

COMMON RULE SITUATIONS	Example(s)	STROKES	ACTIONS ~ Never closer to the hole.
Lost ball <u>not</u> in penalty area ~ casual play.	Lost in the rough or trees not staked.	2	Casual or league game, take it back to the fairway, close to where it would have entered the area.
Lost ball <u>not</u> in penalty area ~ competition.	Lost in the rough or trees not staked.	1	In competition, replay from where the ball was last hit.
Unplayable lie ~ <u>not</u> in a staked area.	In trees, fescue, shrubbery	1	Replay where ball was struck, OR <b>Back-on-Line Relief</b> , OR 2 club lengths from where the ball lies,
Penalty Area <b>Red Stakes</b>		1	Play as lies (no penalty), OR go back where last played OR ' <b>Back-on-Line Relief</b> ' OR ' <b>Lateral Relief</b> '.
Penalty Area <b>Yellow Stakes</b>		1	Play as lies (no penalty), OR go back where last played OR ' <b>Back-on-Line Relief</b> '.
Penalty Area <b>White Stakes (Out-of-Bounds)</b>	Option 1	1	Replay from where the ball was last hit.
Penalty Area <b>White Stakes (Out-of-Bounds)</b>	Option 2	2	Move to the edge of the fairway, closest to where the ball went out of bounds & drop ball.
Immovable man-made obstruction.	Cart path, sprinkler head, irrigation box.	0	Drop within 1 club length of the nearest point of relief. *No closer to the hole*
Ball in 'ground under repair'.	Any area marked with white paint.	0	Drop within 1 club length of the nearest point of relief. *No closer to the hole*
Double hit.	Ball hits your clubhead twice in 1 shot.	0	
Accidentally move your ball while searching.	Step on it or kick it accidentally.	0	Replace it.
Ball hits flagstick, you, your equipment.		0	Play from where it rests.
Ball accidentally moves on the green.	Wind moves ball after marked & replaced.	0	Replace it.
Ball embedded in the fairway or rough.	Ball is sitting in its own depression.	0	Free relief - as close to the original area as possible. *No closer to the hole*
Grounding club in penalty area.		0	
Standing Water on the course.	Grass or bunker.	0	Free relief - as close to the original area as possible. If in bunker, must remain in bunker. *No closer to the hole*
Unplayable lie in bunker.	No matter what type of lie you have.	OPTIONS:	Drop outside of bunker (2 strokes), OR in bunker (1 stroke). *Keep the flag inline when dropping*
Hitting the wrong ball.		2	Stroke Play - play correct ball. *In Match Play only, loss of hole.
Giving or asking advice in competition.		2	*In Match Play only, loss of hole.
Agreeing to waive a rule in competition.		DQ	Disqualified



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## Pace-of-Play

It's about all golfers being efficient with time & decisions, to keep a brisk and enjoyable pace for all.

### **How do you know if your pace is good?**

First & foremost, always keep up with the group in front of you. Notice you're falling behind? Say to your group, "Hey, it looks like we need to pick up the pace to catch up with the group in front of us."

Depending on the course, it should take no more than 15 minutes per hole. Prior to your round, ask in the Pro Shop, what the expected pace-of-play is for a round at their facility.

### **Tips for maintaining a good pace-of-play:**

'Tee it Forward' from tees that are appropriate for your ability - play with the aim of enjoying yourself.

Minimize your time on the tee. 'Ready Golf' is encouraged during recreational rounds; leave 'Honour Golf' for competitions.

Watch your group's shots to help minimize time needed to look for a ball.

Hit a provisional ball on the tee if you think your ball is out-of-bounds.

Time to search for a lost ball: 3 minutes (if possible, hit your shot before joining the search for your partner's ball). After 3 minutes, say "good-bye" to your ball & play your provisional. Be helpful. Rake the bunker, fill a divot, or repair a ball mark for another player.

Plan your shot as you approach your ball, or as your partner is preparing their shot; calculate your yardage & the club you will need.

Keep your pre-shot routine brief. Conversation is great, but hit your ball & chat later.

Cart Buddy System: while the driver is preparing to hit her ball, walk to yours with a few clubs; let your partner pick you up.

Once a shot has been hit, start walking briskly.

When approaching a green, place your bag & cart near the exit area.

Assess your putt while your partner is preparing to putt.

In a match game, you may concede a putt to speed up play.

In a recreational round, pick up your ball if you're having a challenging hole (3 - 4 shots over par).

Promptly leave the green when you are all done putting.

Record your score once you arrive at the next hole.



**Ready Golf:** planning ahead for your next shot; it also means that the person who is ready first at the tee, steps up & hits the first shot.

**Honour Golf:** a person who is first to hit on the tee deck based on the lowest score from the previous hole.

<b>LATERAL RELIEF:</b> (Where you can drop the ball)	(1) Determine where your ball crossed the penalty area. Mark that point with a tee. (2) From here, measure 2 club lengths sideways (no closer to the hole) & mark that point with a tee. (3) Drop a ball behind the imaginary line determined by the 2 tees.
<b>BACK-ON-LINE RELIEF:</b> (Where you can drop the ball)	(1) Draw an imaginary line from the hole through the point where the ball crossed into the hazard & extend that line backwards. (2) You may play your second ball anywhere on the line as far back from the hazard as you wish.
<b>IN DOUBT?</b>	Play a 2nd ball to the end of the hole. After your round, check with a Golf Pro to get a ruling for the 1st ball.

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<b>BACK-ON-LINE RELIEF:</b> (Where you can drop the ball)	(1) Find your nearest point of relief based on a reference line going straight back from the hole through the spot of the original ball, no closer to the hole. (2) From here, measure 2 driver lengths & mark the distance. (3) Drop a ball into this 'relief area' from knee-high.
<b>IN DOUBT?</b>	Play a 2nd ball to the end of the hole. After your round, check with a Golf Pro to get a ruling for the 1st ball.