

COMMON RULE SITUATIONS	Example(s)	PENALTY	ACTIONS ~ Never closer to the hole.
Lost Ball ~ not in a penalty area		1	Replay from where the ball was last hit. If you think your tee shot is lost, declare & hit a provisional ball. If you can't find the original in 3 minutes, the provisional becomes the ball in play.
White Stakes Out-of-Bounds	Ball in white staked area.	OPTIONS:	In casual games, drop ball in fairway close to where it would have crossed the white line (2 strokes). In competition , replay from where the ball was last hit (1stroke).
Yellow Stakes Penalty Area	Water hazard	1	Go back to where it was last played OR Back-on-Line Relief OR play as lies (no penalty).
Red Stakes Penalty Area	Water hazard	1	Same as Yellow Stakes with an additional option of Lateral Relief .
Unplayable Lie ~ not in a penalty area.	Player deems it unplayable.	1	Replay where ball was struck, OR Back-on-Line Relief , OR 2 club lengths from where the ball lies.
Immovable man-made obstruction.	Cart path, sprinkler	0	Drop within 1 club length of the nearest point of relief. *No closer to the hole*
Ball in Ground Under Repair .	Denoted by white paint.	0	Drop within 1 club length of the nearest point of relief. *No closer to the hole*
Double Hit .	Ball hits clubhead twice.	0	
Accidentally move your ball while searching.	Step on/kick accidentally.	0	Replace it.
Ball hits flagstick, you, your equipment.		0	Play from where it rests.
Ball accidentally moves on the green by wind.	After marked & replaced.	0	Replace it.
Ball embedded in the fairway or rough.	Ball lies in own depression.	0	Free relief - as close to the original area as possible. *No closer to the hole*
Grounding Club in a 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 it.
Unplayable Lie in bunker.	No matter the type of lie.	OPTIONS:	Drop outside of bunker (2 strokes), OR in bunker (1 stroke).
Hitting the wrong ball.		OPTIONS:	Stroke Play - 2 strokes . Match Play - loss of hole .
Your putt hits another player's ball.		2	The other player replaces her ball in its original spot. YOU incur the penalty. ALWAYS ask a player to mark her ball.
Your chip hits a player's ball on the green.	When hit from off the green.	0	The other player replaces her ball in its original spot. You play yours from its resting spot.
Giving or asking advice in competition.		OPTIONS:	Stroke Play - 2 strokes . Match Play - loss of hole .
Agreeing to waive a rule in competition.		DQ	Disqualified

COMMON RULE SITUATIONS	Example(s)	PENALTY	ACTIONS ~ Never closer to the hole.
Lost Ball ~ not in a penalty area		1	Replay from where the ball was last hit. If you think your tee shot is lost, declare & hit a provisional ball. If you can't find the original in 3 minutes, the provisional becomes the ball in play.
White Stakes Out-of-Bounds	Ball in white staked area.	OPTIONS:	In casual games, drop ball in fairway close to where it would have crossed the white line (2 strokes). In competition , replay from where the ball was last hit (1stroke).
Yellow Stakes Penalty Area	Water hazard	1	Go back to where it was last played OR Back-on-Line Relief OR play as lies (no penalty).
Red Stakes Penalty Area	Water hazard	1	Same as Yellow Stakes with an additional option of Lateral Relief .
Unplayable Lie ~ not in a penalty area.	Player deems it unplayable.	1	Replay where ball was struck, OR Back-on-Line Relief , OR 2 club lengths from where the ball lies.
Immovable man-made obstruction.	Cart path, sprinkler	0	Drop within 1 club length of the nearest point of relief. *No closer to the hole*
Ball in Ground Under Repair .	Denoted by white paint.	0	Drop within 1 club length of the nearest point of relief. *No closer to the hole*
Double Hit .	Ball hits clubhead twice.	0	
Accidentally move your ball while searching.	Step on/kick accidentally.	0	Replace it.
Ball hits flagstick, you, your equipment.		0	Play from where it rests.
Ball accidentally moves on the green by wind.	After marked & replaced.	0	Replace it.
Ball embedded in the fairway or rough.	Ball lies in own depression.	0	Free relief - as close to the original area as possible. *No closer to the hole*
Grounding Club in a 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 it.
Unplayable Lie in bunker.	No matter the type of lie.	OPTIONS:	Drop outside of bunker (2 strokes), OR in bunker (1 stroke).
Hitting the wrong ball.		OPTIONS:	Stroke Play - 2 strokes . Match Play - loss of hole .
Your putt hits another player's ball.		2	The other player replaces her ball in its original spot. YOU incur the penalty. ALWAYS ask a player to mark her ball.
Your chip hits a player's ball on the green.	When hit from off the green.	0	The other player replaces her ball in its original spot. You play yours from its resting spot.
Giving or asking advice in competition.		OPTIONS:	Stroke Play - 2 strokes . Match Play - loss of hole .
Agreeing to waive a rule in competition.		DQ	Disqualified



Pace-of-Play: Keep It Snappy, Keep It Fun!

Playing at a good pace means making quick, smart choices so everyone enjoys their round.



How do you know if your pace is on track?

Easy: keep up with the group in front of you—not just ahead of the group behind. Falling behind? Say, “Let’s pick up the pace & catch the group ahead!” Rounds should average 15 minutes per hole. Not sure about timing? Ask the Pro Shop what pace is expected before you tee off.



Top Tips to Keep It Moving:

Minimize tee-time – Play ‘Ready Golf’ with friends; save ‘Honour Golf’ for tournaments.

Tee it Forward – Choose tees that suit your game so you can focus on fun.

Think it’s OB? Hit a provisional.

Cart Buddy System – As a passenger, walk to your ball with a few clubs.

Plan ahead – Think club & distance as you walk up.

Park smart – Leave your bag/cart near the green exit.

Concede a putt in match play to save time.

Exit greens quickly – Record your score on the next tee. This allows the group behind you to hit up safely.

Keep your routine tight – Hit, then chat.

Be a spotter – Help spot balls = less search time.

Lost ball? 3-minutes to search

Walk briskly between shots.

Be a team player – Rake bunkers, fix divots, & lend a hand.

Read the green while others putt.

Tough hole? In rec games, pick up if you're 3-4 over par.

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.

LATERAL RELIEF: (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.
BACK-ON-LINE RELIEF: (Where you can drop the ball)	(1) Draw an imaginary line from the hole through the point where the ball crossed into the unplayable spot & extend that line backwards. (2) You may play your second ball anywhere on the line as far back from the hazard as you wish. (3) Drop a ball into this ‘relief area’ from knee-high.
IN DOUBT?	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.

REVISED 2025. ©2023 Susan Williamson. This work is licensed under CC BY-NC-SA 4.0. <https://creativecommons.org/licenses/by-nc-sa/4.0/>



Pace-of-Play: Keep It Snappy, Keep It Fun!

Playing at a good pace means making quick, smart choices so everyone enjoys their round.



How do you know if your pace is on track?

Easy: keep up with the group in front of you—not just ahead of the group behind. Falling behind? Say, “Let’s pick up the pace & catch the group ahead!” Rounds should average 15 minutes per hole. Not sure about timing? Ask the Pro Shop what pace is expected before you tee off.



Top Tips to Keep It Moving:

Minimize tee-time – Play ‘Ready Golf’ with friends; save ‘Honour Golf’ for tournaments.

Tee it Forward – Choose tees that suit your game so you can focus on fun.

Think it’s OB? Hit a provisional.

Cart Buddy System – As a passenger, walk to your ball with a few clubs.

Plan ahead – Think club & distance as you walk up.

Park smart – Leave your bag/cart near the green exit.

Concede a putt in match play to save time.

Exit greens quickly – Record your score on the next tee. This allows the group behind you to hit up safely.

Keep your routine tight – Hit, then chat.

Be a spotter – Help spot balls = less search time.

Lost ball? 3-minutes to search

Walk briskly between shots.

Be a team player – Rake bunkers, fix divots, & lend a hand.

Read the green while others putt.

Tough hole? In rec games, pick up if you're 3-4 over par.

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.

LATERAL RELIEF: (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.
BACK-ON-LINE RELIEF: (Where you can drop the ball)	(1) Draw an imaginary line from the hole through the point where the ball crossed into the unplayable spot & extend that line backwards. (2) You may play your second ball anywhere on the line as far back from the unplayable spot as you wish. (3) Drop a ball into this ‘relief area’ from knee-high.
IN DOUBT?	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.

REVISED 2025. ©2023 Susan Williamson. This work is licensed under CC BY-NC-SA 4.0. <https://creativecommons.org/licenses/by-nc-sa/4.0/>