



## RULES THAT CAN HELP YOU

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1. In match play, knowing how to make a **claim** when you think your opponent has not played by the **Rules of Golf**. (**Rule 2-5**)
2. In stroke play, knowing how to play a **second ball** when you are in doubt as to procedure. (**Rule 3-3**)
3. In match play, a player may **practice** on the competition course before a round (**7-1a**). Not so in a stroke play competition (**7-1b**).
4. A player is entitled to ascertain from her opponent, during the play of a hole, the **number of strokes** she has taken. (**Rule 9-2**)
5. **In search** for a ball in a hazard, you may probe or rake or use other means to find the ball within the allotted five minutes. There is no penalty for moving the ball in this process, but it must be replaced and recovered to only expose a part of the ball. (**Rule 12-1**)
6. In a **hazard** you **may touch the ground** only (1) in search, (2) to keep from falling, (3) in removing a movable obstruction, (4) in measuring or lifting, (5) when placing clubs in the hazard, (6) after a stroke, in repairing. You may touch obstructions or growing things. (**Rule 13-4**)
7. You may **touch your line of putt only** (i) to remove loose impediments by any means (without pressing down), (ii) in addressing the ball, (iii) in measuring, (iv) in the process of lifting, (v) in pressing down a ball marker, (vi) repairing old hole plugs or ball marks on the green, (vii) in removing movable obstructions. (**Rule 16-1**)
8. You may have the **flagstick attended, removed or held up** to indicate the position of the hole. You need not be on the green to have the flagstick attended. It is deemed to be attended **until the ball comes to rest**. (**Rule 17-1**)
9. There is no penalty for **accidentally moving your ball** (1) while measuring, **18-6** (2), while searching in a hazard, or abnormal ground conditions, **Rule 12-1**, (3) while repairing a hole plug or ball mark on the green, **Rule 16-1c**, (4) while removing loose impediments on the green, **Rule 18-2c**, (5) while lifting ball under a rule, **Rule 20-1**, (6) in placing or replacing ball, **Rule 20-3a**, (7) while removing a movable obstruction, **Rule 24-1**.
10. If your **opponent** accidentally **moves your ball**, except in search, she is assessed a one-stroke penalty. (**Rule 18-3b**)

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11. If **your ball in motion** is accidentally **stopped or deflected** by your **opponent**, you may either play the ball as it lies or immediately replay the shot. No penalty. (*Rule 19-3*)
  12. If a **ball dropped, under the Rules, touches** the **player**, her partner, their caddies or equipment, there is no penalty and the ball must be redropped. (*Rule 20-2a*)
  13. If a **ball** when placed fails to come to rest on the spot on which it was placed, it must be replaced without penalty. If it still **fails to come to rest on that spot**: (i) except in a hazard, it must be placed at the nearest spot not nearer the hole or in a hazard where it can be placed at rest; (ii) in a hazard, it must be placed in the hazard at the nearest spot not nearer the hole where it can be placed at rest.  
  
If a **ball comes to rest on the spot on which it is placed, and it subsequently moves**, there is no penalty and the ball must be played as it lies. (*Rule 20-3d*)
  14. **Erasure Rule:** Ball dropped or placed in wrong place or in a wrong way but not played, may be lifted and done correctly. No penalty. (*Rule 20-6*)
  15. Any time a **ball** is lifted, under a Rule, it **may be cleaned, except** when lifted (1) to determine if the ball is **unfit, Rule 5-3**, (2) to **identify** the ball, *Rule 12-2* or (3) when lifting the ball because it is **interfering with or assisting** play, *Rule 22* or (4) to determine if the ball is embedded or in a burrowing animal hole, *Decision 25-2/7*.
  16. Any player may have any **ball** lifted if she considers that the ball might interfere with her play or **assist** any other player. (*Rule 22*)
  17. **Movable obstructions**, if you wish to get relief, must be **moved**. You may not drop your ball away from a movable obstruction. (*Rule 24-1*)
  18. **Except in a water hazard or lateral water hazard**, you are allowed stance or swing **relief from an immovable obstruction**. Drop within one club-length of the nearest point of relief. No penalty. (*Rule 24-2b*)
  19. If a ball is **lost in an immovable obstruction**, except in a water hazard, a ball may be substituted and dropped within one club length of the nearest point of relief from **where the ball last crossed the outermost limits of the obstructions**. No penalty. (*Rule 24-3b*)
  20. You get stance and swing **relief** (no penalty) from abnormal ground conditions on the course. In a water hazard you get no relief, without penalty, from abnormal ground conditions. (*Rule 25-1*)

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21. Except in a water hazard, if your **ball is lost** in an **abnormal ground condition** a ball may be substituted and dropped within one club length at the nearest point of relief from where the original ball last crossed the outermost limits of the abnormal ground condition. (*Rule 25-1c*)
22. An **embedded ball** may be lifted, without penalty, cleaned, and dropped, as near as possible to its own pitch mark, in any closely mown area “through the green” (*Rule 25-2*). Most courses have a local rule, which is authorized by the *USGA*, allowing relief anywhere “through the green.” See Appendix I (*Local Rules*).
23. **Water Hazards** are defined by yellow stakes and lines. Two relief options, with a one-stroke penalty: (1) **Replay**, (2) **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 as to how far behind the water hazard the ball may be dropped. (*Rule 26-1*)
24. **Lateral Water Hazards** are defined by **red stakes and lines**. The above options may be used with the following two additional options: A ball may be dropped 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 hazard or (ii) a point on the **opposite margin** of the lateral water hazard **equidistant from the hole** (*Rule 26-1*).
25. If your ball may be lost outside a water hazard or may be out of bounds, you may play a **provisional ball**. Inform your opponent or fellow-competitor of your intentions, or it will be your “ball in play” (*Rule 27-2*).
26. You have **5 minutes**, from the beginning of search, to **find the ball**. (*Rule 27*)
27. You may declare your **ball unplayable** at any place on the course except in a water hazard. You are the sole judge. Three options, each with a one-stroke penalty. (1) Play a ball as nearly as possible from where the original ball was last played; (2) Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole; or (3) 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 as to how far behind that point the ball may be dropped. If in the bunker, the ball must stay in the bunker if (2) or (3) is used (*Rule 28*).