

# NEW RULES OF GOLF



in association with

**USGA**<sup>®</sup>



# LOCAL RULES:



in association with  
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- **Pace of Play Policy**

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



# NOTABLE CHANGES

## Putting Green



in association with  
**USGA**®

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



# NOTABLE CHANGES

## Clubs



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- Cannot replace even if damaged during normal course of play

Exceptions:

- Natural Forces
- Outside Influence

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



# NOTABLE CHANGES

## Ball



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- Cut or cracked, no longer out of round



# NOTABLE CHANGES

## Dropping



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



# NOTABLE CHANGES

## Substituting Ball



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- When taking relief of any kind you can use ANY ball





# NOTABLE CHANGES

## Equipment



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



# NOTABLE CHANGES

## Bunkers



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



# NOTABLE CHANGES

## Ball Moved



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- Must be replaced
- No penalty if accidentally moved during search



# NOTABLE CHANGES

## Penalty Areas



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



# NOTABLE CHANGES

## Ball in Motion



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- Double hit
- Accidental deflection
- Hitting player or equipment



# AREAS OF THE COURSE

## The 5 Areas of the Course



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The [course](#) is divided into **five defined areas**. Play of the game from each area has its own unique [privileges](#) and [restrictions](#).

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



# AREAS OF THE COURSE

## When an Area is Part of the General Area



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



# AREAS OF THE COURSE

When an Area is not Part of the General Area



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

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





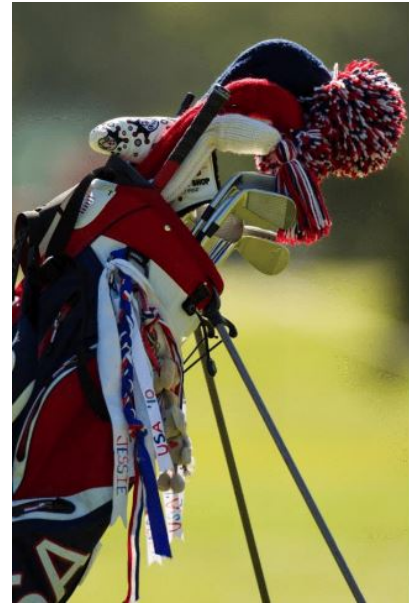
# GENERAL AREA RELIEF PROCEDURES

## Measuring Club Length



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



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



# GENERAL AREA RELIEF PROCEDURES

## Dropping a Ball in the “Right Way”



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### How to Drop a Ball in the “Right Way”

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



This player has dropped the ball in the “right way.”



# GENERAL AREA RELIEF PROCEDURES

Where Dropped Ball Must Come to Rest



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After dropping in the "[right way](#)," this ball must come to rest in the **relief area**.

# GENERAL AREA RELIEF PROCEDURES

## When to Re-Drop Ball



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### Re-Dropping

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

# GENERAL AREA RELIEF PROCEDURES

## Placing Your Ball After Dropping in the “Right Way”



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

The player shall

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



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





# GENERAL AREA RELIEF PROCEDURES

## Replacing Ball When Spot Unknown



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

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

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



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



# GENERAL AREA RELIEF PROCEDURES

## Unplayable Ball Relief



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

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

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



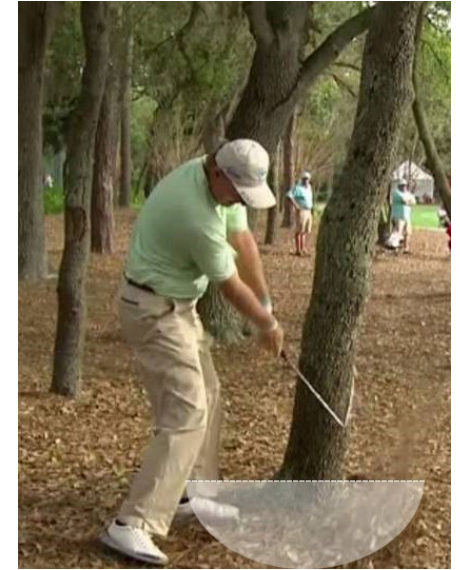
- Unplayable relief is **NOT** an option when your ball lies in a penalty area.

# GENERAL AREA RELIEF PROCEDURES

## Relief Options for Ball Unplayable in General Area



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

# GENERAL AREA RELIEF PROCEDURES

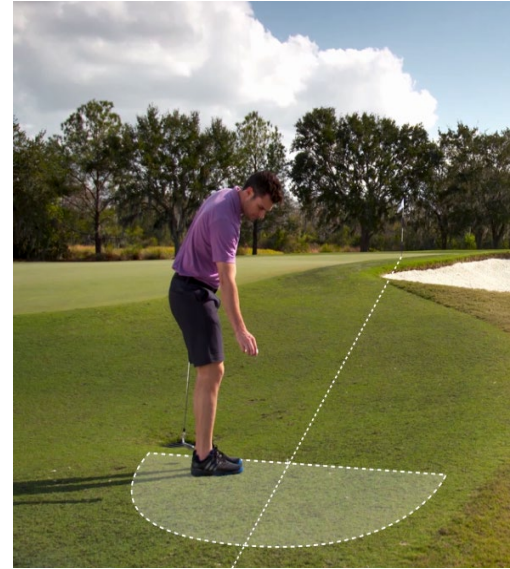
## Back-on-the-Line Relief for Ball Unplayable in General Area



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**USGA**®

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

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



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

# GENERAL AREA RELIEF PROCEDURES

## Lateral Relief for Ball Unplayable in General Area



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**USGA**®

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

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

This is the **relief area**.



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

# **BUNKER RELIEF PROCEDURES**

## Relief Option for Ball Unplayable in a **Bunker**



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

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

1. In the general area, pick a point on a straight line keeping the point where the ball lies between you and the flagstick. This is your **reference point**.

3. Drop a ball within one club-length of the reference point, in the general area and not nearer the hole. This is the **relief area**.



# GENERAL AREA RELIEF PROCEDURES

## Recognizing Abnormal Course Conditions



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

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



A ball rests on an immovable obstruction



Temporary water accumulates on a hole



Ground under repair



# GENERAL AREA RELIEF PROCEDURES

## Abnormal Course Condition Relief



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Interference from an abnormal course condition exists when:

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



Ball lies **on** an immovable obstruction



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



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

# GENERAL AREA RELIEF PROCEDURES

## Abnormal Course Condition Relief



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

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



*Ball in penalty area not entitled to relief*



Unreasonable stroke not entitled to relief

# GENERAL AREA RELIEF PROCEDURES

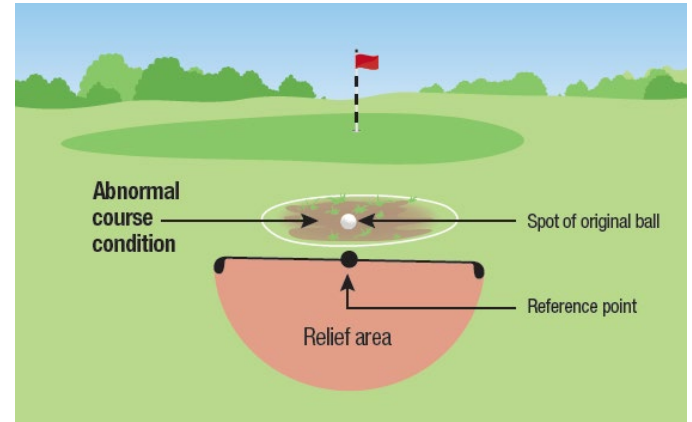
## Abnormal Course Condition Relief



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

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



# NEAREST POINT OF COMPLETE RELIEF



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The reference point for taking free relief from

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



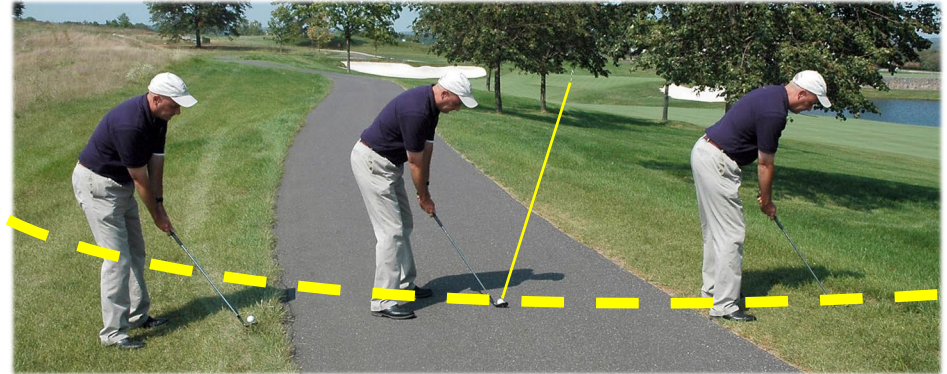
# NEAREST POINT OF COMPLETE RELIEF



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

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



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

# NEAREST POINT OF COMPLETE RELIEF

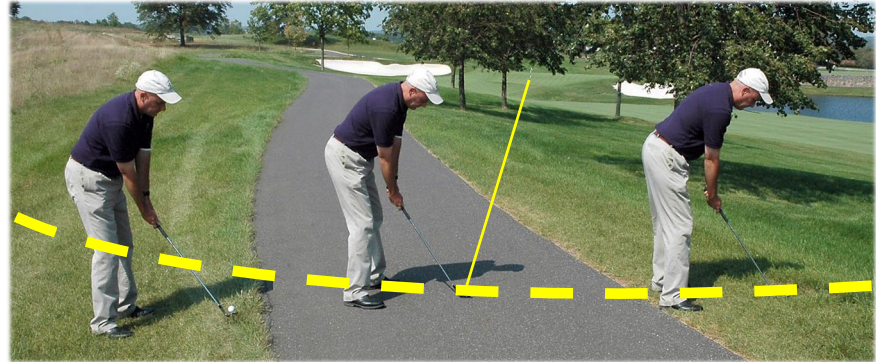


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The player **does not** need to simulate that **stroke**

- by taking an actual **stance** and **swinging** with the chosen club

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



# NEAREST POINT OF COMPLETE RELIEF



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

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

Where the condition does not interfere

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



# NEAREST POINT OF COMPLETE RELIEF



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The **nearest point of complete relief** relates

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





# GENERAL AREA RELIEF PROCEDURES

## Movable Obstructions



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An artificial object that can be moved

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



This irrigation flag is a movable obstruction.



This rake is a movable obstruction.



This sign is a movable obstruction.

# GENERAL AREA RELIEF PROCEDURES

## Removing a Movable Obstruction



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**Movable obstructions** can be moved anywhere

- On or off the course.



Bunker



Penalty Area



Out of Bounds



General Area

# GENERAL AREA RELIEF PROCEDURES

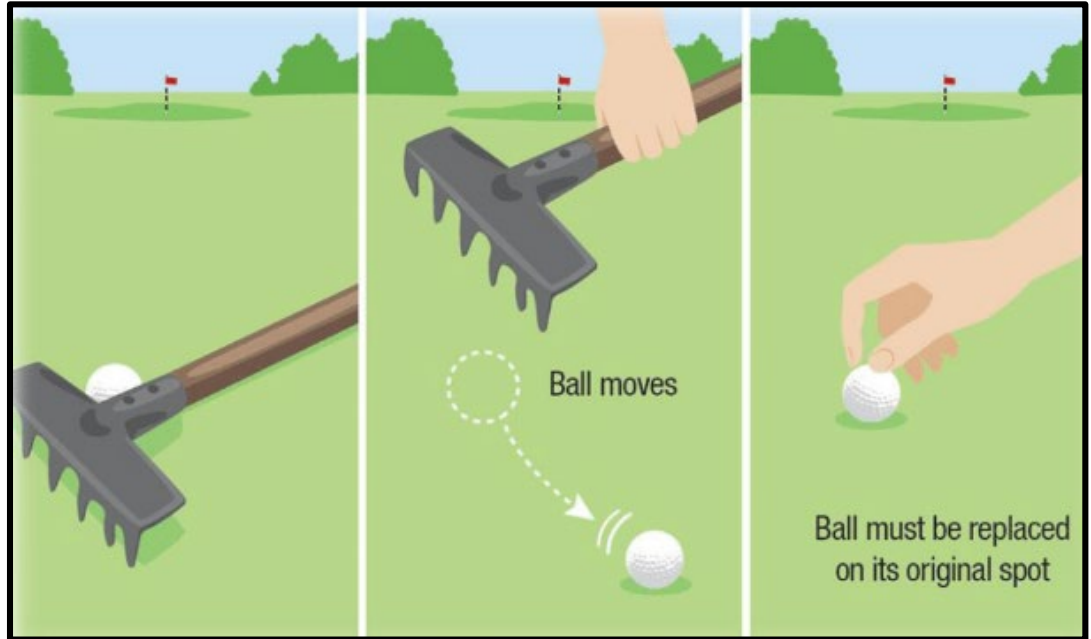
## Ball Moved While Removing a Movable Obstruction



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

- There is **no penalty**
- You **must replace** the ball



# GENERAL AREA RELIEF PROCEDURES

## Embedded Ball



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Your ball is embedded **only** if:

- It is in its **own pitch-mark** made as a result of your previous stroke.
- Part of the ball is **below** the level of the ground.
  - Your ball does not necessarily have to touch soil to be embedded.



### Ball is embedded

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



### Ball is embedded

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



### Ball is NOT embedded

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

# GENERAL AREA RELIEF PROCEDURES

## Embedded Ball Relief



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Free relief is available **ANYWHERE** in the general area for an embedded ball.

There is no free relief in

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



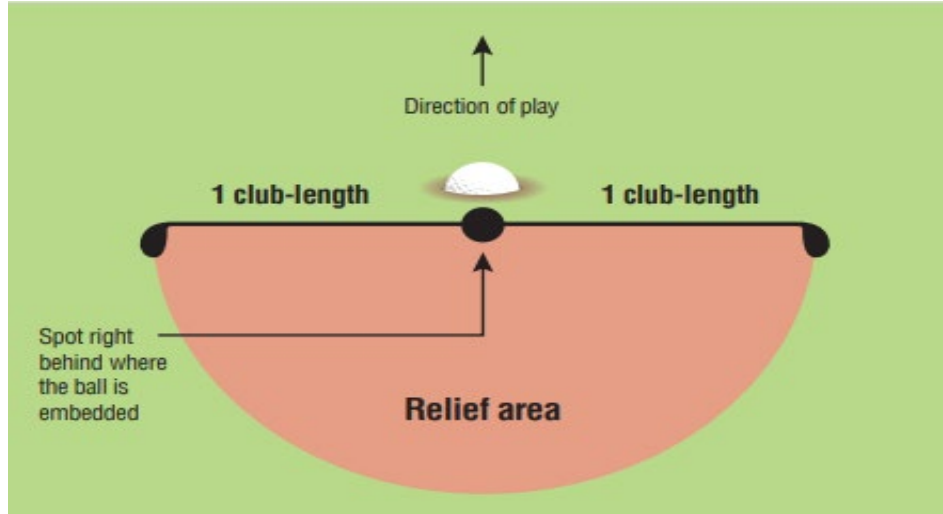
This ball is in its own pitch-mark and part of it lies below the level of the ground, therefore it's embedded.

# GENERAL AREA RELIEF PROCEDURES

## How to Take Embedded Ball Relief



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

# BUNKERS

## Loose Impediments in Bunkers



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

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



# BUNKERS

## Restrictions on Touching Sand in the Bunkers



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

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





# BUNKERS

## Restrictions on Touching Sand in the Bunkers



in association with

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

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

# PENALTY AREAS



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

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

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



# PENALTY AREAS



in association with  
**USGA**

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

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



# PENALTY AREAS

## Ways Penalty Areas Can Be Marked



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Penalty areas should be identified by one of three means:

**-Stakes**

**-Painted Lines**

**-Physical Features**

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

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

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



# PENALTY AREAS

## Ways Penalty Areas Can Be Marked



in association with

USGA®

- **Stakes:**
  - **straight lines from stake to stake** using the outside edge at ground level to determine the outer edge of the penalty area
  - the stakes are in the penalty area
- **Painted Lines:**
  - the **outside edge of the line** is the outer edge of the penalty area
  - the entire line is inside the penalty area
- **Physical Features:**
  - examples: a beach, desert area, retaining wall, fence, mow line between different height grasses
  - the Committee specifies how the outer edge of the penalty area is defined (look for this information in course local rules, on your score card, some other notice)

# PENALTY AREAS

When Are You Allowed to Take Penalty Area Relief



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

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



# PENALTY AREAS

## When Are You Allowed to Take Penalty Area Relief



in association with  
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Having knowledge or **virtual certainty** means:

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



# PENALTY AREAS

## Red Penalty Area Relief Options



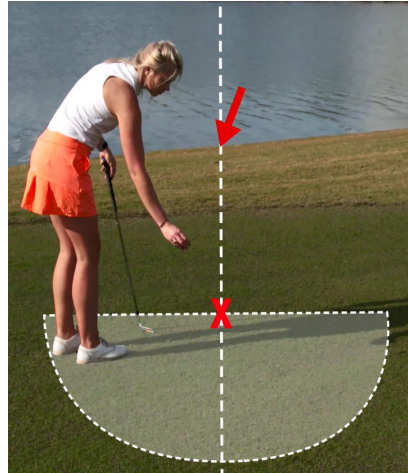
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### Stroke and Distance Relief



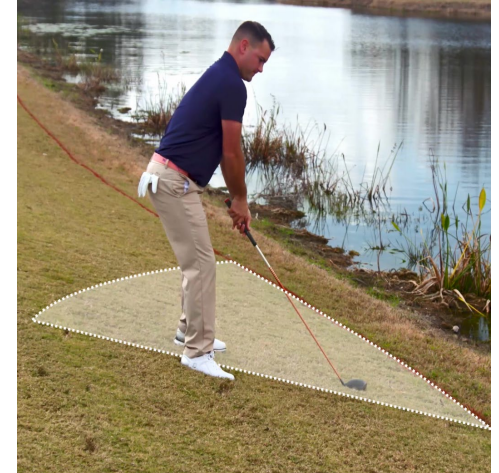
Dropping within one club-length of where the previous stroke was made.

### Back-on-the-Line Relief



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

### Lateral Relief



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



# PENALTY AREAS

## Yellow Penalty Area Relief Options



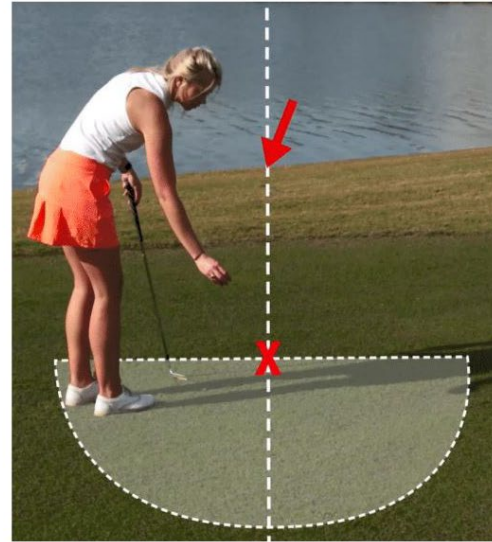
in association with  
**USGA**®

### Stroke and Distance Relief



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

### Back-on-the-Line Relief



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



# PENALTY AREAS

## Loose Impediments Defined



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

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



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

# PENALTY AREAS

## Loose Impediments Defined



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### Common examples of loose impediments:

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

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

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

# PENALTY AREAS

## Touching or Moving Loose Impediments in Penalty Area



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**USGA**®

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

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



# PENALTY AREAS

## Touching the Ground in a Penalty Area



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**USGA**®

You can touch the ground in a penalty area at any time.

Including when:

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

But, you cannot improve:

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



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

# PUTTING GREEN

## When Your Ball is Considered Holed



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**USGA**®

Your ball is holed when it is at rest

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



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

# PUTTING GREEN

## When Your Ball is Considered Holed



in association with  
**USGA**®

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

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



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



# PUTTING GREEN

## Repair Damage to Putting Green



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



# PUTTING GREEN

## Repair Damage to Putting Green



in association with  
**USGA**®

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

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





# PUTTING GREEN

## Repair Damage to Putting Green



in association with  
**USGA**®

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

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



# PUTTING GREEN

## Accidental Movement on the Putting Green



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

Examples include accidentally:

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





# PUTTING GREEN

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



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If your ball on the putting green is moved by

- wind, or
- no apparent cause (gravity)

You have **marked, lifted and replaced the ball,**

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

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

- play from the new position,
- with no penalty



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





# PUTTING GREEN

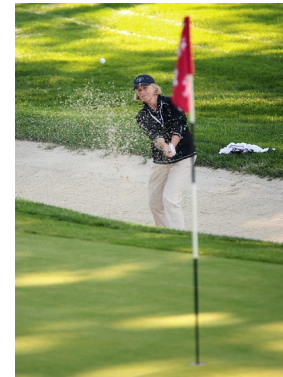
## Ball Hits the Flagstick in the Hole



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

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



# PUTTING GREEN

## Ball Hits the Flagstick in the Hole



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



# PUTTING GREEN

## Pointing Out a Line on the Putting Green



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

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





# PUTTING GREEN

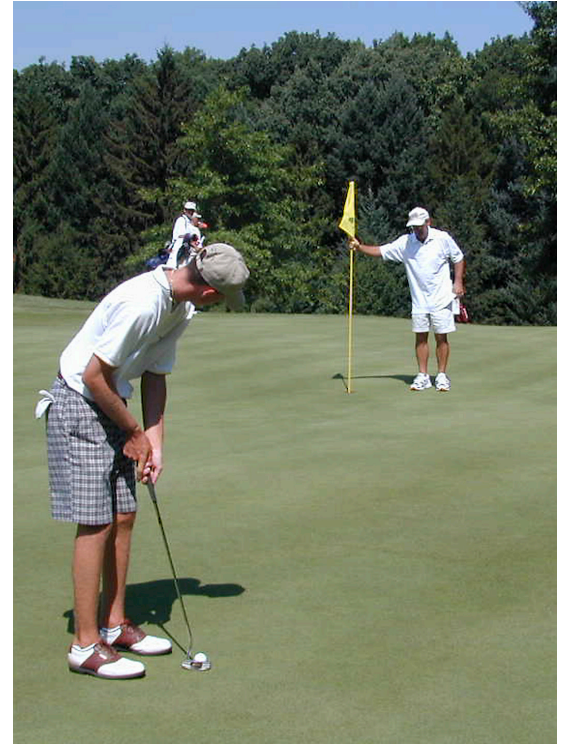
## Pointing Out a Line on the Putting Green



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### When you putt:

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



# FINDING YOUR BALL

## Provisional Ball



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You may play a provisional ball if your ball might be

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



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

# FINDING YOUR BALL

## Procedure for Playing a Provisional Ball



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

- Announce your intention to play a provisional ball

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



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

# FINDING YOUR BALL

## Procedure for Playing a Provisional Ball



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

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

### **Examples that DO NOT clearly indicate a provisional ball:**

- I'm going to re-load.
- I'm going to play another.
- No announcement



# FINDING YOUR BALL

## When to Abandon a Provisional Ball



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### 1. You find your original ball **within three minutes**

- Your provisional ball **MUST** be abandoned
- You may play your original ball, or proceed under the Rules

### • 2. Your original ball is known or virtually certain to be in a **penalty area**

- Your provisional ball **MUST** be abandoned
- You may play your original ball or proceed under an applicable option of the penalty area Rule (Rule 17)

# FINDING YOUR BALL

## Searching for Your Ball



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

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



# FINDING YOUR BALL

## Ball Accidentally Moved During Search



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

- You must replace the ball



A player accidentally steps on his ball during search.



# FINDING YOUR BALL

## Lifting Your Ball to Identify It



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

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



# **SUBSTITUTING A BALL**

## When You May Substitute a Ball

### **When You Can Substitute a New Ball**

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



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### **When You Cannot Substitute a New Ball**

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

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# **BALL MOVED**

## Ball Moved by Wind or No Apparent Cause



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If your ball lies in

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

And is moved by

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

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



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



# BALL MOVED

## Ball Moved by Outside Influence



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

- Must **replace the ball with no penalty**



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

# BALL HITS PLAYER

## Ball Hits You or Your Equipment



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

- If this happens, play it from its new spot.



# PLAYING A SECOND BALL

## Procedure for Playing Two Balls



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

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



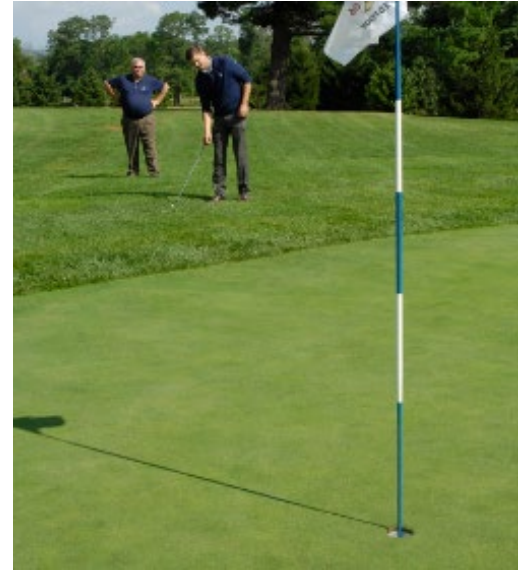
# RESTRICTIONS ON CADDIES STANDING BEHIND PLAYERS



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

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



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



# RULE 21.2b Scoring in Maximum Score



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

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

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

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

13	14	15	16	17	18
	5	6	5	11	4
	6	6	4	5	3





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# QUESTIONS?

