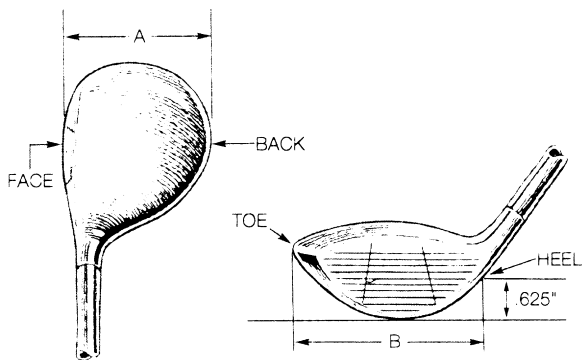


Figure VII

c. Striking Faces

The clubhead shall only have one striking face, except that a putter may have two such faces if their characteristics are the same, and they are opposite each other.

5. Club Face

a. General

The material and construction of, or any treatment to, the face or clubhead shall not have the effect at impact of a spring (test on file), or impart significantly more spin to the ball than a standard steel face, or have any other effect which would unduly influence the movement of the ball.

The face of the club shall be hard and rigid (some exceptions may be made for putters) and, except for such markings listed below, shall be smooth and shall not have any degree of concavity.

b. Impact Area Roughness and Material

Except for markings specified in the following paragraphs, the surface roughness within the area where impact is intended (the "impact area") must not exceed that of decorative sandblasting, or of fine milling (see Fig. VIII).

The whole of the impact area must be of the same material. Exceptions may be made for wooden clubs.

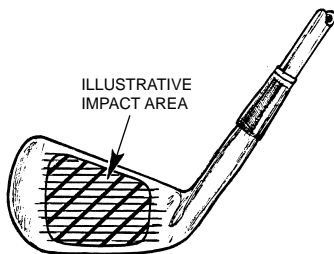


Figure VIII

c. Impact Area Markings

Markings in the impact area must not have sharp edges or raised lips as determined by a finger test. Grooves or punch marks in the impact area must meet the following specifications:

- (i) **Grooves.** A series of straight grooves with diverging sides and a symmetrical cross-section may be used (see Fig. IX). The width and cross-section must be consistent across the face of the club and along the length of the grooves. Any rounding of groove edges shall be in the form of a radius which does not exceed 0.020 inches (0.508 mm). The width of the grooves shall not exceed 0.035 inches (0.9mm), using the 30 degree method of measurement on file with the Royal and Ancient Golf Club of St. Andrews. The distance between edges of adjacent grooves must not be less

than three times the width of a groove, and not less than 0.075 inches (1.905 mm). The depth of a groove must not exceed 0.020 inches (0.508 mm).

EXAMPLES OF PERMISSIBLE GROOVE CROSS-SECTIONS

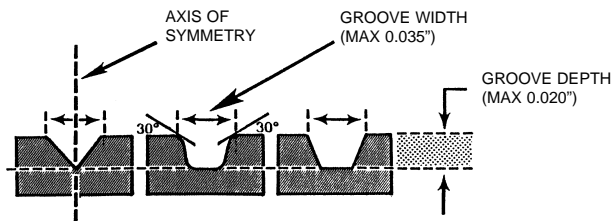


Figure IX

- (ii) **Punch Marks.** Punch marks may be used. The area of any such mark must not exceed 0.0044 square inches (2.84 sq.mm). A mark must not be closer to an adjacent mark than 0.168 inches (4.27 mm) measured from centre to centre. The depth of a punch mark must not exceed 0.040 inches (1.02 mm). If punch marks are used in combination with grooves, a punch mark must not be closer to a groove than 0.168 inches (4.27 mm), measured from centre to centre.

d. Decorative Markings

The centre of the impact area may be indicated by a design within the boundary of a square whose sides are 0.375 inches (9.53 mm) in length. Such a design must not unduly influence the movement of the ball. Decorative markings are permitted outside the impact area.

e. Non-metallic Club Face Markings

The above specifications apply to clubs on which the impact area of the face is of metal or a material of similar

hardness. They do not apply to clubs with faces made of other materials and whose loft angle is 24 degrees or less, but markings which could unduly influence the movement of the ball are prohibited. Clubs with this type of face and a loft angle exceeding 24 degrees may have grooves of maximum width 0.040 inches (1.02 mm) and maximum depth 1½ times the groove width, but must otherwise conform to the markings specifications above.

f. Putter Face

The specifications above with regard to roughness, material and markings in the impact area do not apply to putters.

APPENDIX III The Ball

1. Weight

The weight of the ball shall not be greater than 1.620 ounces avoirdupois (45.93 gm).

2. Size

The diameter of the ball shall be not less than 1.680 inches (42.67 mm). This specification will be satisfied if, under its own weight, a ball falls through a 1.680 inches diameter ring gauge in fewer than 25 out of 100 randomly selected positions, the test being carried out at a temperature of $23 \pm 1^\circ\text{C}$.

3. Spherical Symmetry

The ball must not be designed, manufactured or intentionally modified to have properties which differ from those of a spherically symmetrical ball.

4. Initial Velocity

The initial velocity of the ball shall not exceed the limit

App. III specified (test on file) when measured on apparatus approved by the Royal and Ancient Golf Club of St. Andrews.

5. Overall Distance Standard

The combined carry and roll of the ball, when tested on apparatus approved by the Royal and Ancient Golf Club of St. Andrews, shall not exceed the distance specified under the conditions set forth in the Overall Distance Standard for golf balls on file with the Royal and Ancient Golf Club of St. Andrews.

HANDICAPS

The Rules of Golf do not legislate for the allocation and adjustment of handicaps. Such matters are within the jurisdiction of the National Union concerned and queries should be directed accordingly.

RULES OF AMATEUR STATUS
As approved by
The Royal and Ancient Golf Club
of St. Andrews
Effective from 1st January 2000

Preamble

The Royal and Ancient Golf Club of St. Andrews reserves the right to change the Rules and to make and change the interpretations relating to Amateur Status at any time.

Definitions

The Definitions are placed in alphabetical order and some are also repeated at the beginning of their relevant Rule. In the Rules themselves, defined terms are italicised.

Amateur Golfer

An “Amateur Golfer” is one who plays the game as a non-remunerative and non-profit-making sport and who does not receive remuneration for teaching golf or for other activities because of *golf skill or reputation*, except as provided in the *Rules*.

Committee

The “Committee” is the appropriate Committee of the *Governing Body*.

Golf Skill or Reputation

Generally, an *Amateur golfer* is only considered to have golf skill if he has gained representative honours at county or national level. Golf reputation can only be gained through golf skill and does not include prominence for service to the game of golf as an administrator. It is a matter for a *Governing Body* to decide whether a particular *Amateur golfer* has “golf skill or reputation”.

Amat. Governing Body

Status The “Governing Body” for the Rules of Amateur Status in any country is the national union of that country.

Note: In Great Britain and Ireland, the Royal and Ancient Golf Club of St. Andrews is the *Governing Body*.

Instruction

“Instruction” covers teaching the physical aspects of playing golf i.e. the actual mechanics of swinging a golf club and hitting a golf ball.

Junior Golfer

A “junior golfer” is an *Amateur golfer* who has not reached his 18th birthday in the year prior to the event, unless a different age is decided by the *Governing Body*.

Prize Voucher

A “prize voucher” is a voucher issued by the Committee in charge of a competition for the purchase of goods from a Professional’s shop or other retail source.

Retail Value

The “retail value” of a prize is the normal recommended selling price at which merchandise is available to anyone at a retail source.

Rule or Rules

The term “Rule” or “Rules” refers to the Rules of Amateur Status as determined by the *Governing Body*.

Symbolic Prize

A “symbolic prize” is a trophy made of gold, silver, ceramic, glass or the like which is permanently and distinctively engraved.

Testimonial Award

A “testimonial award” relates to notable performances or contributions to golf as distinguished from competition prizes. A testimonial award may not be a monetary award.

Definitions

An **Amateur golfer** is one who plays the game as a non-remunerative and non-profit-making sport and who does not receive remuneration for teaching golf or for other activities because of *golf skill or reputation*, except as provided in the *Rules*.

The term **Rule** or **Rules** refers to the Rules of Amateur Status as determined by the *Governing Body*.

1-1. General

An *Amateur golfer* must play the game and conduct himself in accordance with the *Rules*.

1-2. Amateur Status

Amateur Status is a universal condition of eligibility for playing in golf competitions as an *Amateur golfer*. A person who acts contrary to the *Rules* may forfeit his status as an *Amateur golfer* and as a result will be ineligible to play in Amateur competitions.

1-3. Purpose and Spirit of the Rules

The purpose and spirit of the *Rules* is to maintain the distinction between Amateur golf and Professional golf and keep the Amateur game as free as possible from the abuses which may follow from uncontrolled sponsorship and financial incentive. It is considered necessary to safeguard Amateur golf, which is largely self-regulating with regard to the Rules of play and handicapping, so that it may be fully enjoyed by all *Amateur golfers*.

1-4. Doubt as to Rules

Any person who wishes to be an *Amateur golfer* and who is in doubt as to whether taking a proposed course of action is

Amat. Status permitted under the *Rules* should consult the *Governing Body*. Any organiser or sponsor of an Amateur golf competition or a competition involving *Amateur golfers*, who is in doubt as to whether a proposal is in accordance with the *Rules* should consult the *Governing Body*.

Rule 2. Professionalism

2-1. General

An *Amateur golfer* must not take any action for the purpose of becoming a Professional golfer, including entering into an agreement, written or oral, with a sponsor or Professional agent.

Exception: Applying unsuccessfully for the position of an Assistant Professional.

Note: An *Amateur golfer* may enquire as to his likely prospects as a Professional and he may work in a Professional's shop and receive a salary, provided he does not infringe the *Rules* in any other way.

2-2. Professional Golfers' Associations

An *Amateur golfer* must not hold or retain membership of any Professional Golfers' Association.

2-3. Professional Tournament Players

An *Amateur golfer* must not file an application to a final or sole qualifying competition for a Professional Tour.

Note: If an *Amateur golfer* must pre-qualify for a final qualifying competition, he may enter such a pre-qualifying competition without forfeiting his Amateur Status.

Rule 3. Prizes

Definitions

The **Governing Body** for the Rules of Amateur Status in any country is the national union of that country.

Note: In Great Britain and Ireland, the Royal and Ancient Golf Club of St. Andrews is the *Governing Body*. Amat.
Status

A **prize voucher** is a voucher issued by the Committee in charge of a competition for the purchase of goods from a Professional's shop or other retail source.

The **retail value** of a prize is the normal recommended selling price at which merchandise is available to anyone at a retail source.

A **symbolic prize** is a trophy made of gold, silver, ceramic, glass or the like which is permanently and distinctively engraved.

A **testimonial award** relates to notable performances or contributions to golf as distinguished from competition prizes. A testimonial award may not be a monetary award.

3-1. Playing for Prize Money

An *Amateur golfer* must not play golf for prize money.

3-2. Prize Limits

a. General

An *Amateur golfer* must not accept a prize (other than a *symbolic prize*) or *prize voucher* of *retail value* in excess of the prescribed limits. These limits apply to the total prizes or *prize vouchers* received by an *Amateur golfer* in any one competition or series of competitions, excluding any hole-in-one prize.

In Europe £300 or the equivalent

Elsewhere \$US500 or the equivalent

or such lesser figure as may be decided by the *Governing Body*.

Amat. b. Hole-in-One Prizes

Status The limits prescribed in Rule 3-2a apply to a prize for a hole-in-one. However, such a prize may be accepted in addition to any other prize won in the same competition.

c. Exchanging Prizes

An *Amateur golfer* must not exchange a prize or *prize voucher* for cash.

Exception: An *Amateur golfer* may submit a *prize voucher* to a national or county union and thereafter be reimbursed from the value of that voucher for expenses incurred in participating in a golf competition, provided the reimbursement of such expenses is permitted under Rule 4-2.

Note 1: The onus of proving the *retail value* of a particular prize rests with the Committee in charge of the competition.

Note 2: It is recommended that the total value of scratch prizes, or each division of handicap prizes, should not exceed twice the prescribed limit in an 18-hole competition, three times in a 36-hole competition, four times in a 54-hole competition and five times in a 72-hole competition.

3-3. Testimonial Awards

a. General

An *Amateur golfer* must not accept a *testimonial award* of *retail value* in excess of the limits prescribed in Rule 3-2a.

b. Multiple Awards

An *Amateur golfer* may accept more than one *testimonial award* from different donors, even though their total *retail value* exceeds the prescribed limit, provided they are not presented so as to evade the limit for a single award.

Definitions

The **Governing Body** for the Rules of Amateur Status in any country is the national union of that country.

Note: In Great Britain and Ireland, the Royal and Ancient Golf Club of St. Andrews is the *Governing Body*.

A **junior golfer** is an *Amateur golfer* who has not reached his 18th birthday in the year prior to the event, unless a different age is decided by the *Governing Body*.

4-1. General

Except as provided in the *Rules*, an *Amateur golfer* must not accept expenses, in money or otherwise, from any source to play in a golf competition or exhibition.

4-2. Receipt of Expenses

An *Amateur golfer* may receive expenses, not exceeding the actual expenses incurred, to play in a golf competition or exhibition as follows:-

a. Family support

An *Amateur golfer* may receive expenses from a member of his family or a legal guardian.

b. Junior Golfers

A *junior golfer* may receive expenses when competing in a competition limited exclusively to *junior golfers*.

c. Team Events

- (i) An *Amateur golfer*, who is representing his country, county or club (or similar body) in a team competition or at a training camp may receive expenses; and
- (ii) An *Amateur golfer*, who is representing his country by taking part in a national championship abroad

Amat. Status immediately before or after an international team competition may receive expenses.

The expenses must be paid by the body he represents or the body controlling golf in the country he is visiting.

d. Individual Events

An *Amateur golfer* may receive expenses when competing in individual events provided he complies with the following provisions:

- (i) The player must be nominated to play in the competition by either his club, county or national union.
- (ii) Where the competition is to take place in the player's own country and the nomination has been made by a club or county union, the approval of the national union, or the county union in the area in which the competition is to be staged, must first be obtained.
- (iii) Where the competition is to take place in another country, the approval of the national union of the country in which the competition is to be staged and, if the nominating body is not the national union of the country from which the nomination is made, the approval of the national union must first be obtained by the nominating body.
- (iv) The expenses must be paid only by the national union or county union responsible in the area from which the nomination is made or, subject to the approval of the nominating body, by the body controlling golf in the territory he is visiting.
- (v) The expenses must be limited to a specific number of competitive days in any one calendar year as may be determined by the *Governing Body* in the country from which the nomination is made. The expenses are deemed to include reasonable travelling time and practice days in connection with the competitive days.

e. Celebrities, Business Associates, etc.

An *Amateur golfer* who is invited to take part in a competition for reasons unrelated to *golf skill* may receive expenses.

f. Exhibitions

An *Amateur golfer* who is participating in an exhibition in aid of a recognised charity may receive expenses, provided that the exhibition is not run in connection with another golfing event.

g. Sponsored Handicap Competitions

An *Amateur golfer* may receive expenses when competing in a sponsored handicap competition, provided the competition has been approved as follows:

- (i) Where the competition is to take place in the player's own country, the annual approval of the *Governing Body* must first be obtained in advance by the sponsor; and
- (ii) Where the competition is to take place in more than one country or involves golfers from another country, the approval of the two or more *Governing Bodies* must first be obtained in advance by the sponsor. The application for this approval should be sent to the *Governing Body* in the country where the competition commences.

Rule 5. Instruction**Definitions**

Instruction covers teaching the physical aspects of playing golf i.e. the actual mechanics of swinging a golf club and hitting a golf ball.

A **junior golfer** is an *Amateur golfer* who has not reached his 18th birthday in the year prior to the event, unless a different age is decided by the *Governing Body*.

Amat. 5-1. General

Status Except as provided in the *Rules*, an *Amateur golfer* must not receive payment or compensation for giving *instruction* in playing golf.

5-2. Where Payment Permitted

a. Schools, Colleges, etc.

An *Amateur golfer*, who is an employee of an educational institution or system, may receive payment or compensation for golf *instruction* to students of the institution or system, provided that during a year the total time devoted to golf *instruction* comprises less than 50 percent of the time spent in the performance of all duties as such an employee.

b. Junior Golfers

An *Amateur golfer* may receive expenses, not exceeding the actual expenses incurred, for giving golf *instruction* to *junior golfers* as part of a programme which has been approved in advance by the *Governing Body*.

5-3. Instruction in Writing

An *Amateur golfer* may receive payment or compensation for *instruction* in writing, provided his ability or reputation as a golfer was not a major factor in his employment or in the commission or sale of his work.

Note: *Instruction* does not cover the many psychological aspects of the game or the *Rules* or *Etiquette* of Golf.

Rule 6. Use of Golf Skill or Reputation

Definitions

Generally, an *Amateur golfer* is only considered to have golf skill if he has gained representative honours at county or national level. Golf reputation can only be gained through

golf skill and does not include prominence for service to the game of golf as an administrator. It is a matter for a *Governing Body* to decide whether a particular *Amateur golfer* has **golf skill or reputation**.

The **Governing Body** for the Rules of Amateur Status in any country is the national union of that country.

Note: In Great Britain and Ireland, the Royal and Ancient Golf Club of St. Andrews is the *Governing Body*.

Instruction covers teaching the physical aspects of playing golf i.e. the actual mechanics of swinging a golf club and hitting a golf ball.

6-1. General

Except as provided in the *Rules*, an *Amateur golfer of golf skill or reputation* must not use that skill or reputation to promote, advertise or sell anything or for any financial gain.

6-2. Lending Name or Likeness

An *Amateur golfer of golf skill or reputation* must not use that skill or reputation to obtain payment, compensation, personal benefit or any financial gain for allowing his name or likeness to be used for the advertisement or sale of anything.

Note: An *Amateur golfer* may accept equipment from anyone dealing in such equipment provided no advertising is involved.

6-3. Personal Appearance

An *Amateur golfer of golf skill or reputation* must not use that skill or reputation to obtain payment, compensation, personal benefit or any financial gain for a personal appearance.

Exception: An *Amateur golfer* may receive actual expenses in connection with a personal appearance provided no golf competition or exhibition is involved.

Amat. 6-4. Broadcasting and Writing

Status An *Amateur golfer of golf skill or reputation* must not use that skill or reputation to obtain payment, compensation, personal benefit or any financial gain for broadcasting concerning golf or writing golf articles or books.

Exception: An *Amateur golfer* may receive payment, compensation, personal benefit or any financial gain from broadcasting or writing provided:

- (a) the player is actually the author of the commentary, article or books; and
- (b) *instruction* in playing golf is not included.

6-5. Grants, Scholarships and Bursaries

An *Amateur golfer of golf skill or reputation* must not accept the benefits of a grant, scholarship or bursary, except one whose terms and conditions have been approved by the *Governing Body*.

6-6. Membership

An *Amateur golfer of golf skill or reputation* must not accept an offer of membership in a Golf Club without full payment for the class of membership if such an offer is made as an inducement to play for that Club.

Rule 7. Other Conduct Incompatible with Amateurism

Definitions

An **Amateur golfer** is one who plays the game as a non-remunerative and non-profit-making sport and who does not receive remuneration for teaching golf or for other activities because of *golf skill or reputation*, except as provided in the *Rules*.

The term **Rule** or **Rules** refers to the Rules of Amateur

Status as determined by the *Governing Body*.

**Amat.
Status**

7-1. Conduct Detrimental to Golf

An *Amateur golfer* must not act in a manner which is considered detrimental to the best interests of the game.

7-2. Conduct Contrary to the Purpose and Spirit of the Rules

An *Amateur golfer* must not take any action, including actions relating to golf gambling, which is contrary to the purpose and spirit of the *Rules*.

Rule 8. Procedure for Enforcement of the Rules

Definitions

The **Committee** is the appropriate Committee of the *Governing Body*.

The **Governing Body** for the Rules of Amateur Status in any country is the national union of that country.

Note: In Great Britain and Ireland, the Royal and Ancient Golf Club of St. Andrews is the *Governing Body*.

8-1. Decision on a Breach

If a possible breach of the *Rules* by a person claiming to be an *Amateur golfer* comes to the attention of the *Committee*, it is a matter for the *Committee* to decide whether a breach has occurred. Each case will be investigated to the extent deemed appropriate by the *Committee* and considered on its merits. The decision of the *Committee* shall be final, subject to an Appeal as provided in these *Rules*.

8-2. Enforcement

Upon a decision that a person has breached the *Rules*, the

Amat. Status *Committee* may declare the Amateur Status of the person forfeited or require the person to refrain or desist from specified actions as a condition of retaining his Amateur Status.

The *Committee* must use its best endeavours to ensure that the person is notified and may notify any interested golf union of any action taken under Rule 8-2.

8-3. Appeals Procedure

A person affected by a decision made by the Amateur Status Committee of the Royal and Ancient Golf Club of St. Andrews in respect of the enforcement of these *Rules*, may raise an appeal of that decision with the Amateur Status Appeals Committee.

Note: Each *Governing Body* should put in place a procedure whereby any decision in respect of forfeiture of Amateur Status may be appealed by the person affected by such decision.

Rule 9. Reinstatement of Amateur Status

Definitions

The **Committee** is the appropriate Committee of the *Governing Body*.

The **Governing Body** for the Rules of Amateur Status in any country is the national union of that country.

Note: In Great Britain and Ireland, the Royal and Ancient Golf Club of St. Andrews is the *Governing Body*.

9-1. General

The *Committee* has sole power to reinstate a person to Amateur Status or to deny reinstatement, subject to an Appeal as provided in these *Rules*. Each application for reinstatement shall be considered on its merits.

9-2. Applications for Reinstatement

In considering an application for reinstatement, the *Committee* shall normally be guided by the following principles:

a. Awaiting Reinstatement

The Professional is considered to hold an advantage over the *Amateur golfer* by reason of having devoted himself to the game as his profession; other persons infringing the *Rules* also obtain advantages not available to the *Amateur golfer*. They do not necessarily lose such advantages merely by deciding to cease infringing the *Rules*. Therefore, an applicant for reinstatement to Amateur Status must undergo a period awaiting reinstatement as prescribed by the *Committee*.

The period awaiting reinstatement starts from the date of the person's last breach of the *Rules* unless the *Committee* decides that it starts from the date when the person's last breach became known to the *Committee*.

b. Period Awaiting Reinstatement

(i) Professionalism

The period awaiting reinstatement is normally related to the period the person was in breach. However, no applicant is normally eligible for reinstatement until he has conducted himself in accordance with the *Rules* for a period of at least one year.

It is recommended that the following guidelines on periods awaiting reinstatement are applied by the *Committee*:

Period of Breach:	Period Awaiting Reinstatement:
under 2 years	1 year
2-10 years	2 years
over 10 years	3 years

The *Committee* reserves the right to extend or to shorten such a period. Players of national prominence who have been in breach for more than five years are not normally eligible for reinstatement.

Amat. (ii) Other Breaches of the Rules

Status The period awaiting reinstatement is normally related to the seriousness of the breach, i.e. the value of the excessive prize, the amount of unauthorised expenses received, etc. However, no applicant is normally eligible for reinstatement until he has conducted himself in accordance with the *Rules* for a period of at least two years. The *Committee* reserves the right to extend or shorten such a period.

(iii) Second Reinstatement

The period awaiting reinstatement is normally three years irrespective of the period of breach. The *Committee* reserves the right to extend or shorten such a period.

c. Number of Reinstatements

A person is not normally reinstated more than twice.

d. Status While Awaiting Reinstatement

During the period awaiting reinstatement an applicant for reinstatement must comply with these *Rules* as they apply to an *Amateur golfer*.

He is not eligible to enter competitions as an *Amateur golfer*. However, he may enter competitions and win a prize solely among members of a Club of which he is a member, subject to the approval of the Club; but he may not represent such Club against other Clubs.

9-3. Procedure for Applications

Each application for reinstatement must be submitted to the *Committee*, in accordance with such procedures as may be laid down and it must include such information as the *Committee* may require.

9-4. Appeals Procedure

A person affected by a decision made by the Amateur Status Committee of the Royal and Ancient Golf Club of St. Andrews in respect of reinstatement of Amateur Status, may raise an appeal of that decision with the Amateur Status Appeals Committee.

Note: Each *Governing Body* should put in place a procedure whereby any decision in respect of reinstatement of Amateur Status may be appealed by the person affected by such a decision.

Rule 10. Committee Decision

Definition

The **Committee** is the appropriate Committee of the *Governing Body*.

10-1. Committee's Decision

The *Committee's* decision is final, subject to an Appeal as provided in Rules 8-3 and 9-4.

10-2. Doubt as to Rules

If the *Committee* considers the case to be doubtful or not covered by the *Rules*, it may, prior to making its decision, consult with the Amateur Status Committee of the Royal and Ancient Golf Club of St. Andrews.

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