

Rules of Golf Seminar

New Hampshire Golf Association



New Hampshire Resources

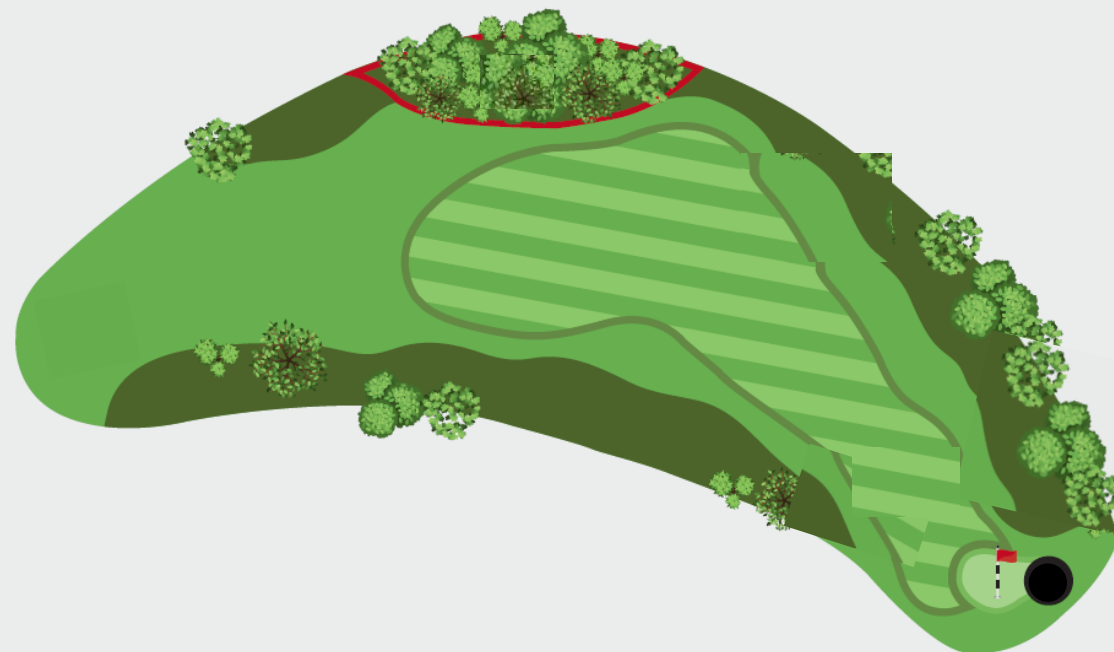
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The Five Defined Areas of the Course (Rule 2.2)

It is important to know the **area of the course** where your ball lies.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The Five Defined Areas of the Course (Rule 2.2)

It is important to know the *area of the course* where your ball lies.

Where it lies can affect your options for playing it.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The Five Defined Areas of the Course (Rule 2.2)

There are **five** areas of the course.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The Five Defined Areas of the Course (Rule 2.2)

The **General Area** covers the entire *course*...except

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The **general area** covers the entire area of the course



The Five Defined Areas of the Course (Rule 2.2)

The *General Area* covers the entire *course*...except for the other four *areas* of the course.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The Five Defined Areas of the Course (Rule 2.2)

The *General Area* covers the entire *course*...except for the other four *areas of the course*.

Special Rules apply specifically to the other four *areas of the course*.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- 1 The **teeing area** the area the player must use in starting the hole he or she is playing.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- 1 The **teeing area** the player must use in starting the hole he or she is playing.



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- 1 The **teeing area** the player must use in starting the hole he or she is playing.



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- 1 The **teeing area** the player must use in starting the hole he or she is playing.
not any other teeing locations on the *course*



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- 1 The *teeing area*
- 2 All **bunkers**

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



Bunker

A specially prepared area of sand,
- which is often a hollow
- from which turf or soil was removed.



Bunker

These are **not** part of a *bunker*:

[1 of 4]

- A lip, wall or face
 - at the edge of a prepared area and
 - consisting of
 - > soil,
 - > grass,
 - > stacked turf or
 - > artificial materials...

earthen bunker lip
(not part of bunker)

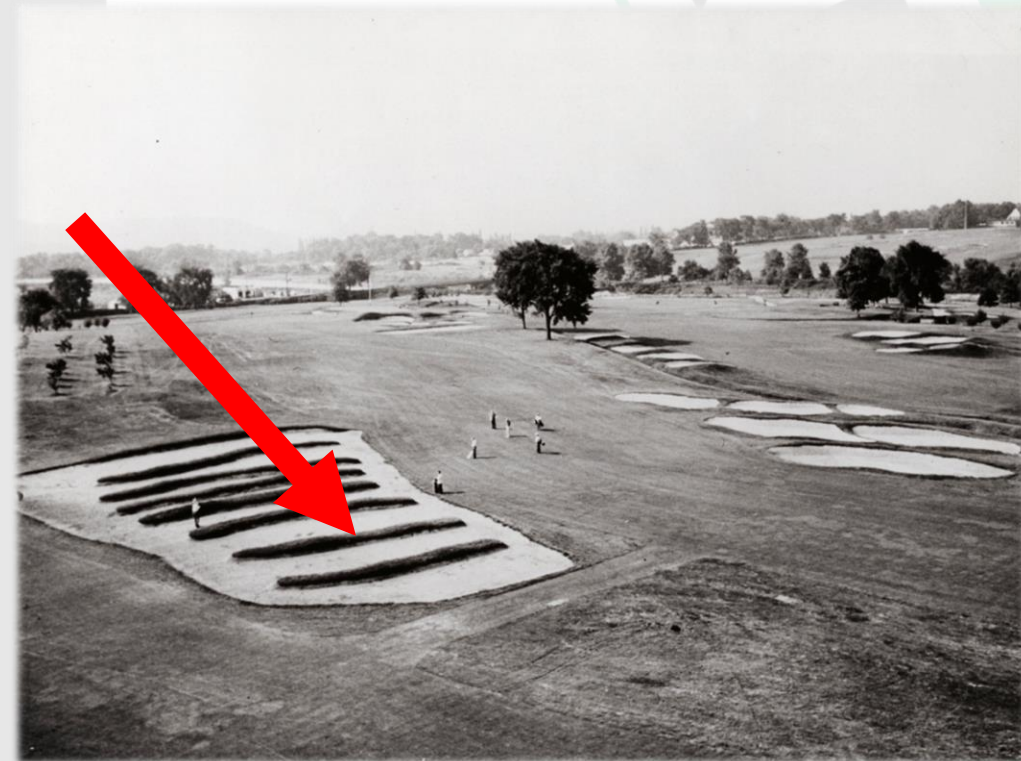


Bunker

These are **not** part of a *bunker*:

[2 of 4]

- Soil or any growing or attached natural object inside the edge of a prepared area (such as grass, bushes or trees),



Bunker

These are **not** part of a *bunker*:

[2 of 4]

- Soil or any growing or attached natural object inside the edge of a prepared area (such as grass, bushes or trees),



Bunker

These are **not** part of a *bunker*:

[3 of 4]

- Sand that has
 - spilled over or
 - is outside the edge of a prepared area..



Bunker

These are **not** part of a *bunker*:

[4 of 4]

- All other areas of sand on the *course*
 - that are not inside the edge of a prepared area
 - (such as
 - > deserts and
 - > other natural sand areas or
 - > areas sometimes referred to as waste areas).



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- ① The *teeing area*
- ② All *bunkers*
- ③ All *penalty areas*

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



Penalty Area

There are two different types of *penalty areas*, distinguished by the colour used to mark them:

- **Yellow** *penalty areas*

- **Red** *penalty areas*



Penalty Area

There are two different types of *penalty areas*, distinguished by the colour used to mark them:

- **Yellow** *penalty areas*
 - (marked with yellow lines or yellow stakes)
 - give the player two relief options (Rules 17.1d(1) and (2)).
- **Red** *penalty areas*
 - (marked with red lines or red stakes)
 - give the player an extra lateral relief option (Rule 17.1d(3)).
 - In addition to the two relief options available in yellow *penalty areas*.



Penalty Area

There are two different types of *penalty areas*, distinguished by the colour used to mark them:

- **Yellow** *penalty areas*
 - (marked with yellow lines or yellow stakes)
 - give the player two relief options (Rules 17.1d(1) and (2)).
- **Red** *penalty areas*
 - (marked with red lines or red stakes)
 - give the player an extra lateral relief option (Rule 17.1d(3)),
 - in addition to the two relief options available for yellow *penalty areas*.



Penalty Area

- If the colour of a *penalty area*
- has not been marked or indicated by the *Committee*,
 - it is treated as a **red** *penalty area*.



Penalty Area

The edge of a *penalty area* should be defined by stakes, lines or physical features.

- Stakes...
- Lines...
- Physical Features...



Penalty Area

The edge of a *penalty area* should be defined by stakes, lines or physical features.

- Stakes: When defined by stakes,
 - the edge of the *penalty area* is defined by the line between the outside points of the stakes at ground level, and
 - the stakes are inside the *penalty area*.
- Lines:
- Physical Features:



Penalty Area

The edge of a *penalty area* should be defined by stakes, lines or physical features.

- Stakes:
- Lines:
When defined by a painted line on the ground,
 - the edge of the *penalty area* is the outside edge of the line, and
 - the line itself is in the *penalty area*.
- Physical Features:



Penalty Area

The edge of a *penalty area* should be defined by stakes, lines or physical features.

- Stakes:
- Lines:
- Physical Features:
When defined by physical features
 - (such as a beach or desert area or a retaining wall),
 - the *Committee* should say how the edge of the *penalty area* is defined.



Penalty Area

The edge of a *penalty area* should be defined by stakes, lines or physical features...

When the edge of a *penalty area* is defined

- by lines or
- by physical features,

stakes may be used

- to show where the *penalty area* is,
- **but** they have no other meaning.



Penalty Area

When the edge of a body of water is not defined by the *Committee*,

- the edge of that *penalty area* is defined by its natural boundaries
- (that is, where the ground slopes down to form the depression that can hold the water).



The Five Defined Areas of the Course (Rule 2.2)

The Four Other Areas

- 1 The *teeing area*
- 2 All bunkers
- 3 All *penalty areas*
- 4 The **putting green** of the hole the player is playing

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



Putting Green

The area on the hole the player is playing that:

- Is specially prepared for putting, or
- The *Committee* has defined as the *putting green* (such as when a temporary green is used).



Putting Green

The area on the hole the player is playing that:

- Is specially prepared for putting, or
- The *Committee* has defined as the *putting green* (such as when a temporary green is used).

The *putting green* for a hole

- contains the *hole*
- into which the player tries to play a ball.



Putting Green

The putting greens for all other holes
(which the player is not playing at the time)

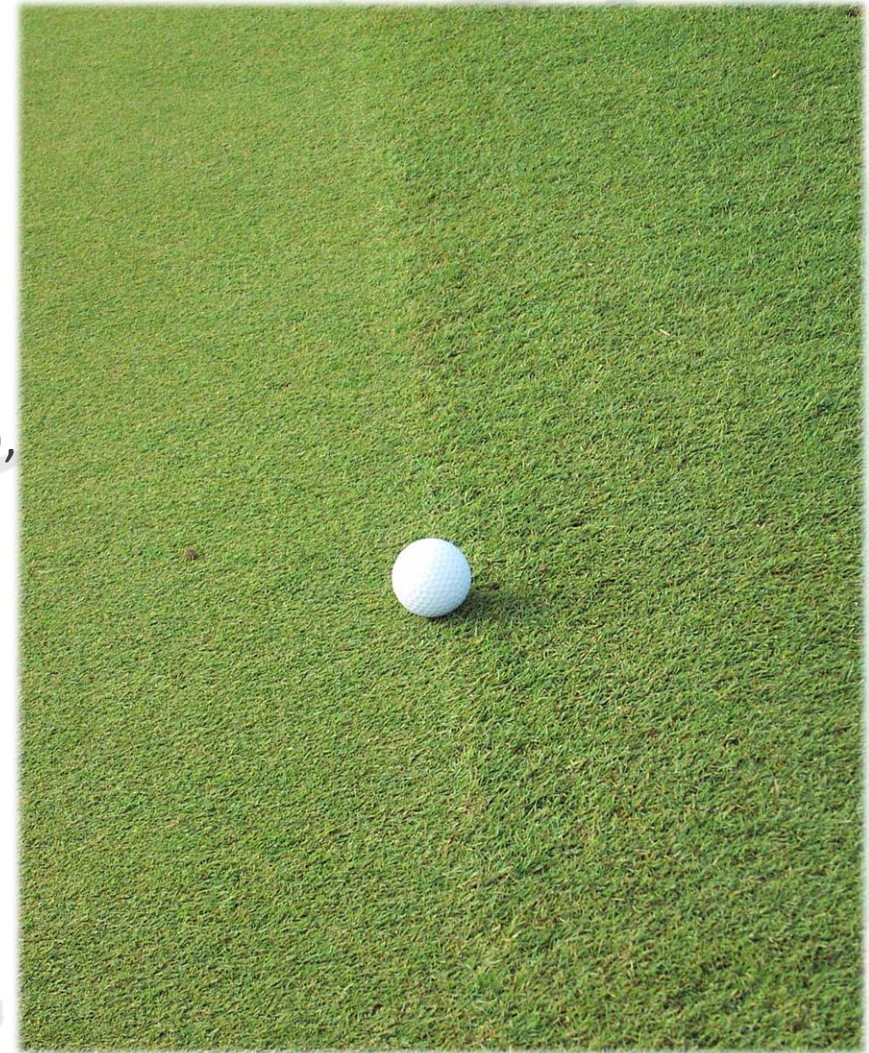
- are *wrong greens* and
- part of the *general area*.



Putting Green

The edge of a *putting green* is defined by

- where it can be seen that the specially prepared area starts (such as where the grass has been distinctly cut to show the edge),
- unless the *Committee* defines the edge in a different way (such as by using a line or dots).



Rules of Golf

Most Used Rules & Relief Procedures

Rules 15 & 16 – Free Relief



Notable Changes

- Loose impediments may be removed from bunkers and penalty areas
- Player will drop a ball into a relief area when taking relief for a ball in or on an immovable obstruction
- *Abnormal Course Conditions* now include *immovable obstructions*
- Any *abnormal course condition* may be treated as a *no play zone*
- *Embedded* ball Rule applies through all of the *general area* by default. (A Local Rule may restrict relief to areas of “fairway height or less”)
- Announcing or involving others is not required before lifting a ball to see if relief is allowed



Purpose of the Rule

Rule 15 covers when and how the player may take free relief from

- loose impediments and
- movable obstructions....



Purpose of the Rule

- These movable
 - natural and
 - artificialobjects are not treated as part of the challenge of playing the course, and a player is normally allowed to remove them when they interfere with play.



Purpose of the Rule

- But the player
 - needs to be careful in moving loose impediments near his or her ball off the putting green,
 - because there will be a penalty if
 - > moving them
 - > causes the ball to move.



15.1 Loose Impediments

15.1a Removal of Loose Impediment

Without penalty, a player may

- remove a *loose impediment*
- anywhere on or off the *course*, and
- may do so in any way (such as by using a hand or foot or a club or other *equipment*).





15.1 Removal of Loose Impediment

15.1b Ball Moved When Removing Loose Impediment

If a player's removal of a *loose impediment* causes his or her ball to *move*:

[1 of 2 - what to do with the ball]

- The ball must be *replaced*
 - on its original spot...





15.1 Removal of Loose Impediment

15.1b Ball Moved When Removing Loose Impediment

If a player's removal of a *loose impediment* causes his or her ball to *move*:

[1 of 2 - what to do with the ball]

- The ball must be *replaced*
 - on its original spot
 - (which if not known must be estimated) (see Rule 14.2).



Rule 14.2 Replacing Ball on Spot

15.1 Removal of Loose Impediment

15.1b Ball Moved When Removing Loose Impediment

If a player's removal of a *loose impediment* **causes** his or her **ball to move**:

[2 of 2 - whether there is a penalty]

- If the *moved* ball had been at rest anywhere, except
 - on the *putting green* (see Rule 13.1d) OR
 - in the *teeing area* (see Rule 6.2b(6)),

the player gets **one penalty stroke** under Rule 9.4b...

i.e., if the moved ball is at rest in

- the general area
- a bunker or
- a penalty area...



Rule 9.4b Penalty for

- Lifting or
- Deliberately Touching Ball or
- Causing It to Move

15.2 Movable Obstructions

This Rule covers free relief that is allowed from artificial objects that meet the definition of *movable obstruction*....



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This Rule covers free relief that is allowed from artificial objects that meet the definition of *movable obstruction*.

It does not give relief from

- *immovable obstructions*
(a different type of free relief is allowed under Rule 16.1)...



15.2 Movable Obstructions

This Rule covers free relief that is allowed from artificial objects that meet the definition of *movable obstruction*.

It does not give relief from

- *immovable obstructions*
(a different type of free relief is allowed under Rule 16.1)

or

- *boundary objects* or
- *integral objects*
(no free relief is allowed).



15.2 Movable Obstructions

15.2a Relief from Movable Obstruction

(1) Removal of Movable Obstruction.

Without penalty, a player

- may remove a *movable obstruction*
- anywhere on or off the *course* and
- may do so in any way.



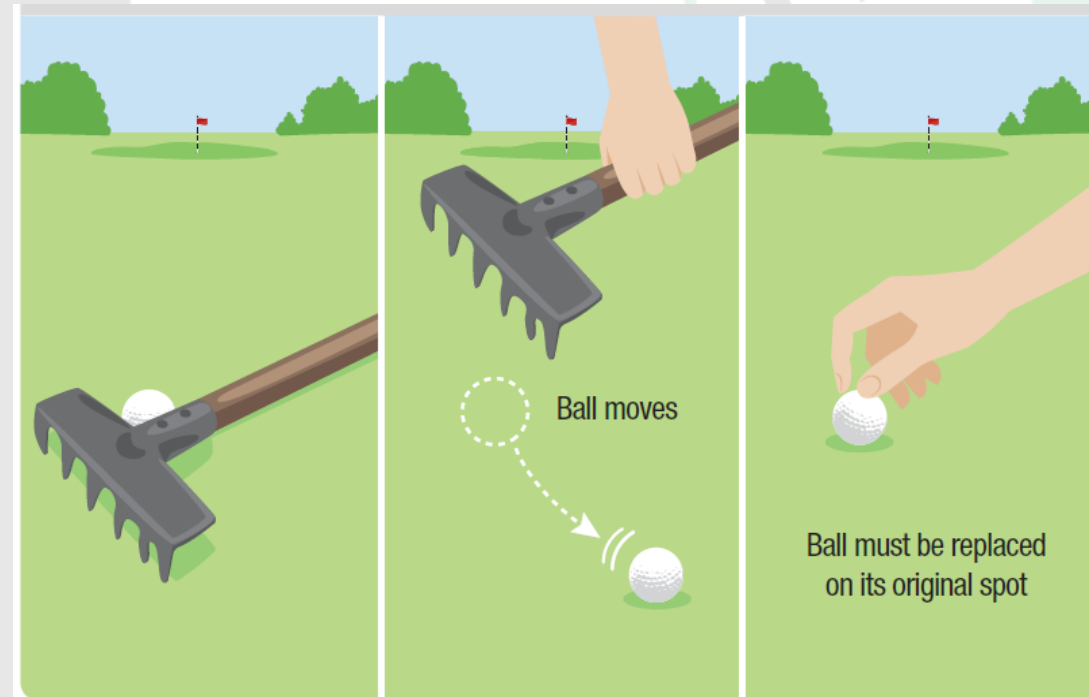
15.2 Movable Obstructions

15.2a Relief from Movable Obstruction

(1) Removal of Movable Obstruction.

If a player's **ball moves** while he or she is removing a *movable obstruction*:

- There is no penalty, and
- **The** ball must be *replaced* on its original spot (which if not known must be estimated) (see Rule 14.2).



Rule 14.2 Replacing Ball on Spot

15.2 Movable Obstructions

Penalty for

- Playing Incorrectly *Substituted* Ball or
- Playing Ball from a *Wrong Place*

in Breach of Rule 15.2: *General Penalty* Under Rule 6.3b or 14.7a.

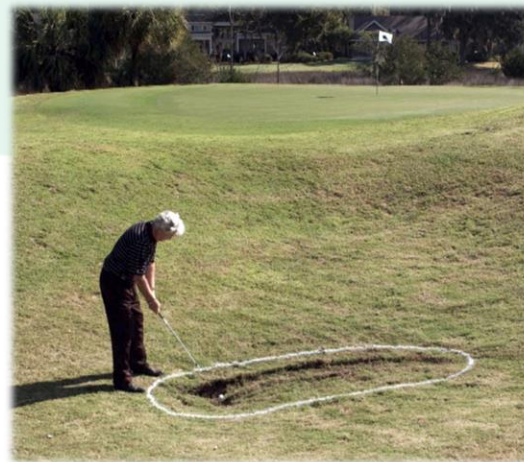
If multiple Rule breaches result from a single act or related acts, see Rule 1.3c(4).



16.1 Abnormal Course Conditions (Including Immovable Obstructions)

This Rule covers free relief that is allowed from interference by

- *animal holes,*
 - *ground under repair,*
 - *immovable obstructions or*
 - *temporary water.*
- These are collectively called ***abnormal course conditions,*** but each has a separate Definition.



16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1a When Relief Is Allowed

(1) Meaning of Interference by Abnormal Course Condition. Interference exists when any one of these is true:

- The player's ball touches or is in or on an *abnormal course condition*...



16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1a When Relief Is Allowed

(1) Meaning of Interference by Abnormal Course Condition. Interference exists when any one of these is true:

- The player's ball touches or is in or on an *abnormal course condition*,
- An *abnormal course condition* physically interferes with the player's area of intended stance or area of intended swing...



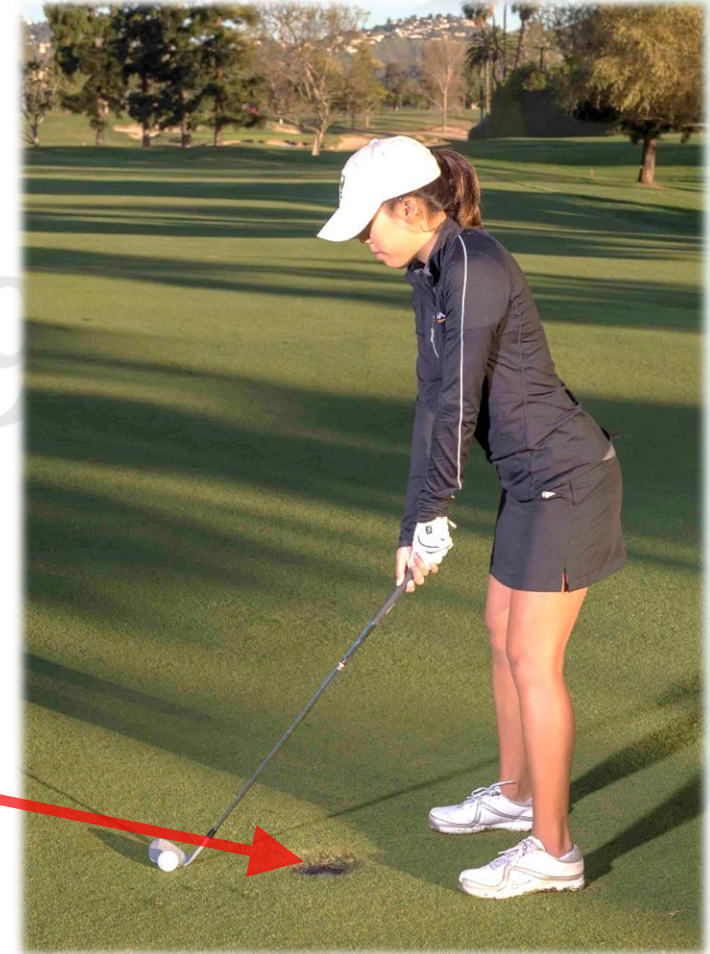
16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1a When Relief Is Allowed

(1) Meaning of Interference by Abnormal Course Condition.

If the *abnormal course condition*

- is close enough to distract the player
- **but** does not meet any of these requirements, there is no interference under this Rule.



16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1a When Relief Is Allowed

- (2) Relief Allowed Anywhere on Course Except When Ball Is in Penalty Area. Relief from interference by an *abnormal course condition* is allowed under Rule 16.1 **only when both:**
- The *abnormal course condition* is on the course (not *out of bounds*), and
 - The ball is anywhere on the course...



16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1a When Relief Is Allowed

(2) Relief Allowed Anywhere on Course Except When Ball Is in Penalty Area.

Relief from interference by an *abnormal course condition* is allowed under Rule 16.1 only when both:

- The *abnormal course condition* is on the course (not *out of bounds*), and
- The ball is anywhere on the *course*, **except** in a *penalty area* (where the player's only relief is under Rule 17).



Rule 17 Penalty Areas

16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1a When Relief Is Allowed

(3) No Relief When Clearly Unreasonable to Play Ball.

There is no relief under Rule 16.1:

- 1 of 2
- When playing the ball as it lies
 - is clearly unreasonable
 - because of something other than an *abnormal course condition* (such as when a player is
 - > standing in *temporary water* or on an *immovable obstruction*
 - > but is unable to make a *stroke* because of where the ball lies in a bush)...



16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1a When Relief Is Allowed

(3) **No Relief** When Clearly Unreasonable to Play Ball.

There is no relief under Rule 16.1:

- 2 of 2
- When interference exists only because
 - a player chooses a
 - > club,
 - > type of *stance* or
 - > [type of] swing or
 - > direction of play
 - that is clearly unreasonable under the circumstances.



16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1b Relief for Ball in General Area

If a player's ball is in the general area and

- there is interference by an *abnormal course condition*
- on the *course*,

the player may take free relief by dropping the original ball or another ball...



Simplified Dropping Procedures

- Drop in the “right way”
 - Player must *drop*
 - Knee height
 - Straight down (no throw, spin or roll)
 - Must not hit player or player’s equipment before hitting the relief area
 - Ball must hit in the *relief area*



Simplified Dropping Procedures

- **Club-Lengths**

- measured by player's longest club
- CANNOT be putter



Simplified Dropping Procedures

- **Reference Point**

- the starting point for measuring a *relief area*

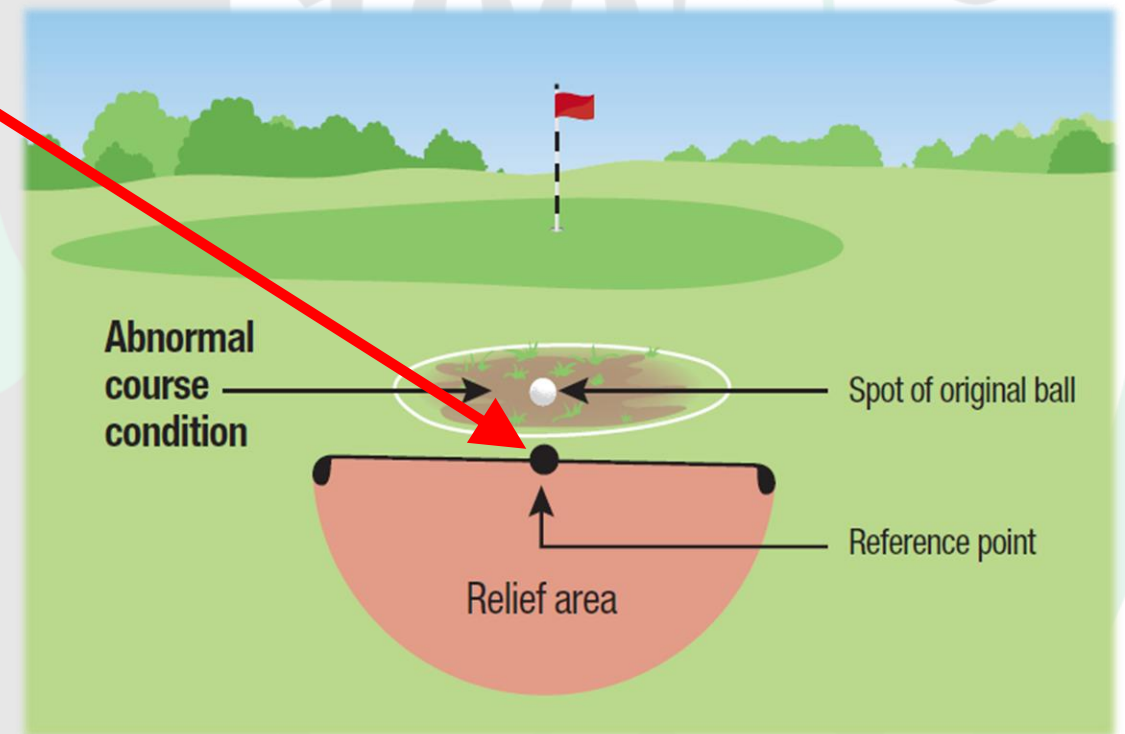
- **Relief Area**

- where ball must be dropped and come to rest



Simplified Dropping Procedures

- Reference Points - **examples**
 - *nearest point of complete relief* (Rules 13.1f, 16)



Simplified Dropping Procedures

- Reference Points - **examples**

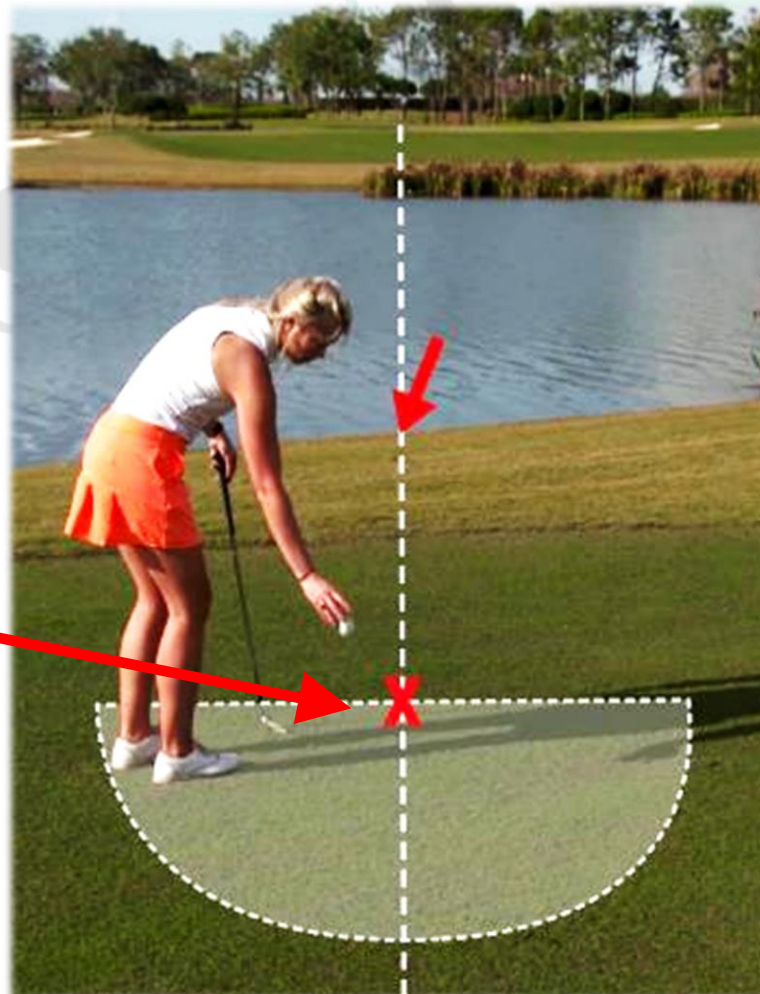
- *nearest point of complete relief* (Rules 13.1f, 16)
- point original ball last crossed edge of *penalty area* (Rule 17)



Simplified Dropping Procedures

• Reference Points - examples

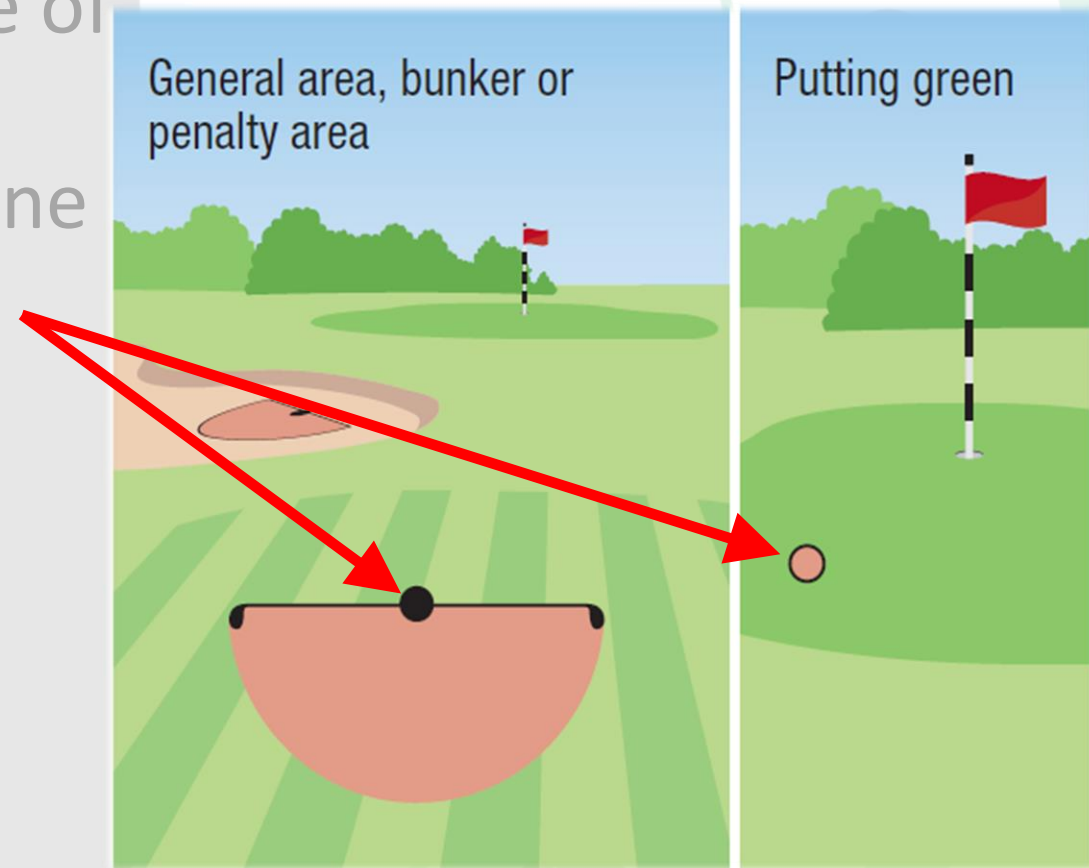
- *nearest point of complete relief* (Rules 13.1f, 16)
- point original ball last crossed edge of *penalty area* (Rule 17)
- player chosen point on reference line for back-on-the-line relief (Rules 16, 17, 19)



Simplified Dropping Procedures

- Reference Points - examples

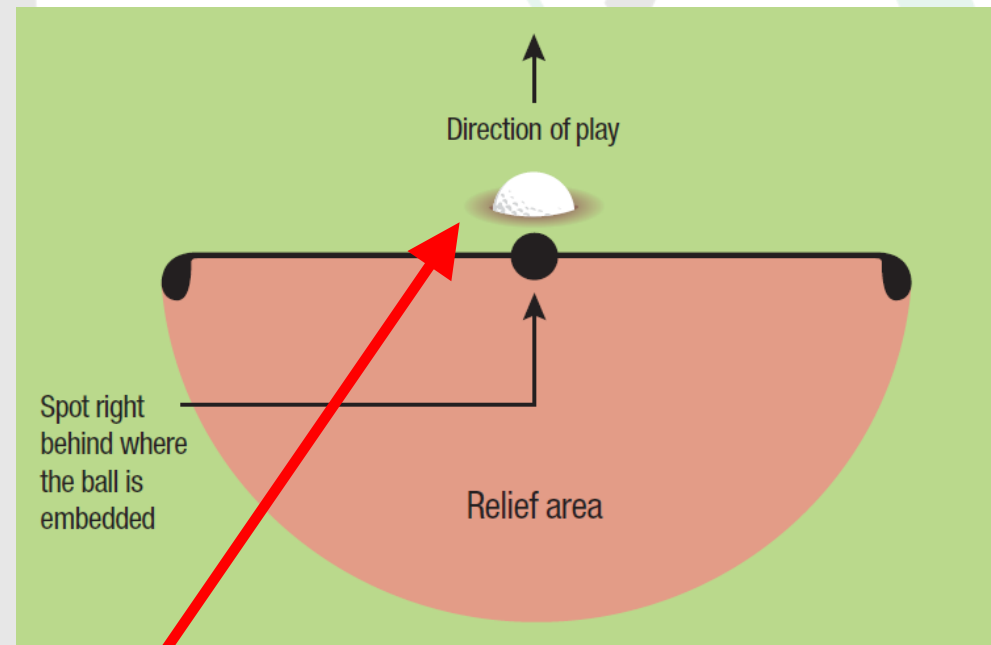
- nearest point of complete relief (Rules 13.1f, 16)
- point original ball last crossed edge of *penalty area* (Rule 17)
- player chosen point on reference line for back-on-the-line relief
- spot where previous *stroke* made (Rules 17, 18, 19)



Simplified Dropping Procedures

• Reference Points - examples

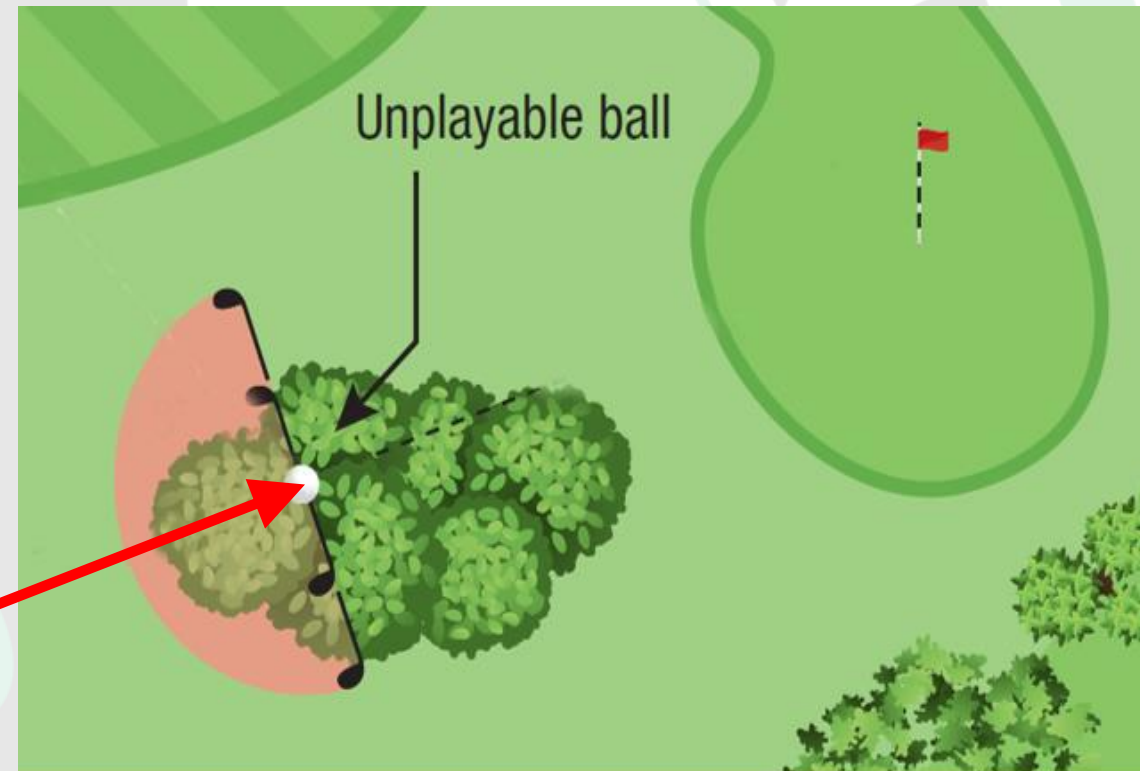
- *nearest point of complete relief* (Rules 13.1f, 16)
- point original ball last crossed edge of *penalty area* (Rule 17)
- player chosen point on reference line for back-on-the-line r
- spot where previous *stroke* made (Rules 17, 18, 19)
- point immediately behind where ball is *embedded* (Rule 16)



Simplified Dropping Procedures

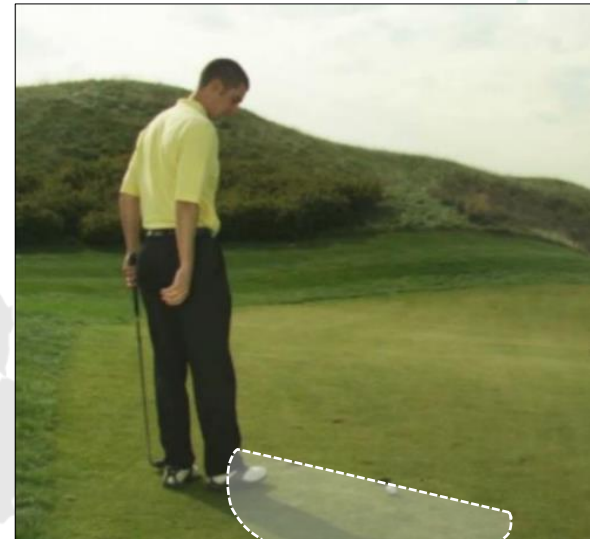
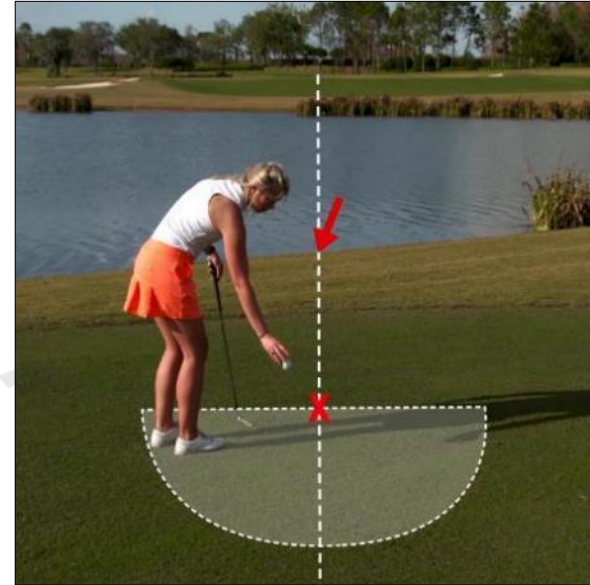
- Reference Points - **examples**

- *nearest point of complete relief* (Rules 13.1f, 16)
- point original ball last crossed edge of *penalty area* (Rule 17)
- player chosen point on reference line for back-on-the-line relief
- spot where previous *stroke* made (Rules 17, 18, 19)
- point immediately behind where ball is *embedded* (Rule 16)
- spot of the original ball (Rule 19)



Simplified Dropping Procedures

- Reference Points
- **Relief Areas**
 - all measured ONE *club-length* from the reference point...



Simplified Dropping Procedures

- Reference Points
- **Relief Areas**
 - all measured ONE *club-length* from the reference point
 - except Lateral Relief (2 club-lengths)
 - > from penalty area (Rule 17)
 - > for unplayable ball (Rule 19)



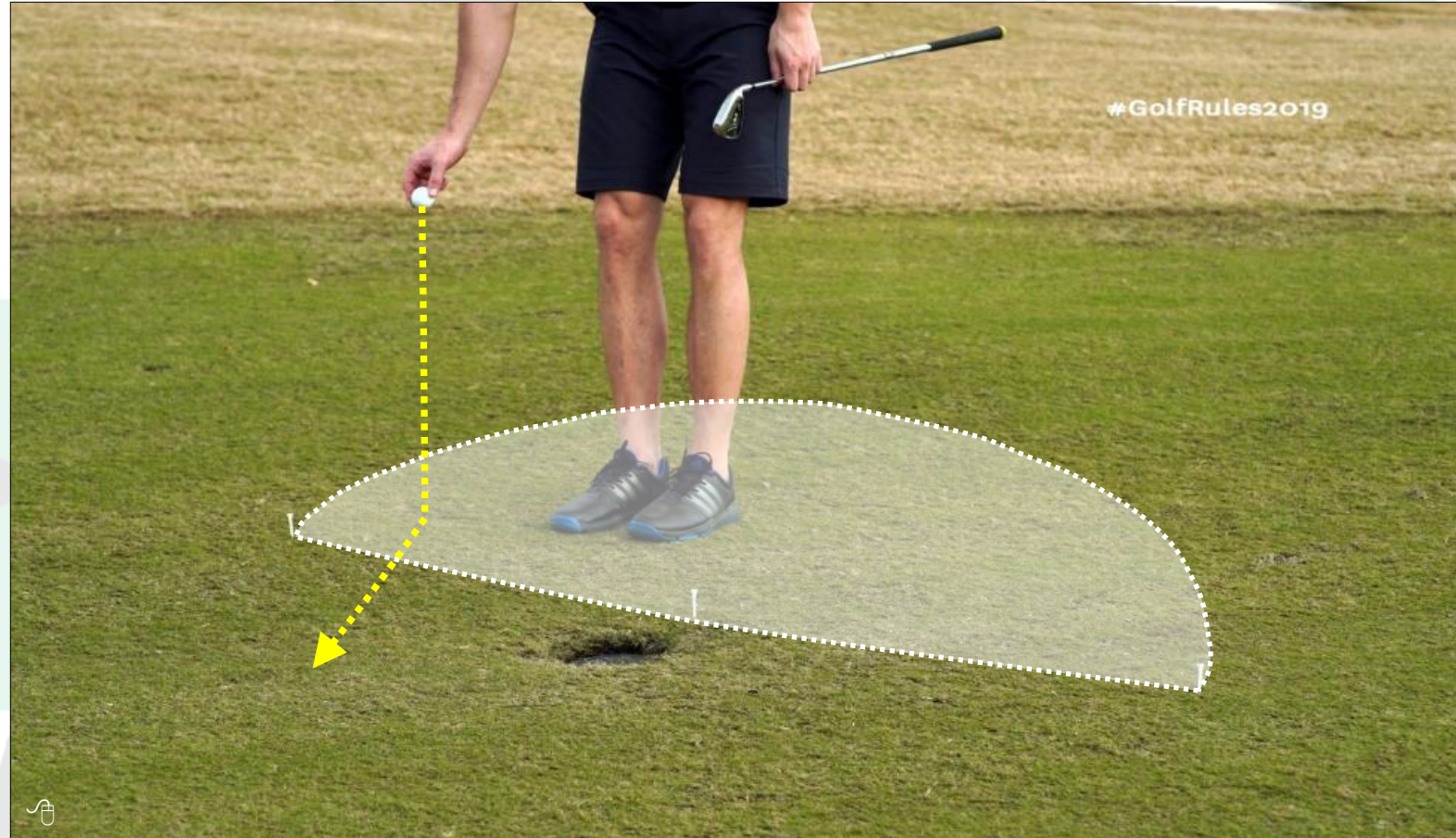
Simplified Dropping Procedures

- Reference Points
- **Relief Areas**
 - all measured ONE *club-length* from the reference point
 - except Lateral Relief (2 club-lengths)
 - > from penalty area (Rule 17)
 - > for unplayable ball (Rule 19)
 - must not be nearer the *hole* than the reference point



Simplified Dropping Procedures

- **When to Drop Again**
 - drop, drop, place



Simplified Dropping Procedures

- **When to Drop Again**
 - drop, drop, place
 - “wrong way” drops (unlimited)
 - > not knee height



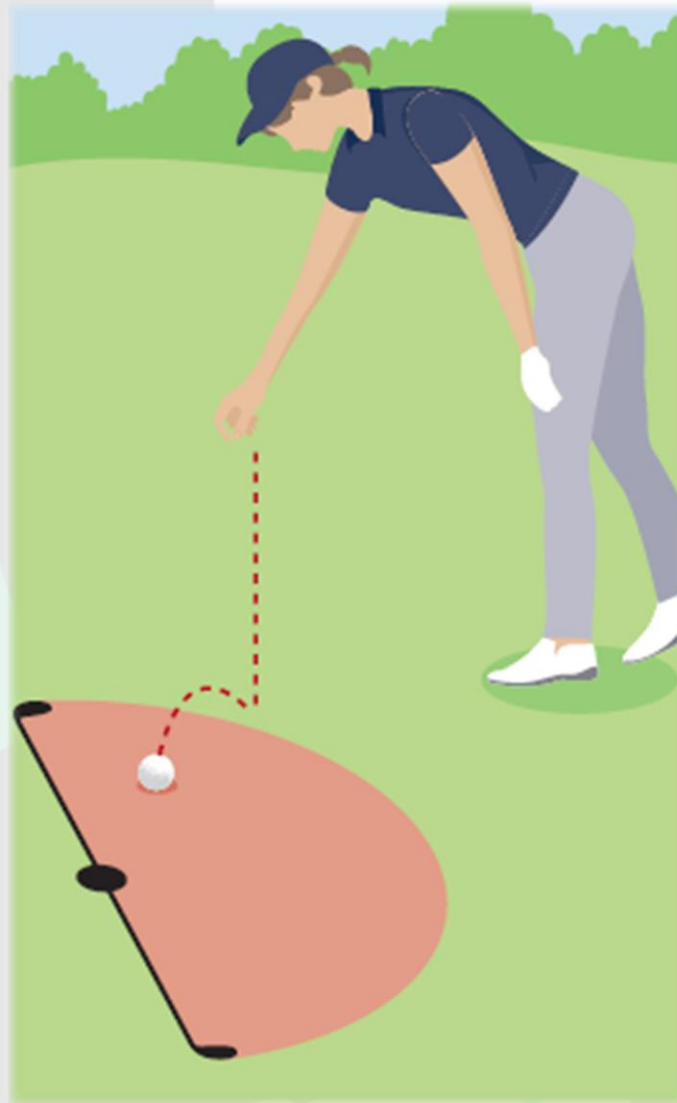
Simplified Dropping Procedures

- **When to Drop Again**
 - drop, drop, place
 - “wrong way” drops (unlimited)
 - > not knee height
 - > hitting player or player’s *equipment* (before hitting ground)



Simplified Dropping Procedures

- **When to Drop Again**
 - drop, drop, place
 - “wrong way” drops (unlimited)
 - > not knee height
 - > hitting player or player’s *equipment*
 - > does not hit *relief area* when *dropped*



Simplified Dropping Procedures

- All *drops* allow original ball or another ball to be used
 - free relief and
 - penalty relief

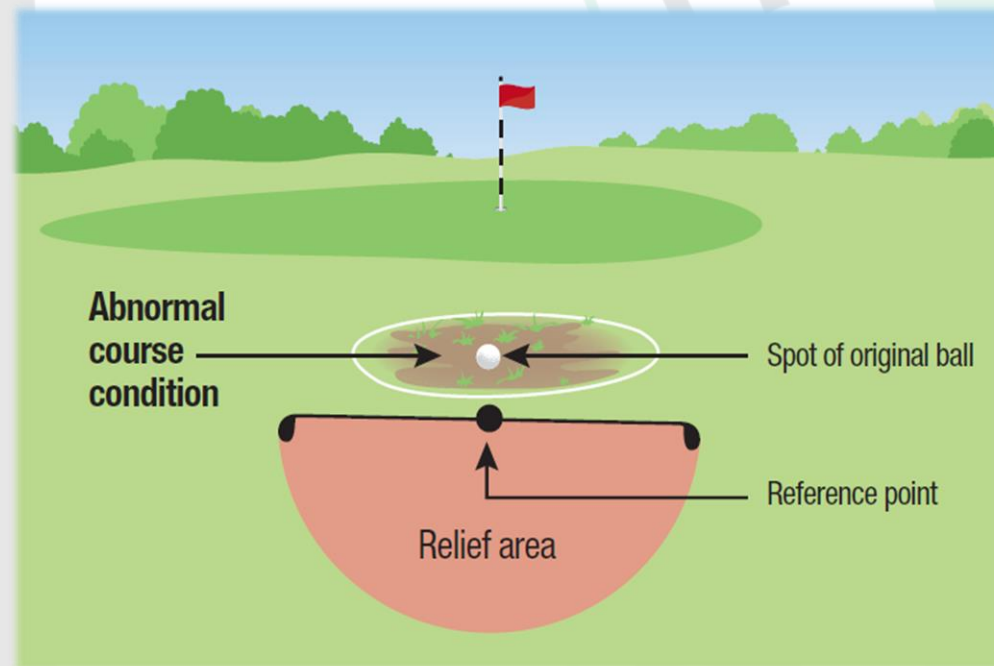


16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1b Relief for Ball in General Area

...in this *relief area* (see Rule 14.3):

- Reference Point: The *nearest point of complete relief* in the *general area*.
- Size of Relief Area Measured from Reference Point: One *club-length*...



Nearest Point of Complete Relief

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.

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

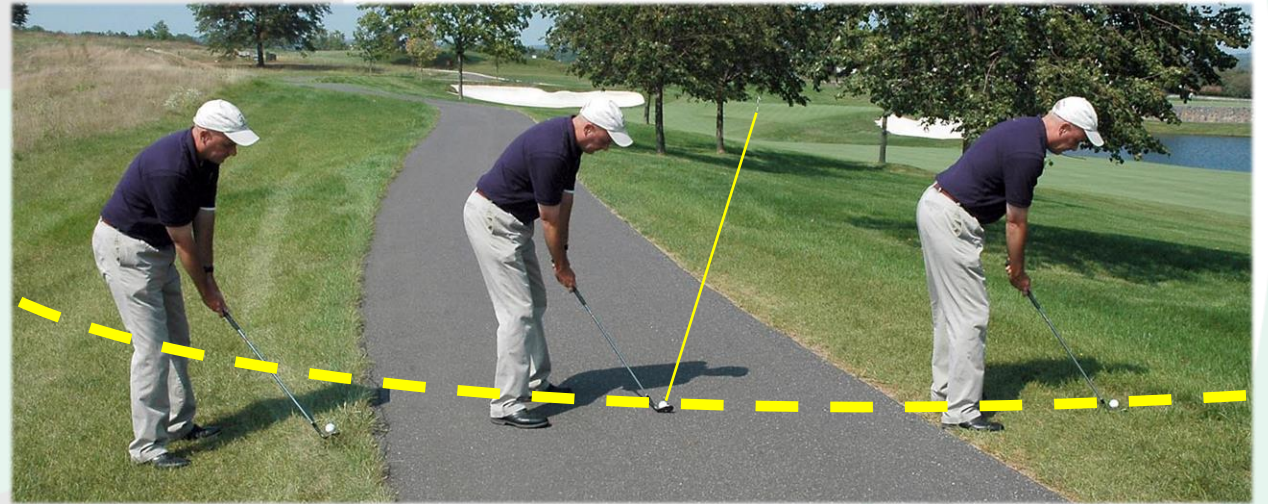
- Nearest to the ball's original spot, **but** not nearer the *hole* than that spot,
- In the required *area of the course*...



Nearest Point of Complete Relief

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

Estimating this reference point requires the player to identify the

- choice of club,
- *stance*,
- swing and
- *line of play*

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

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).

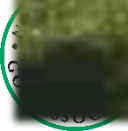


Nearest Point of Complete Relief

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...



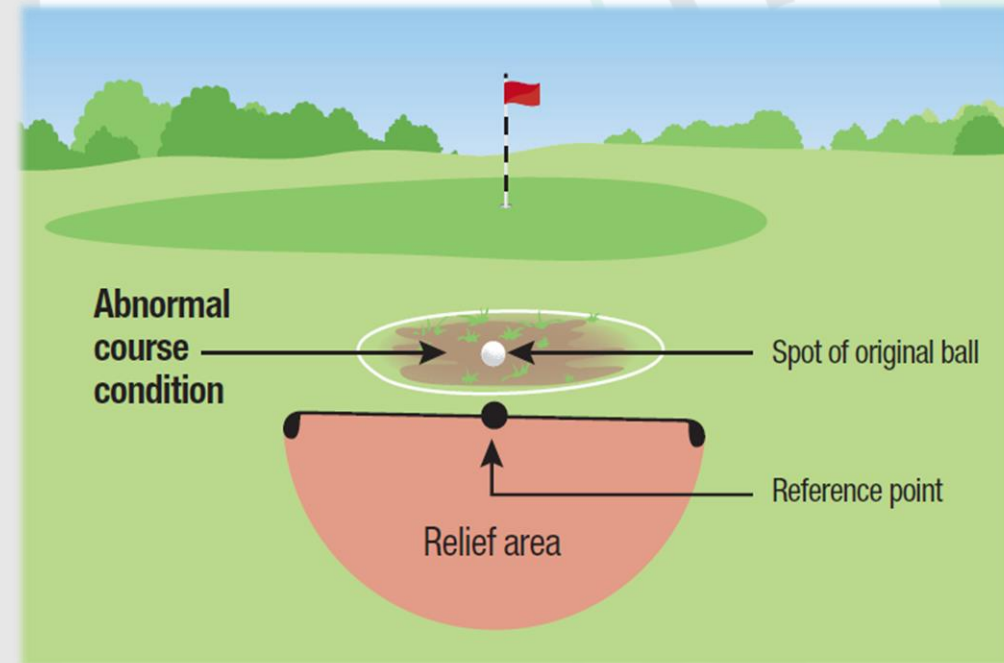


16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1b Relief for Ball in General Area

...in this *relief area* (see Rule 14.3):

- Reference Point: The *nearest point of complete relief* in the *general area*.
- Size of Relief Area Measured from Reference Point: One *club-length*, **but** with these limits:
- Limits on Location of Relief Area:
 - » Must be in the *general area*,
 - » Must not be nearer the *hole* than the reference point, and
 - » There must be complete relief from all interference by the *abnormal course condition*.



16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1c Relief for Ball in Bunker

If a player's ball is in a bunker and

- there is interference by an *abnormal course condition*
- on the *course*,

the player may take

- free relief



16.1 Abnormal Course Conditions (Including Immovable Obstructions)

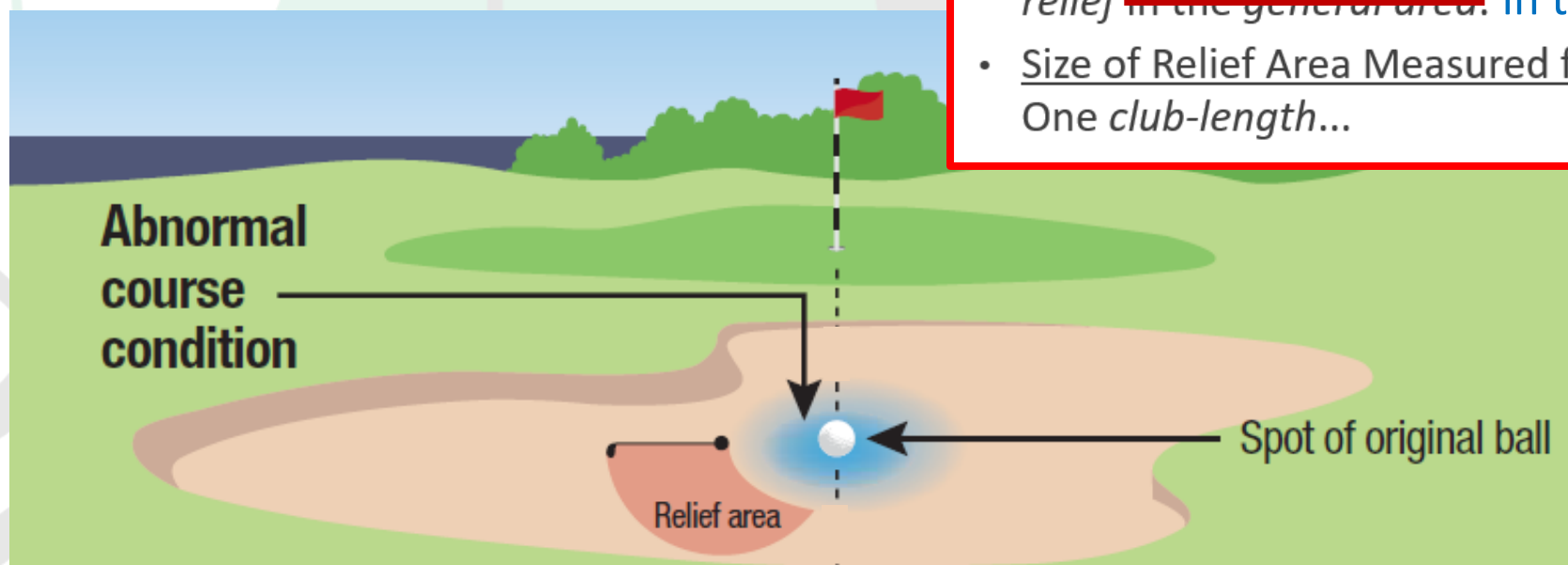
16.1c Relief for Ball in Bunker

(1) Free Relief: Playing from Bunker. The player may take free relief under Rule 16.1b, **except...**

16.1b Relief for Ball in General Area

...in this *relief area* (see Rule 14.3):

- Reference Point: The *nearest point of complete relief* ~~in the general area.~~ *in the bunker.*
- Size of Relief Area Measured from Reference Point: *One club-length...*

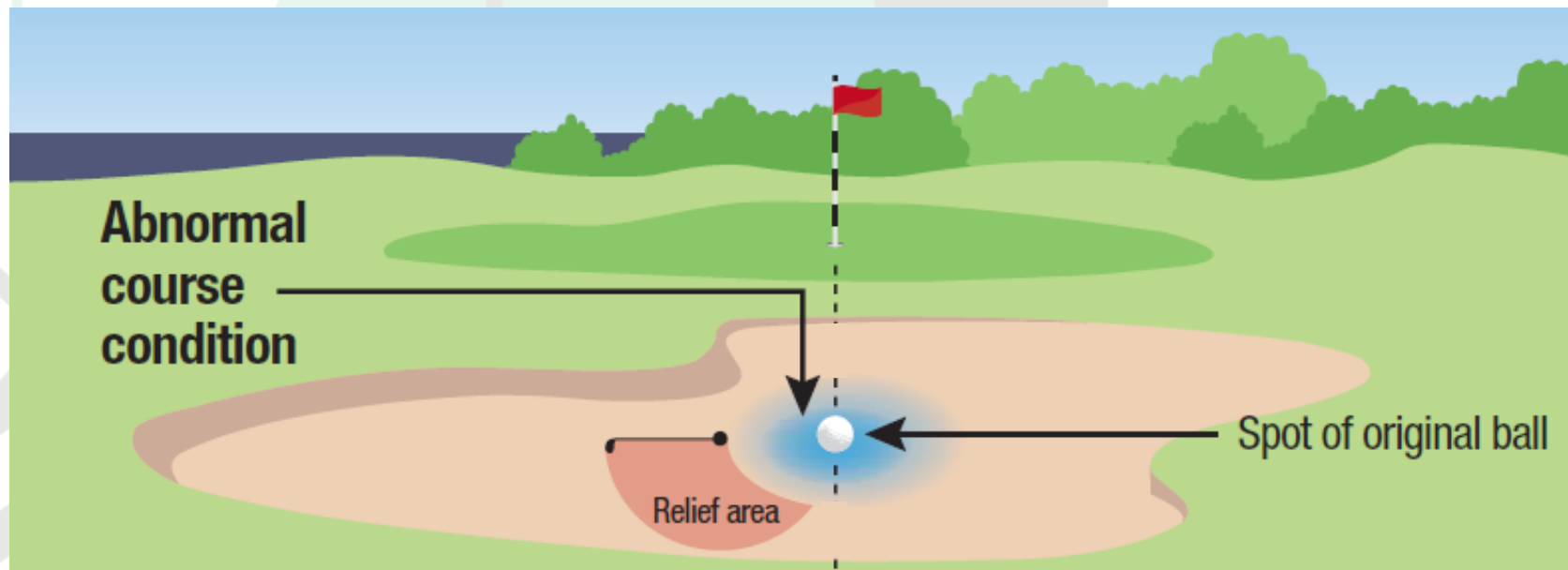


16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1c Relief for Ball in Bunker

(1) Free Relief: Playing from Bunker. The player may take free relief under Rule 16.1b, **except** that:

- 1 of 2 • The *nearest point of complete relief* and the *relief area* must be in the *bunker*.

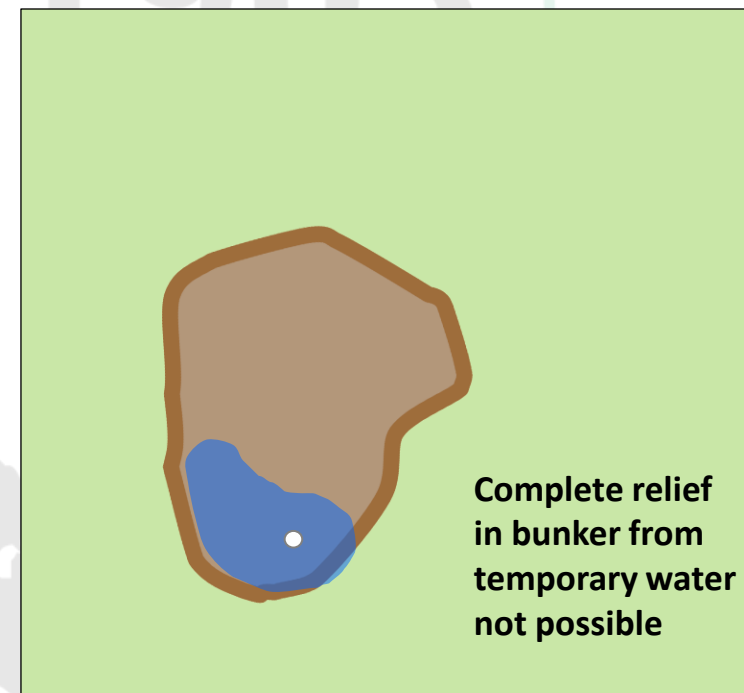


16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1c Relief for Ball in Bunker

(1) Free Relief: Playing from Bunker. The player may take free relief under Rule 16.1b, **except** that:

- 2 of 2
- If there is no such nearest point of complete relief in the bunker, the player may still take this relief by using
 - the *point of maximum available relief*
 - in the *bunker* as the reference point.

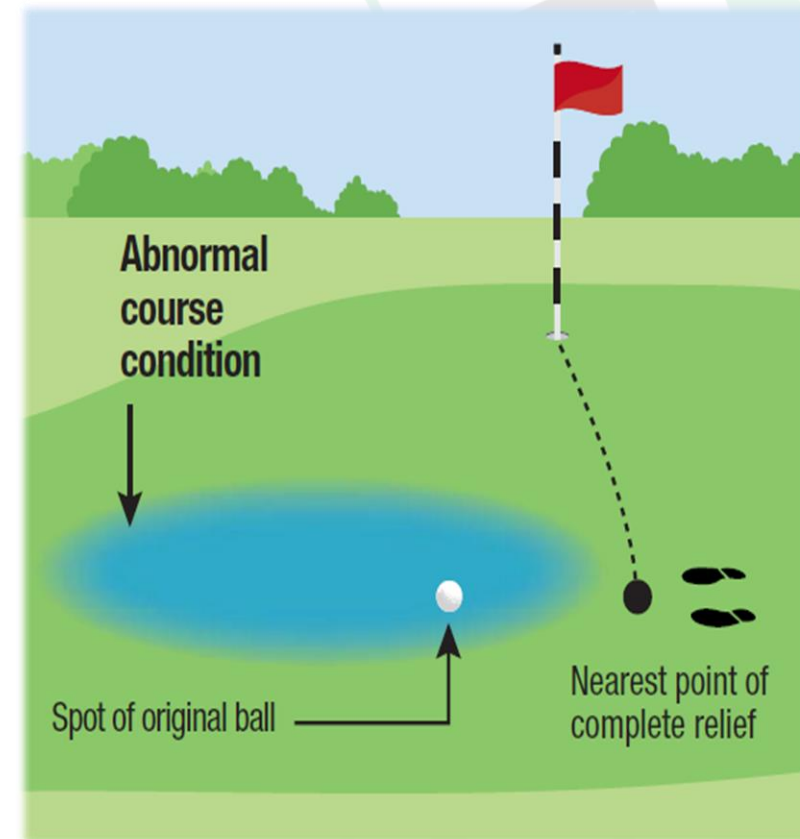


16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1d Relief for Ball on Putting Green

If a player's ball

- is on the *putting green* and
- there is interference by an *abnormal course condition* on the course...



16.1 Abnormal Course Conditions (Including Immovable Obstructions)

16.1d Relief for Ball on Putting Green

the player may take free relief

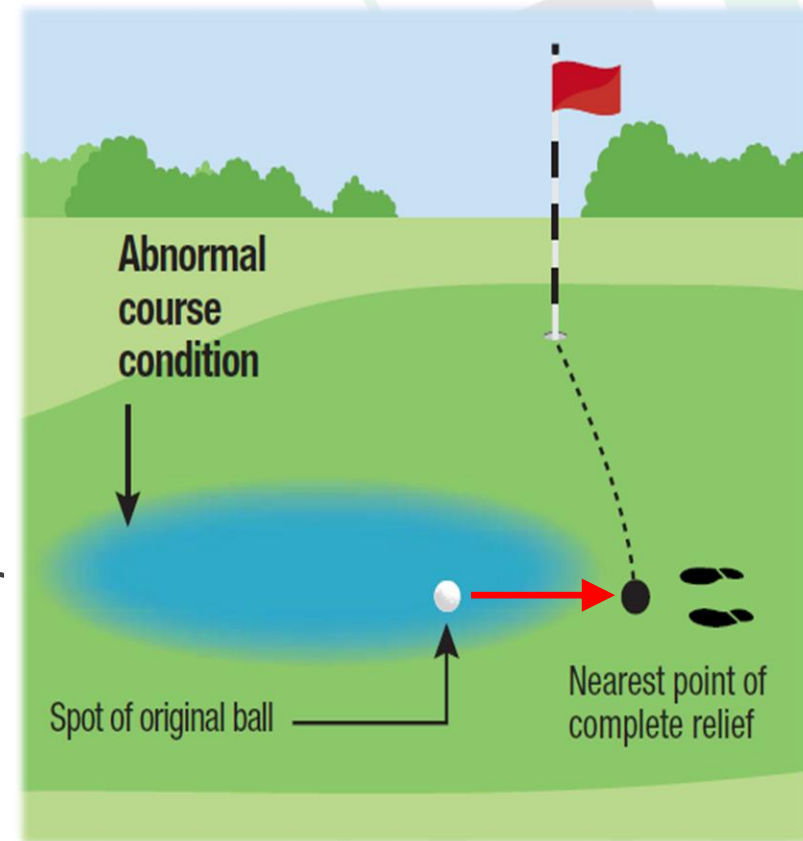
- by placing the original ball or another ball
- on the spot of the *nearest point of complete relief*...

The *nearest point of complete relief* must be either

- on the *putting green* or
- in the *general area*.

If there is no such *nearest point of complete relief*, the player may still take this free relief

- by using the *point of maximum available relief* as the reference point...
- which must be either
 - > on the *putting green* or
 - > in the *general area*.



16.3 Embedded Ball

16.3a When Relief Is Allowed

(1) Ball Must Be Embedded in General Area.

Relief is allowed under Rule 16.3b only when

- a player's ball is *embedded*
 - in the *general area*.
- There is no relief under this Rule
 - if the ball is *embedded*
 - **anywhere except** in the *general area*.



16.3 Embedded Ball

16.3a When Relief Is Allowed

(1) Ball Must Be Embedded in General Area.

- **But** if the ball is *embedded on the putting green*, the player may
 - *mark* the spot of the ball and
 - lift and clean the ball,
 - repair the damage caused by the ball's impact, and
 - *replace* the ball on its original spot (see Rule 13.1c(2)).



Rule 13.1c Improvements Allowed on Putting Green
(2) Repair of Damage

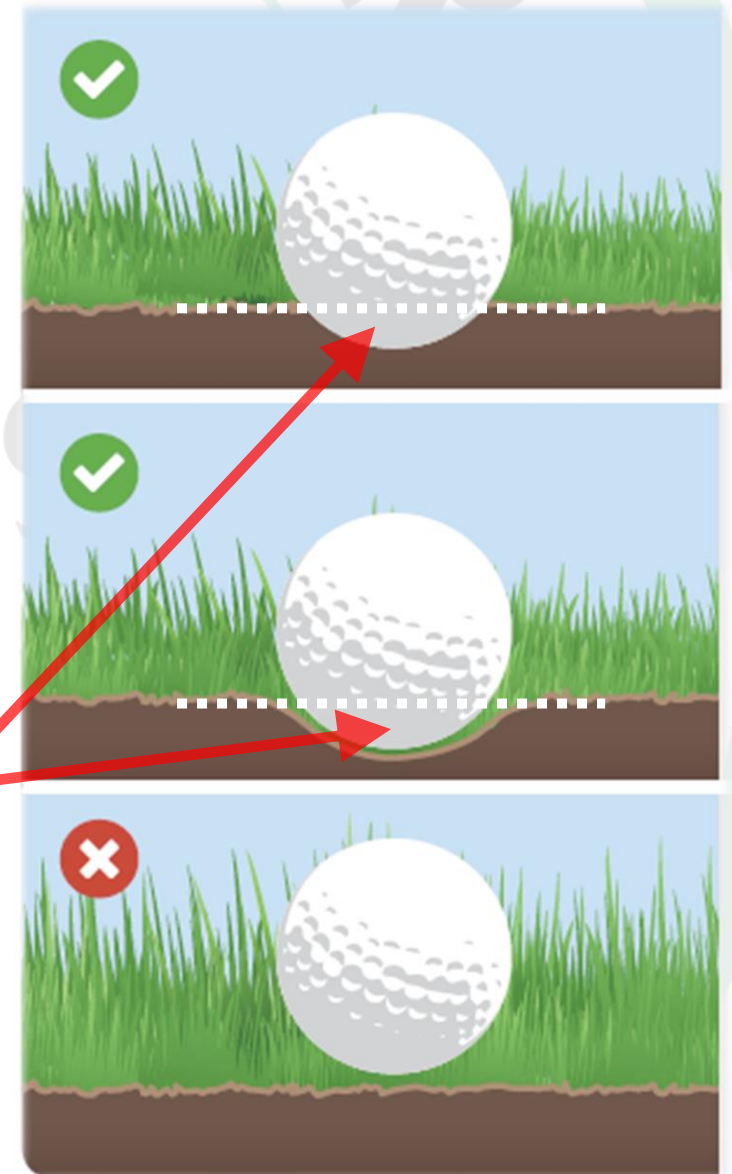
16.3 Embedded Ball

16.3a When Relief Is Allowed

(2) Determining Whether Ball Is Embedded.

A player's ball is *embedded* only if:

- It is
 - in its own pitch-mark
 - made as a result of the player's previous stroke, and
- Part of the ball is below the level of the ground.



16.3 Embedded Ball

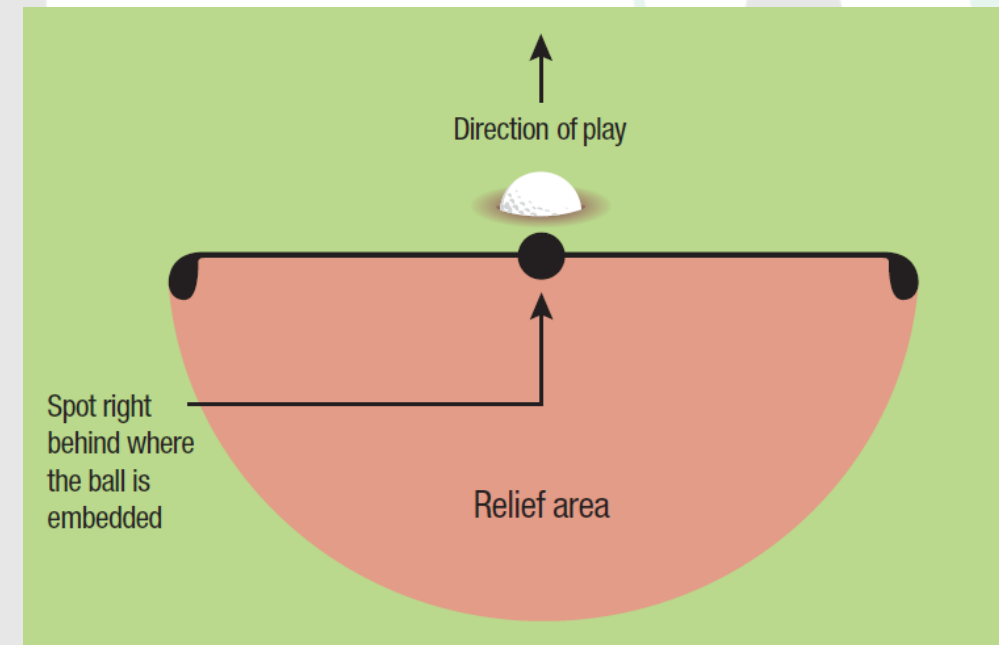
16.3b Relief for Embedded Ball

When a player's ball is *embedded* in the *general area* and relief is allowed under Rule 16.3a,

- the player may take free relief
- by *dropping* the original ball or another ball

in this *relief area* (see Rule 14.3)...

Rule 14.3b Ball Must Be Dropped in Right Way

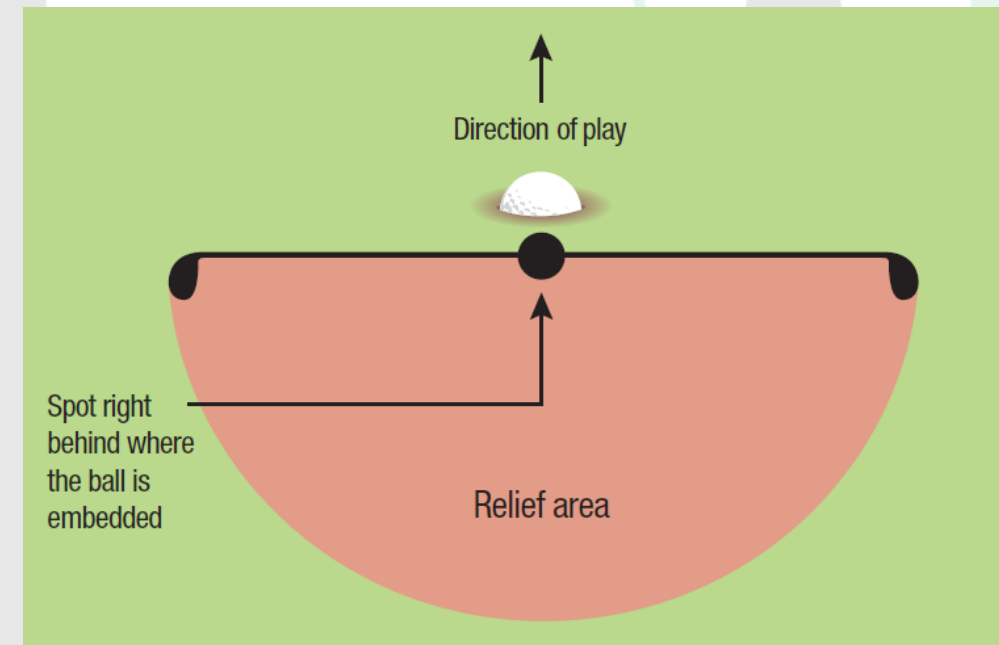


16.3 Embedded Ball

16.3b Relief for Embedded Ball

in this *relief area* (see Rule 14.3):

- Reference Point:
The spot **right behind** where the ball is *embedded*.
- Size of Relief Area Measured from Reference Point:
One *club-length*... **but** with these limits.
- Limits on Location of Relief Area:
 - » Must be in the *general area*, and
 - » Must not be nearer the *hole* than the *reference point*.



Rules of Golf

Most Used Rules & Relief Procedures

Rules 17-19 – Penalty Relief



17.1 Options for Ball in Penalty Area

Penalty areas are defined as either **red** or **yellow**.

This affects the player's relief options (see Rule 17.1d).

A player

- may stand in a *penalty area*
- to play a ball outside the *penalty area*, including after taking relief from the *penalty area*.



17.1 Options for Ball in Penalty Area

17.1a When Ball Is in Penalty Areas

A ball is in a *penalty area* when any part of the ball:

[1 of 2]

- Lies on or touches
 - the ground or
 - anything else (such as any natural or artificial object)inside the edge of the *penalty area*,



17.1 Options for Ball in Penalty Area

17.1a When Ball Is in Penalty Areas

A ball is in a *penalty area* when any part of the ball:

[2 of 2]

- Is above
 - the edge or
 - any other part of the *penalty area*.



17.1 Options for Ball in Penalty Area

17.1b Player May **Play Ball as It Lies** in Penalty Area or **Take Penalty Relief**

The player may:

[1 of 2]

- Play the ball as it lies
 - without penalty,
 - under the same Rules that apply to a ball in the *general area*...

i.e., there are no special Rules limiting how a ball may be played in a *penalty area*



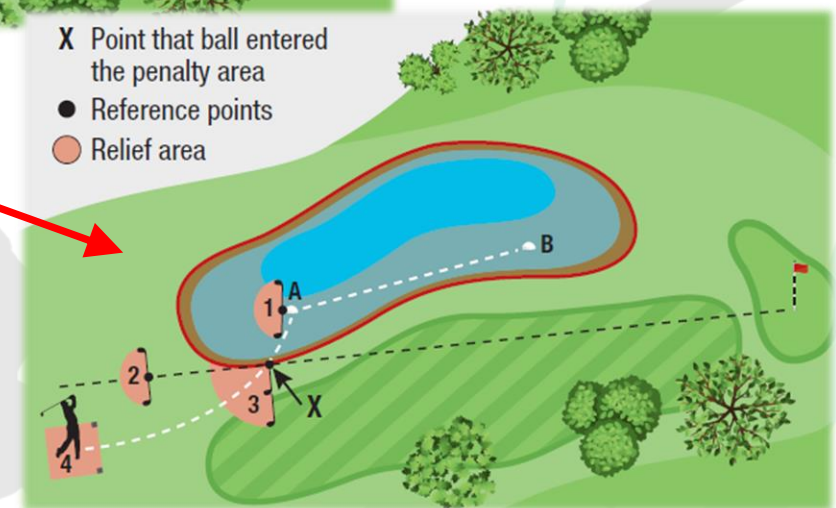
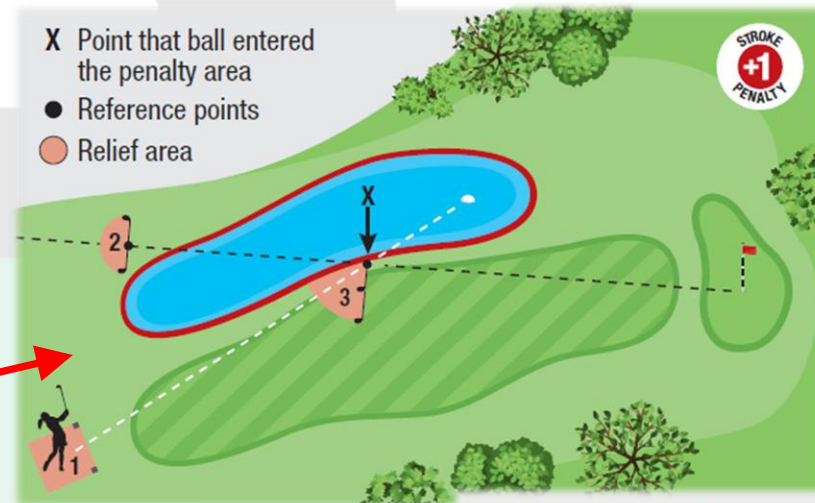
17.1 Options for Ball in Penalty Area

17.1b Player May Play Ball as It Lies in Penalty Area or Take Penalty Relief

The player may:

[2 of 2]

- Play a ball from outside the *penalty area*
 - by taking penalty relief
 - under Rule 17.1d or 17.2.



17.1 Options for Ball in Penalty Area

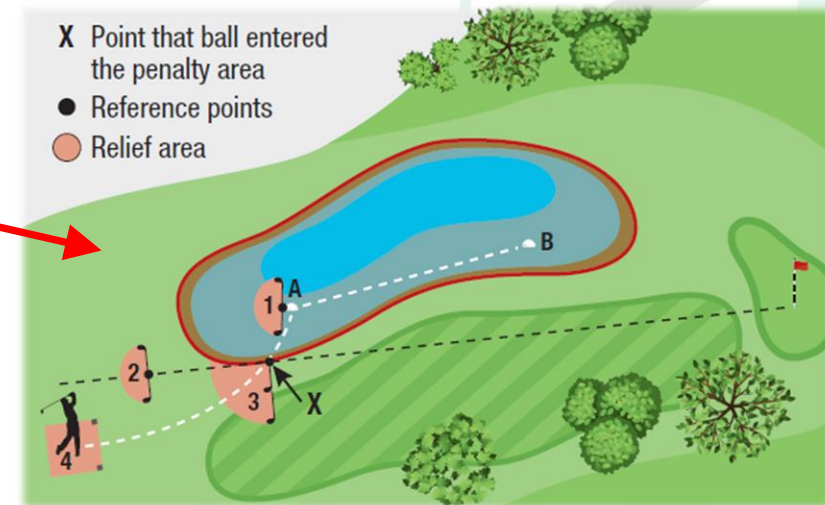
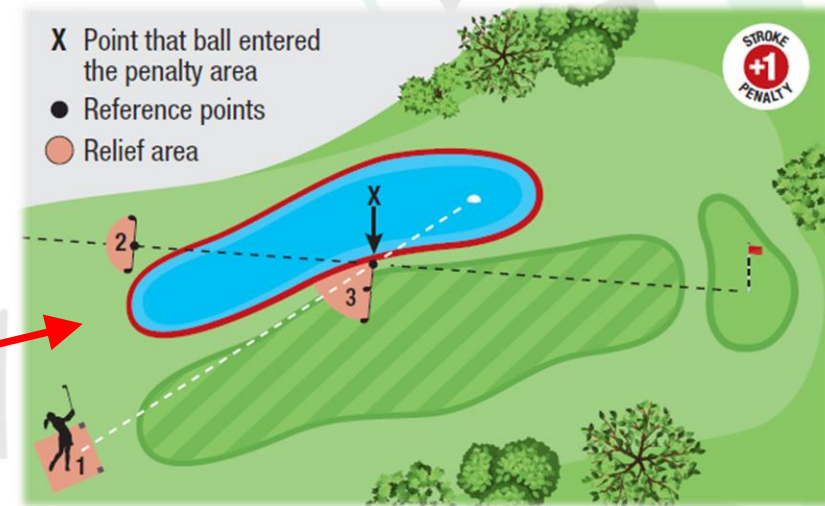
17.1c Relief for **Ball Not Found** but in Penalty Area

If a player's ball has not been found and

- it is known or virtually certain
- that the ball came to rest in a *penalty area*:

[1 of 2]

- The player may take penalty relief under Rule 17.1d or 17.2.



17.1 Options for Ball in Penalty Area

17.1c Relief for Ball Not Found but in Penalty Area

If a player's ball has not been found and

- it is known or virtually certain
- that the ball came to rest in a *penalty area*:

[2 of 2]

- Once the player puts another ball *in play* to take relief in this way:

[1 of 2]

- » The original ball is
 - no longer *in play* and
 - must not be played.



17.1 Options for Ball in Penalty Area

17.1c Relief for Ball Not Found but in Penalty Area

If a player's ball has not been found and

- it is known or virtually certain
- that the ball came to rest in a *penalty area*:

[2 of 2]

- Once the player puts another ball *in play* to take relief in this way:

[2 of 2]

» This is true even if

- it [the original ball] is then found on the *course*
- before the end of the 3 minute search time (see Rule 6.3b).



17.1 Options for Ball in Penalty Area

17.1d Relief for Ball in Penalty Area

If a player's ball

- is **in** a *penalty area*,
 - including when it is *known or virtually certain* to be in a *penalty area* even though not found,
- the player has these relief options...



17.1 Options for Ball in Penalty Area

17.1d Relief for Ball in Penalty Area

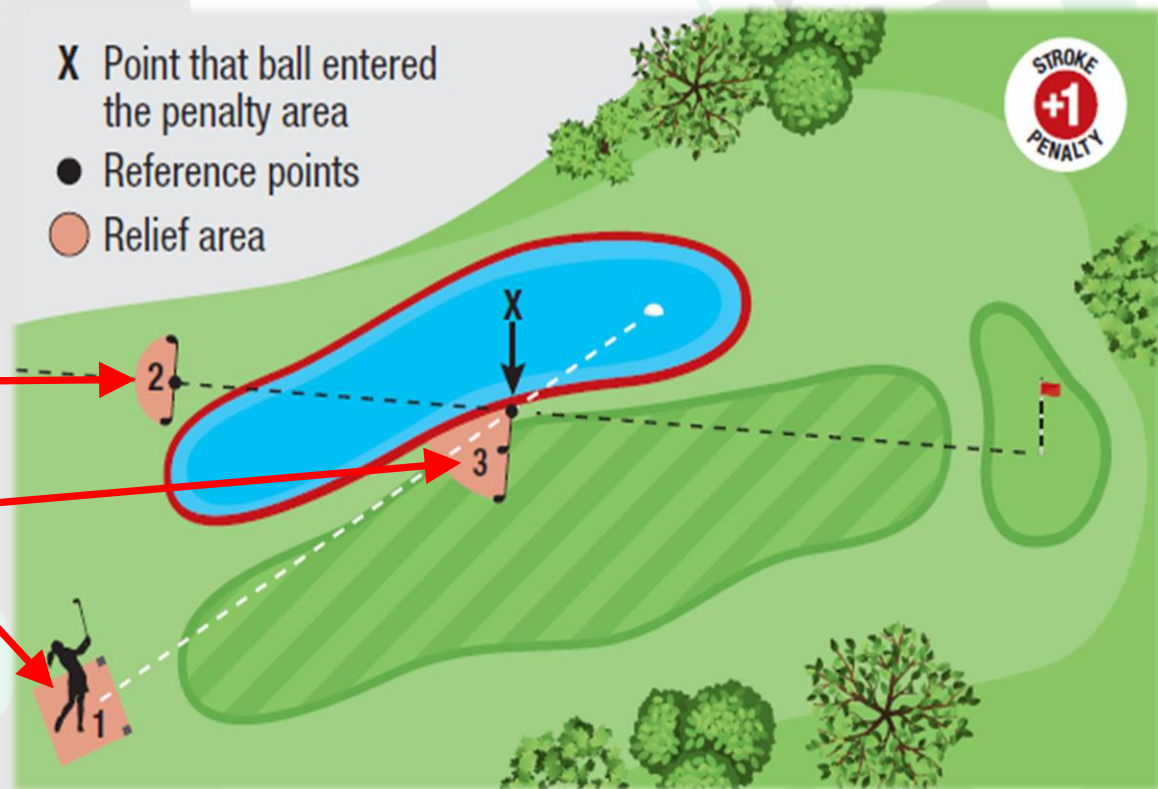
... for **one penalty stroke**:

(1) Stroke-and-Distance Relief.

(2) Back-On-the-Line Relief.

(3) Lateral Relief (Red Penalty Area Only).

[not available in yellow penalty areas]



17.1 Options for Ball in Penalty Area

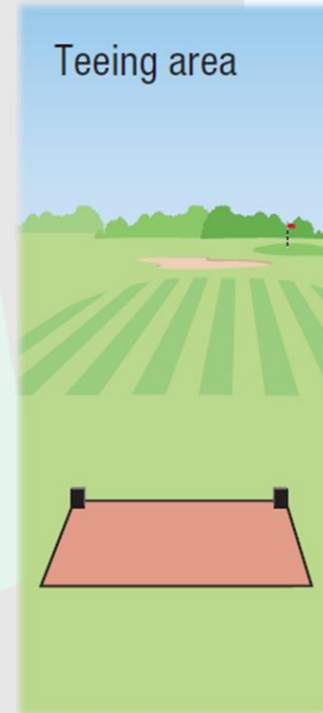
17.1d Relief for Ball in Penalty Area

(1) Stroke-and-Distance Relief.

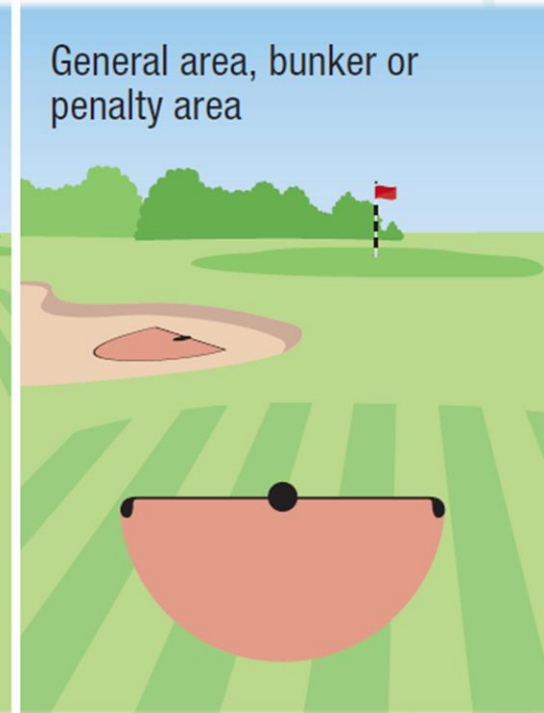
The player may play

- the original ball or another ball

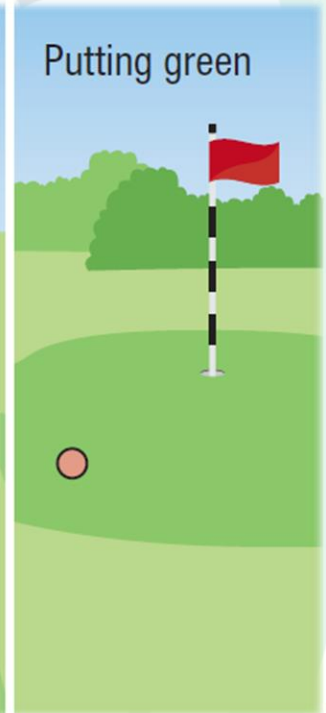
- from where the previous *stroke* was made (see Rule 14.6).



Anywhere inside the teeing area



Within one club-length of the spot where the previous stroke was made



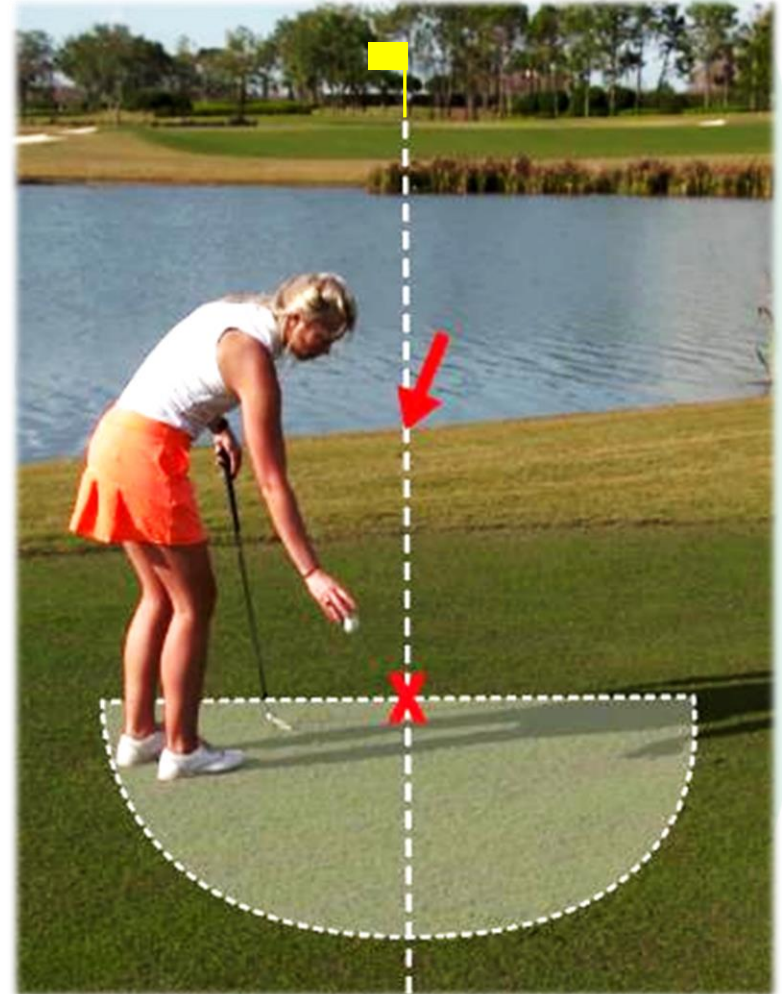
On the spot where the previous stroke was made

17.1 Options for Ball in Penalty Area

17.1d Relief for Ball in Penalty Area

(2) Back-On-the-Line Relief. The player may

- *drop* the original ball or another ball (see Rule 14.3)

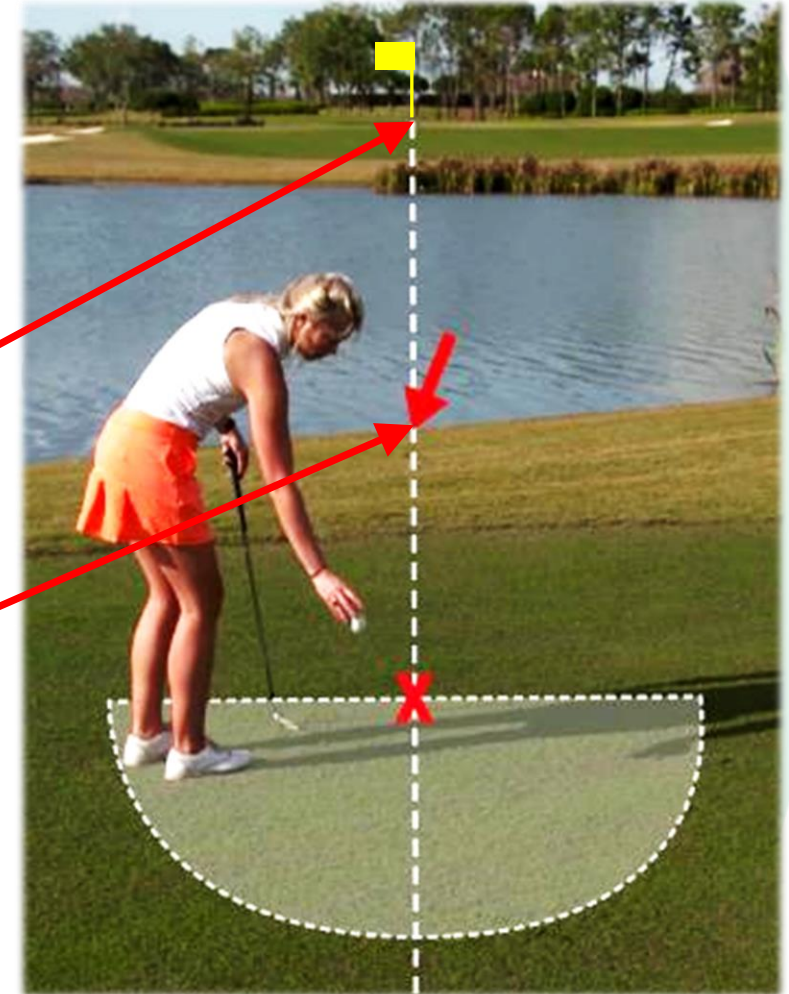


17.1 Options for Ball in Penalty Area

17.1d Relief for Ball in Penalty Area

(2) Back-On-the-Line Relief. The player may

- *drop* the original ball or another ball (see Rule 14.3)
- in a *relief area*
 - > that is based on a reference line
 - > going straight back from the hole
 - > through the estimated point where the original ball last crossed the edge of the *penalty area*:

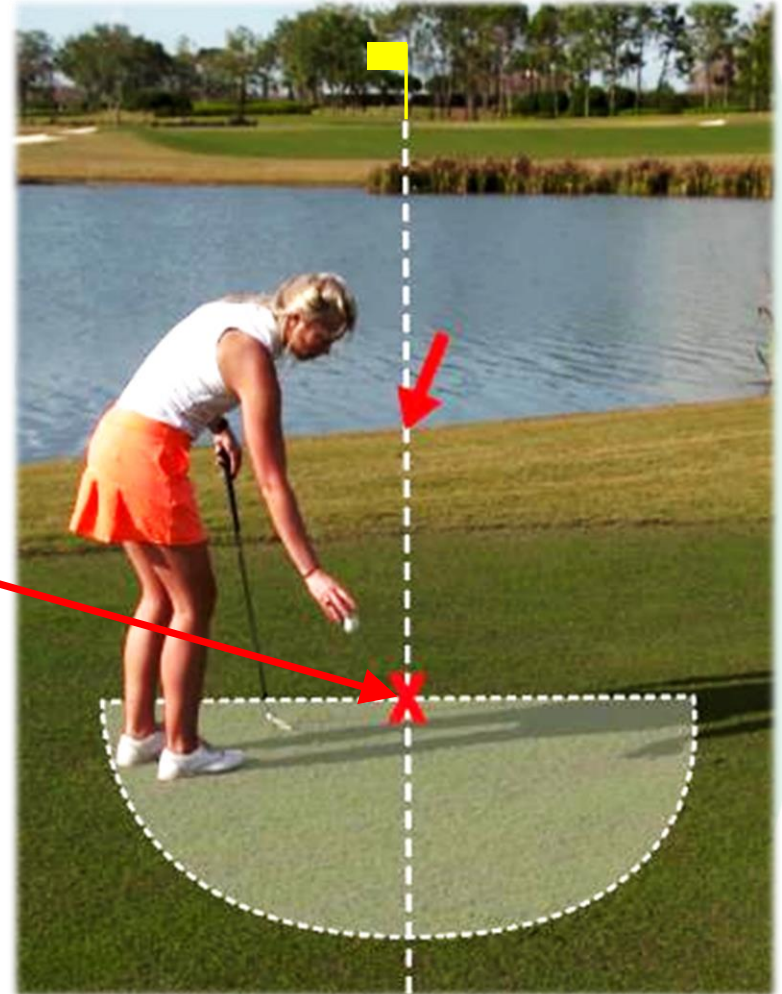


17.1 Options for Ball in Penalty Area

17.1d Relief for Ball in Penalty Area

(2) Back-On-the-Line Relief...

- Reference Point: A point on the *course*
 - chosen by the player
 - that is on the reference line...

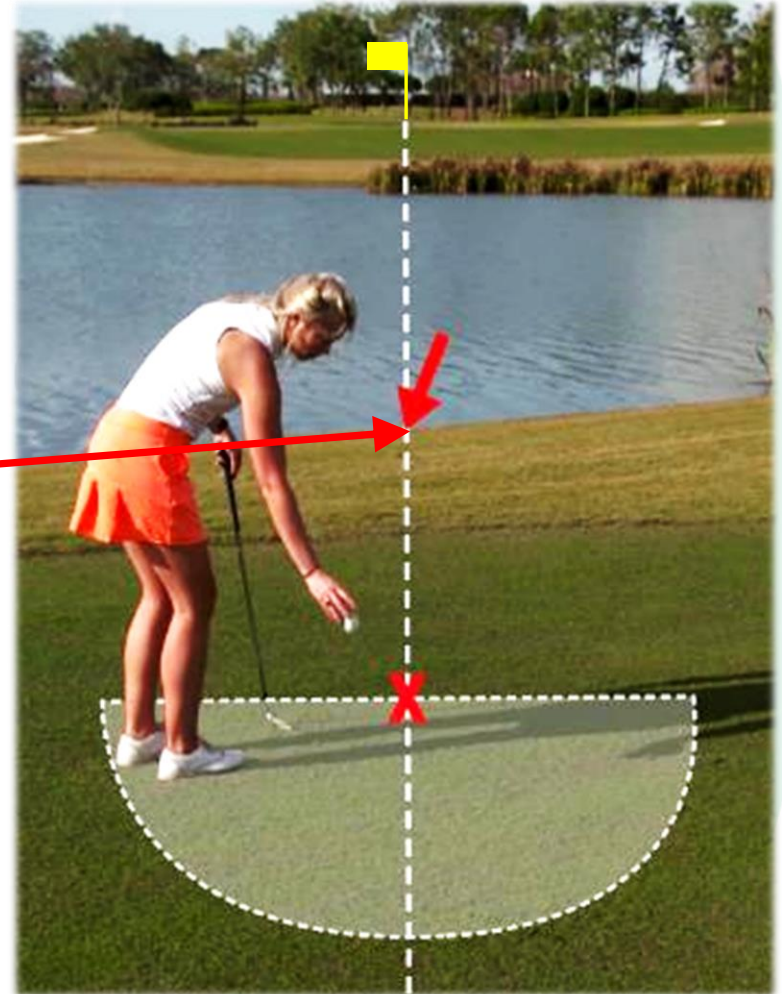


17.1 Options for Ball in Penalty Area

17.1d Relief for Ball in Penalty Area

(2) Back-On-the-Line Relief...

- Reference Point: A point on the *course*
 - chosen by the player
 - that is on the reference line and
 - is farther from the *hole* than the estimated point (with no limit on how far back on the line)...

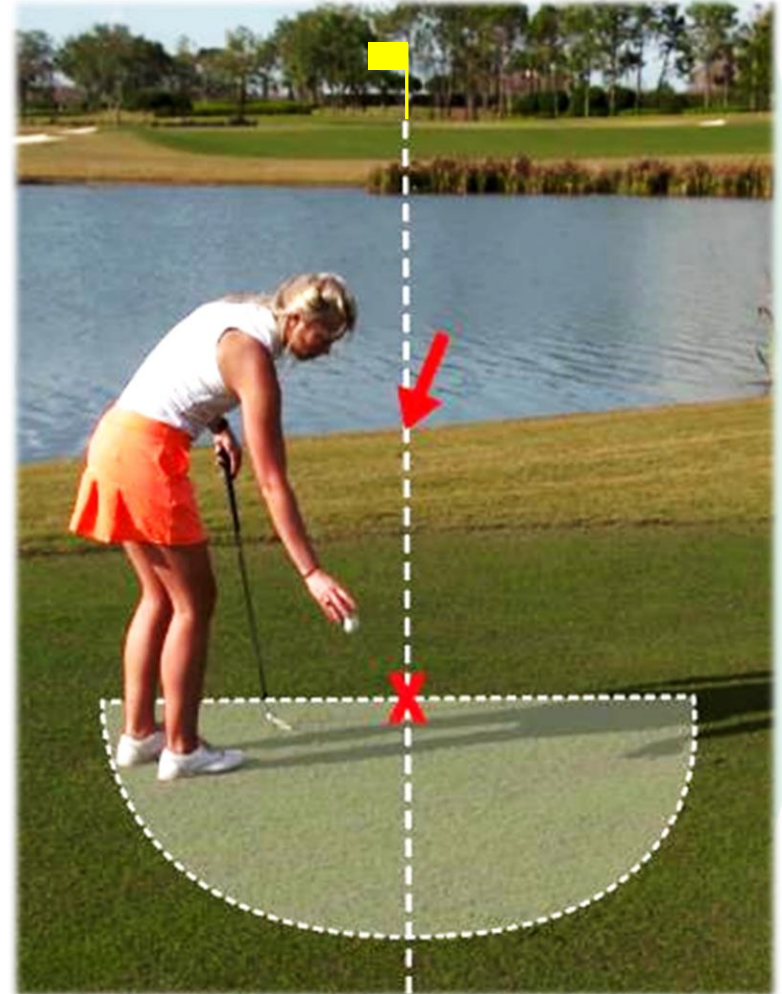


17.1 Options for Ball in Penalty Area

17.1d Relief for Ball in Penalty Area

(2) Back-On-the-Line Relief.

- Reference Point: A point on the *course*
 - chosen by the player
 - that is on the reference line and
 - is farther from the *hole* than the estimated point (with no limit on how far back on the line):
 - » In choosing this reference point, the player should indicate the point by using an object (such as a *tee*).
 - » If the player *drops* the ball without having chosen this point, the reference point is treated as being the point on the line that is the same distance from the *hole* as where the dropped ball first touched the ground.
 - » Size of relief area measured from reference point is one club-length



17.1 Options for Ball in Penalty Area

17.1d Relief for Ball in Penalty Area

(3) Lateral Relief (Only for Red Penalty Area).

- Reference Point: The estimated point where the original ball last crossed the **edge** of the *red penalty area*.



17.1 Options for Ball in Penalty Area

17.1d Relief for Ball in Penalty Area

(3) Lateral Relief (Only for Red Penalty Area).

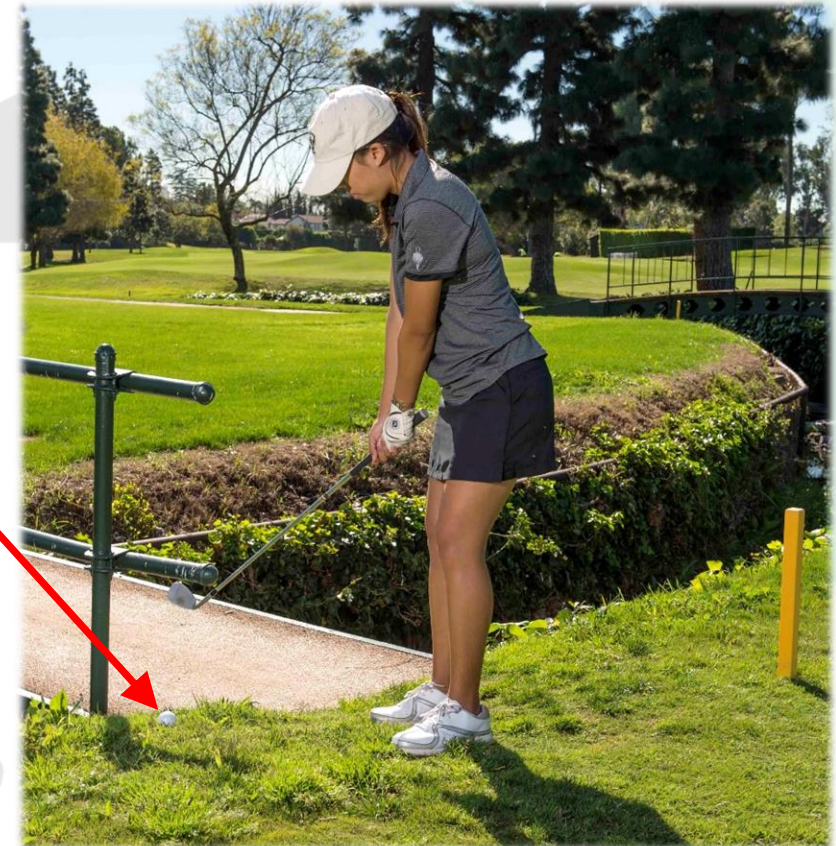
- Reference Point: The estimated point where the original ball last crossed the edge of the red *penalty area*.
- Size of Relief Area Measured from Reference Point:
Two club-lengths



17.3 No Relief Under Other Rules for Ball in Penalty Area

When a player's ball is in a penalty area, there is **no relief** for:

- Interference by an *abnormal course condition* (Rule 16.1),
 - An *embedded* ball (Rule 16.3), or
 - An *unplayable* ball (Rule 19).
- The player's only relief option is to take **penalty relief** under Rule 17.



Notable Changes – Ball Lost or OB

- Remember the one club-length relief area from the spot of your last stroke when taking stroke-and-distance relief in the general area, bunkers and penalty areas
- A ball is lost if not found within three minutes after the player's side or caddie has started to search for it
- Announcement of a provisional ball may be made to anyone
- A player may go back and play a provisional ball at any time before his or her original ball is either lost or no longer allowed to be played



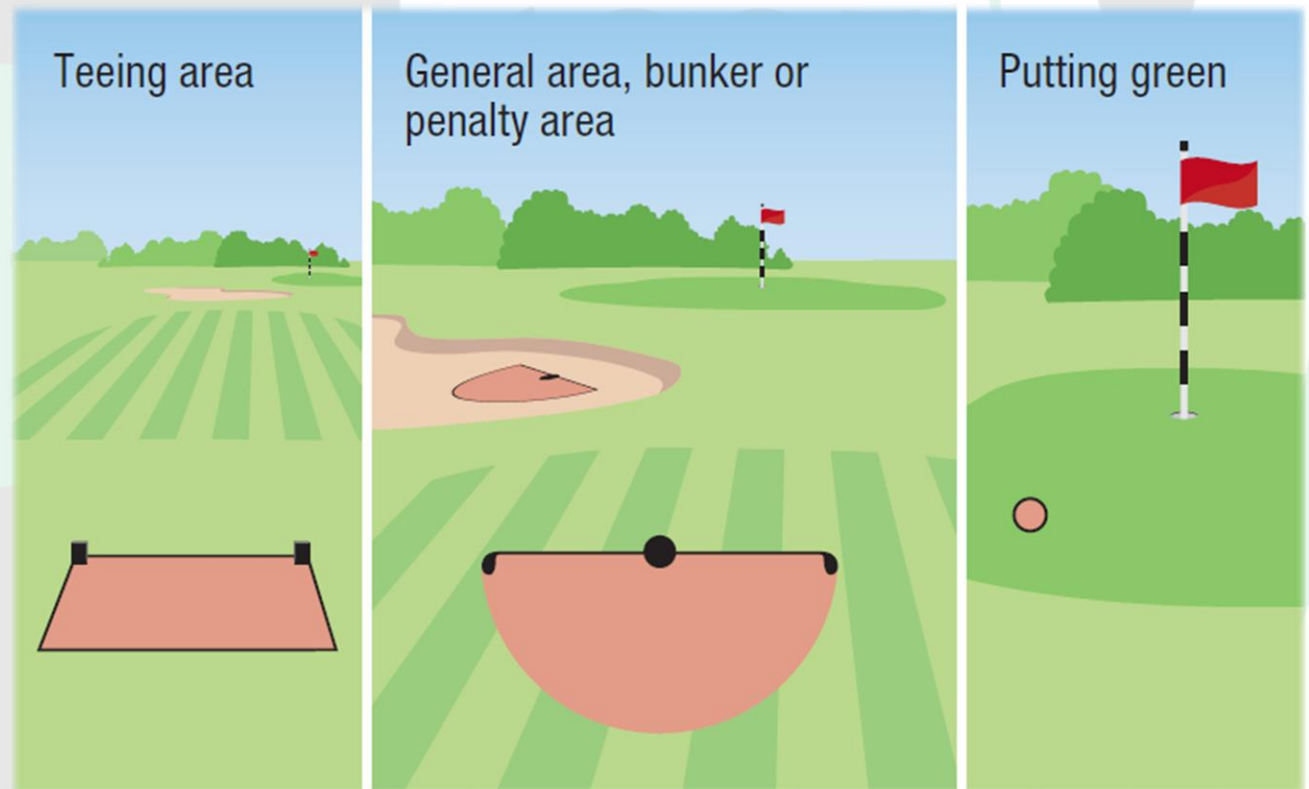
18.1 Relief Under Penalty of Stroke and Distance Allowed at any Time

At any time, a player may take *stroke-and-distance* relief

- by adding **one penalty stroke** and
- playing
 - > the original ball or
 - > another ball

from where the previous stroke was made (see Rule 14.6).

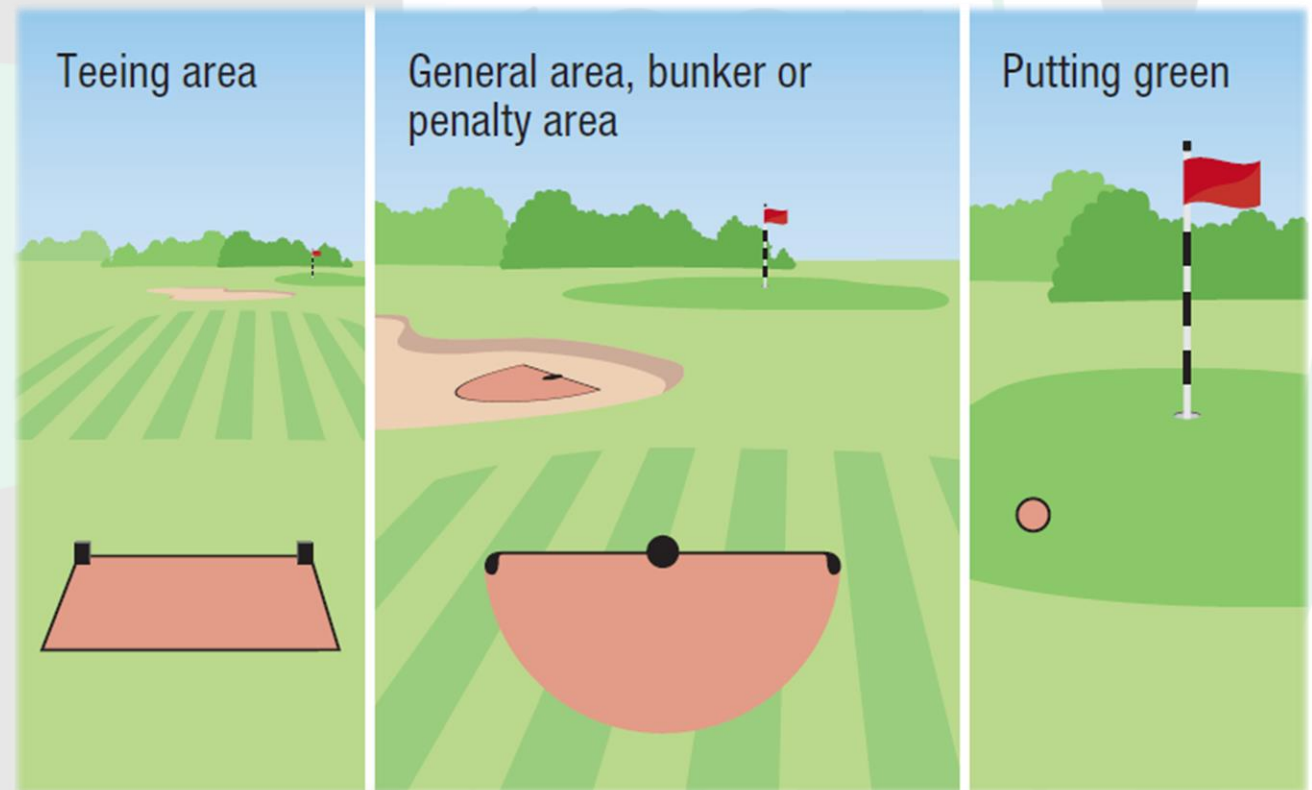
Rule 14.6 Making Next Stroke from Where Previous Stroke Made



18.1 Relief Under Penalty of Stroke and Distance Allowed at any Time

The player **always** has this *stroke-and-distance* relief option:

- No matter where the player's ball is on the *course*, and
- Even when a Rule requires the player
 - to take relief in a certain way
 - or to play a ball from a certain place.



18.1 Relief Under Penalty of Stroke and Distance Allowed at any Time

Once the player puts another ball *in play* under penalty of *stroke and distance* (see Rule 14.4):

- The original ball
 - is no longer *in play* and
 - must not be played.
- This is true even if the original ball
 - is then found on the *course*
 - before the end of the three-minute search time (see Rule 6.3b)....

Rule 6.3b Substitution of Another Ball While Playing Hole



18.2 Ball Lost or Out of Bounds: Stroke-and-Distance Relief Must Be Taken

18.2a When Ball Is Lost or Out of Bounds

(1) When Ball Is Lost.

A ball is *lost*

- if not found in three minutes
- after
 - > the player or
 - > his or her *caddie*begins to search for it.



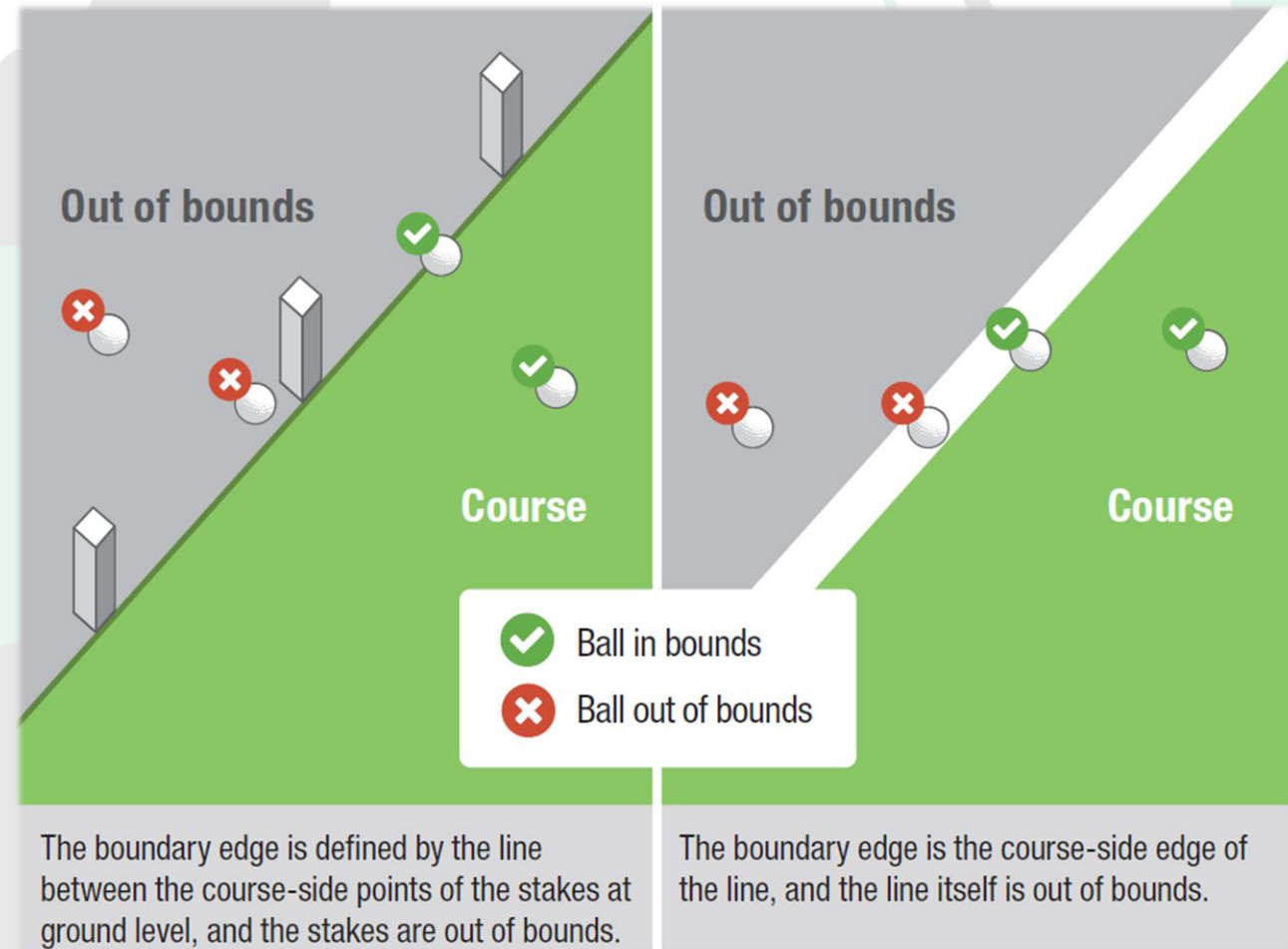
18.2 Ball Lost or Out of Bounds: Stroke-and-Distance Relief Must Be Taken

18.2a When Ball Is Lost or Out of Bounds

(2) When Ball Is Out of Bounds.

A ball at rest is *out of bounds*

- only when all of it
- is outside the boundary edge of the *course*.



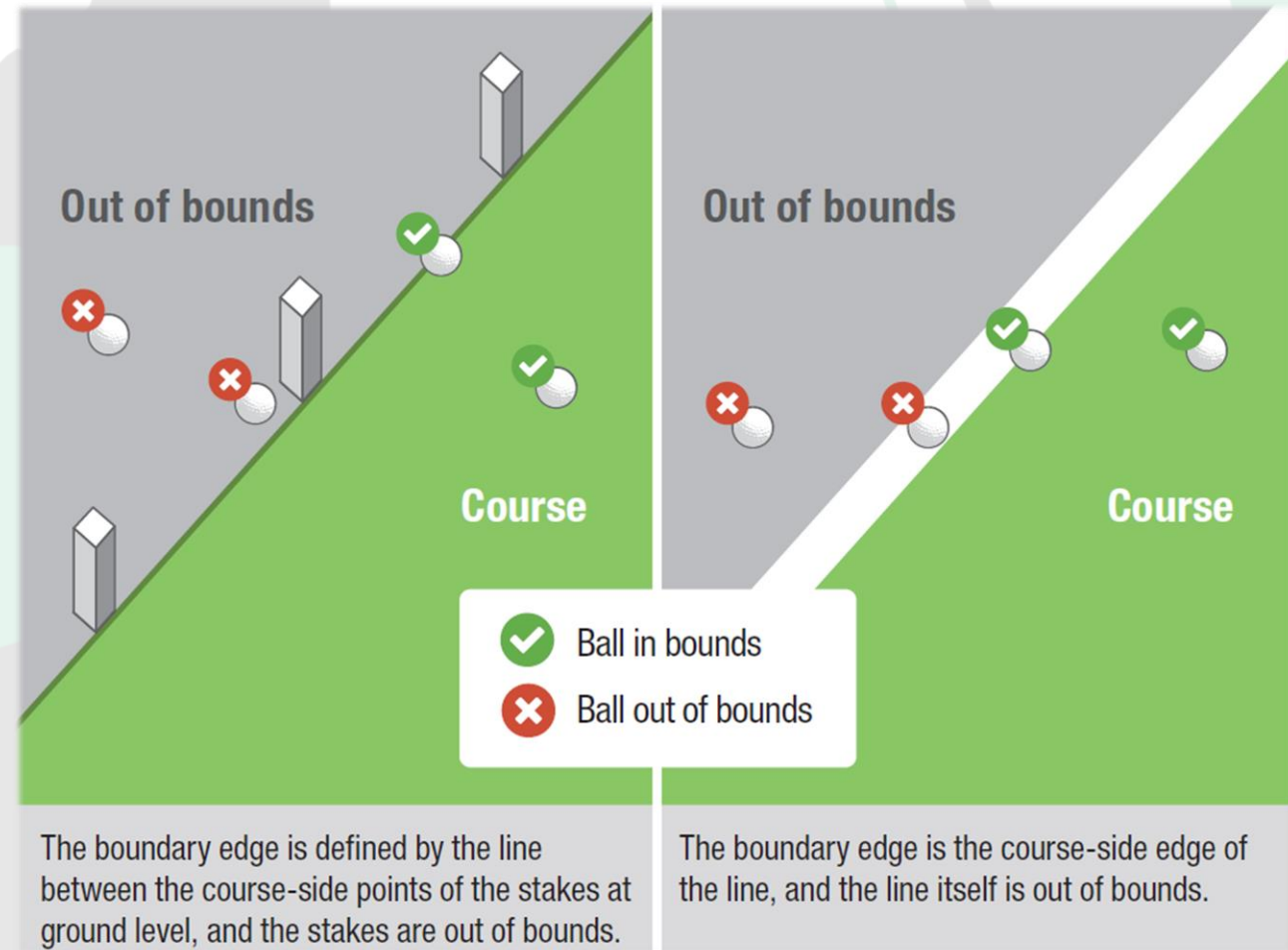
18.2 Ball Lost or Out of Bounds: Stroke-and-Distance Relief Must Be Taken

18.2a When Ball Is Lost or Out of Bounds

(2) When Ball Is Out of Bounds.

A ball is **in bounds** when any part of the ball:

- Lies on or touches
 - the ground or
 - anything else (such as any natural or artificial object)
 inside the boundary edge, or
- Is above
 - the boundary edge or
 - any other part of the *course*.



18.2 Ball Lost or Out of Bounds: Stroke-and-Distance Relief Must Be Taken

18.2a When Ball Is Lost or Out of Bounds

(2) When Ball Is Out of Bounds.

A player

- may stand *out of bounds*
- to play a ball on the *course*.



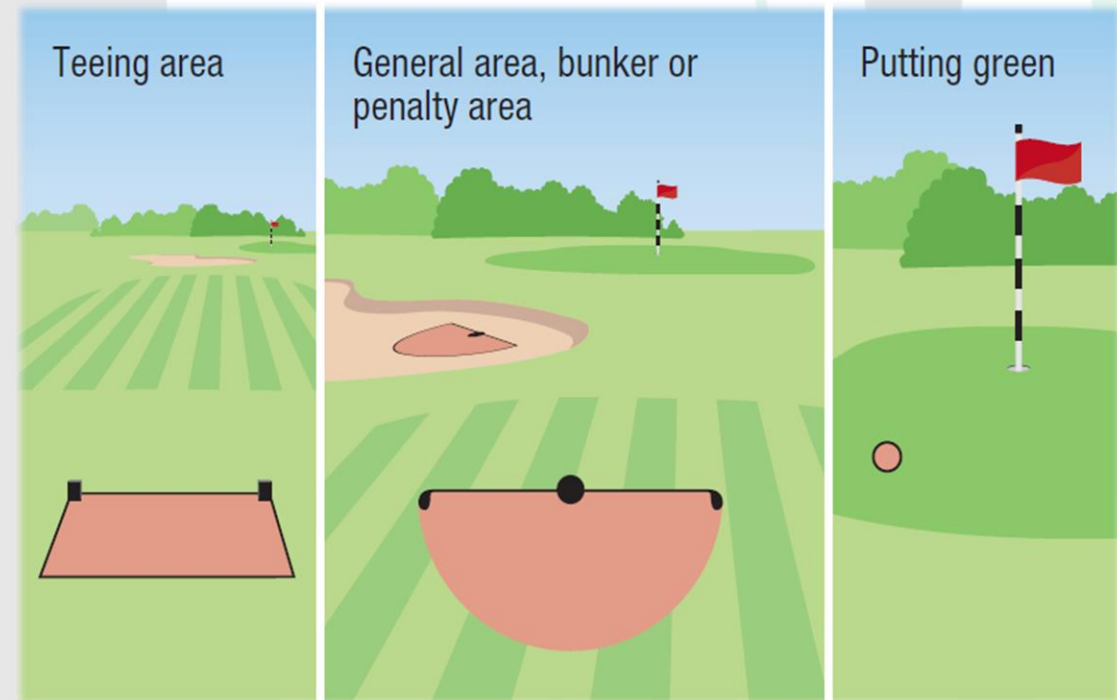
18.2 Ball Lost or Out of Bounds: Stroke-and-Distance Relief Must Be Taken

18.2b What to Do When Ball Is Lost or Out of Bounds

If a ball is *lost* or *out of bounds*,

- the player must take *stroke-and-distance* relief
- by adding **one penalty stroke** and
- playing the original ball or another ball
- from where the previous *stroke* was made (see Rule 14.6).

Rule 14.6 Making Next Stroke from
Where Previous Stroke Made



18.3 Provisional Ball

18.3a When Provisional Ball Is Allowed

If a ball **might**

- be *lost* outside a *penalty area* or
- be *out of bounds*,

to save time the player may play another ball provisionally under penalty of *stroke and distance* (see Rule 14.6).

Rule 14.6 Making Next Stroke from Where Previous Stroke Made

I'm playing a provisional.



18.3 Provisional Ball

18.3a When Provisional Ball Is Allowed

For a ball that **might be *lost***, this applies:

- When the original ball
 - has not been found and identified and
 - is not yet *lost*, and
- When a ball
 - might be *lost* in a penalty area
 - but also might be *lost* somewhere else on the
course....



Provisional Ball

18.3 Provisional Ball

18.3a When Provisional Ball Is Allowed

But if the player is aware that

- the **only possible place** the original ball could be *lost*
- is in a *penalty area*...



18.3 Provisional Ball

18.3a When Provisional Ball Is Allowed

But if the player is aware that

- the **only possible place** the original ball could be *lost*
- is in a *penalty area*,

a *provisional ball* is not allowed...



18.3 Provisional Ball

18.3a When Provisional Ball Is Allowed

But if the player

- is aware that the only possible place the original ball could be *lost*
- is in a *penalty area*,

a *provisional ball* is not allowed and a ball played

- from where the previous *stroke* was made
- becomes the player's ball *in play*
- under penalty of *stroke and distance* (see Rule 18.1).



18.3 Provisional Ball

18.3b Announcing Play of Provisional Ball

- Before the *stroke* is made,
 - the player must announce
- that he or she is going to play a *provisional ball*...

I'm playing a provisional.



18.3 Provisional Ball

18.3b Announcing Play of Provisional Ball

- Before the *stroke* is made,
- the player must announce that he or she is going to play a *provisional ball*:

- It is **not enough** for the player only to say that he or she
 - is playing another ball or
 - is playing again.



18.3 Provisional Ball

18.3b Announcing Play of Provisional Ball

- Before the *stroke* is made,
- the player must announce that he or she is going to play a *provisional ball*:
- It is not enough for the player only to say that he or she
 - is playing another ball or
 - is playing again.
- The player must
 - use the word “provisional”...

Provisional.



18.3 Provisional Ball

18.3b Announcing Play of Provisional Ball

- Before the *stroke* is made,
- the player must announce that he or she is going to play a *provisional ball*:
- It is not enough for the player only to say that he or she
 - is playing another ball or
 - is playing again.
- The player must
 - use the word “provisional” or
 - otherwise clearly indicate that he or she is playing the ball provisionally under Rule 18.3.

I'm playing under 18.3.



18.3 Provisional Ball

18.3b Announcing Play of Provisional Ball

- If the player does not announce this (even if he or she intended to play a *provisional ball*)
- and plays a ball from where the previous *stroke* was made,

that ball is the player's ball *in play* under penalty of *stroke and distance* (see Rule 18.1).



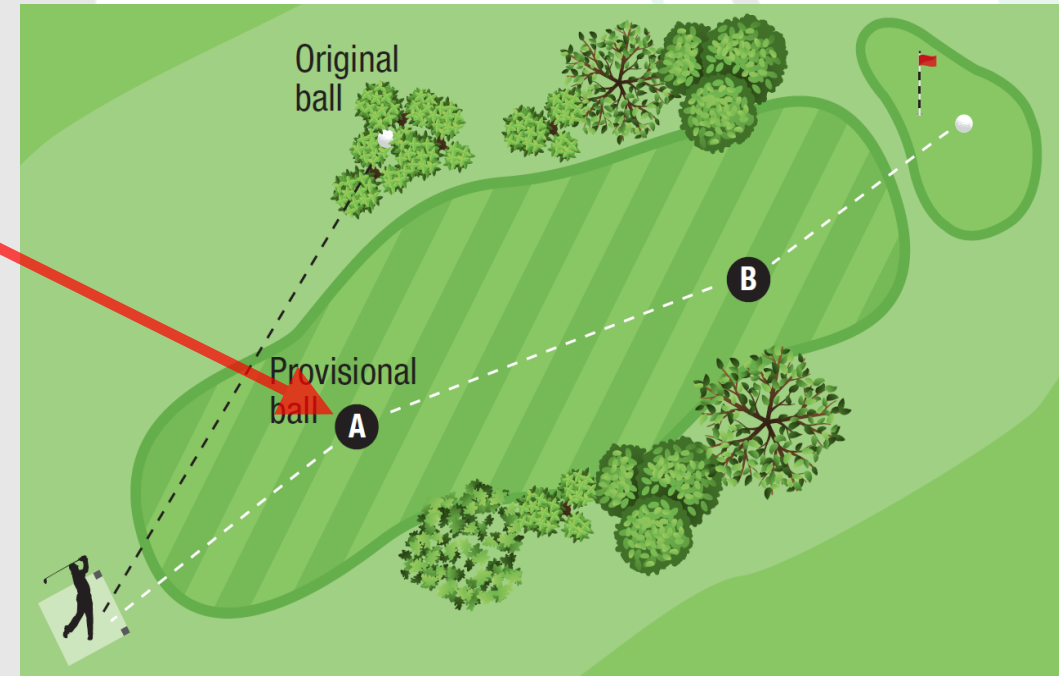
18.3 Provisional Ball

18.3c Playing Provisional Ball Until It Becomes the Ball in Play or Is Abandoned

(1) Playing Provisional Ball More Than Once.

The player may

- continue to play the *provisional ball*
- without it losing its status as a *provisional ball*...



18.3 Provisional Ball

18.3c Playing Provisional Ball Until It Becomes the Ball in Play or Is Abandoned

(1) Playing Provisional Ball More Than Once.

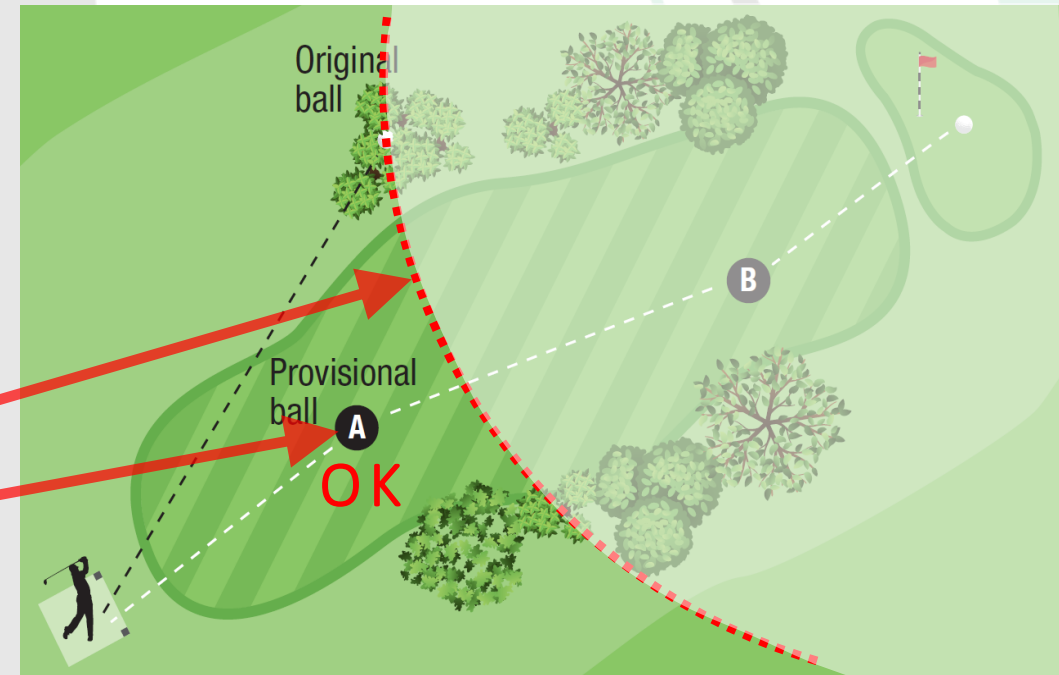
The player may

- continue to play the *provisional ball*
- without it losing its status as a *provisional ball*

so long as it is played from a spot that is

- the same distance
- or farther

from the hole than where the original ball is estimated to be.



18.3 Provisional Ball

18.3c Playing Provisional Ball Until It Becomes the Ball in Play or Is Abandoned

(1) Playing Provisional Ball More Than Once.

This is true even if the *provisional ball* is played several times.

But it stops being a *provisional ball* when it
- becomes the ball *in play*...

Rule 18.3c(2) When Provisional Ball Becomes Ball in Play ...



18.3 Provisional Ball

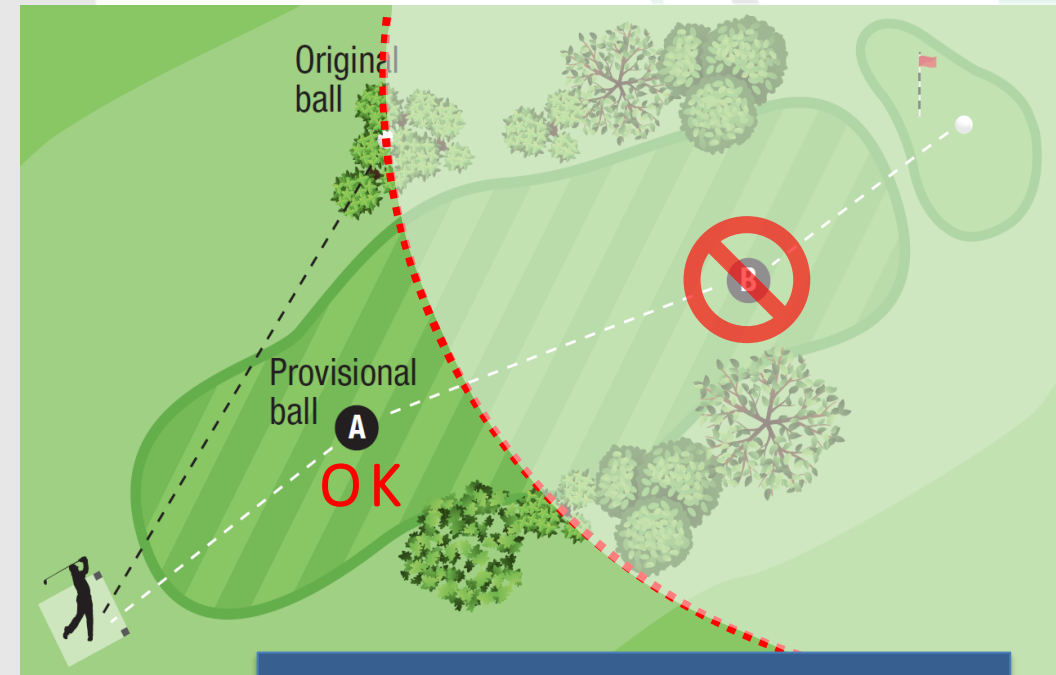
18.3c Playing Provisional Ball Until It Becomes the Ball in Play or Is Abandoned

(1) Playing Provisional Ball More Than Once.

This is true even if the *provisional ball* is played several times.

But it stops being a *provisional ball* when it

- becomes the ball *in play*
- is abandoned under 18.3c(3) and therefore becomes a *wrong ball*.



Rule 18.3c(3) When Provisional Ball Must Be Abandoned

Unplayable Ball – Relief Options (Rule 19.2)

A player may take unplayable ball relief

- using one of the three options in Rule 19.2a, b or c,
- in each case adding **one penalty stroke**

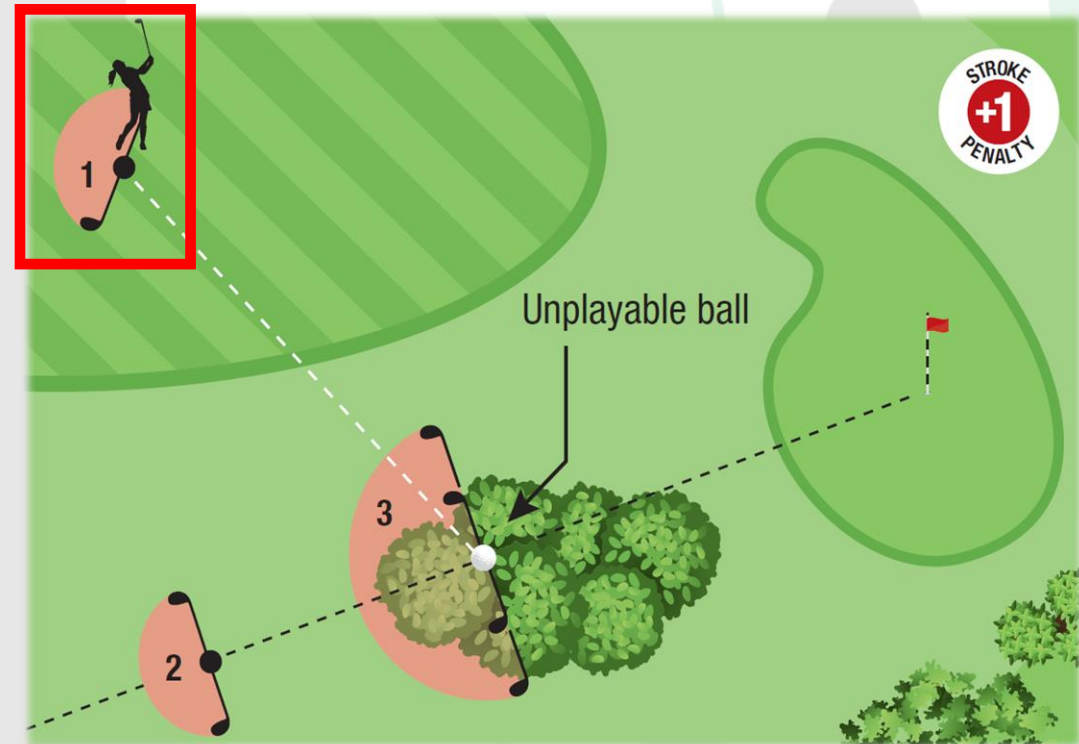
Stroke-and-Distance Relief

Back-On-the-Line Relief

Lateral Relief

Unplayable Ball – Relief Options (Rule 19.2)

- The player may take stroke-and-distance relief ... even if the original ball has not been found and identified....

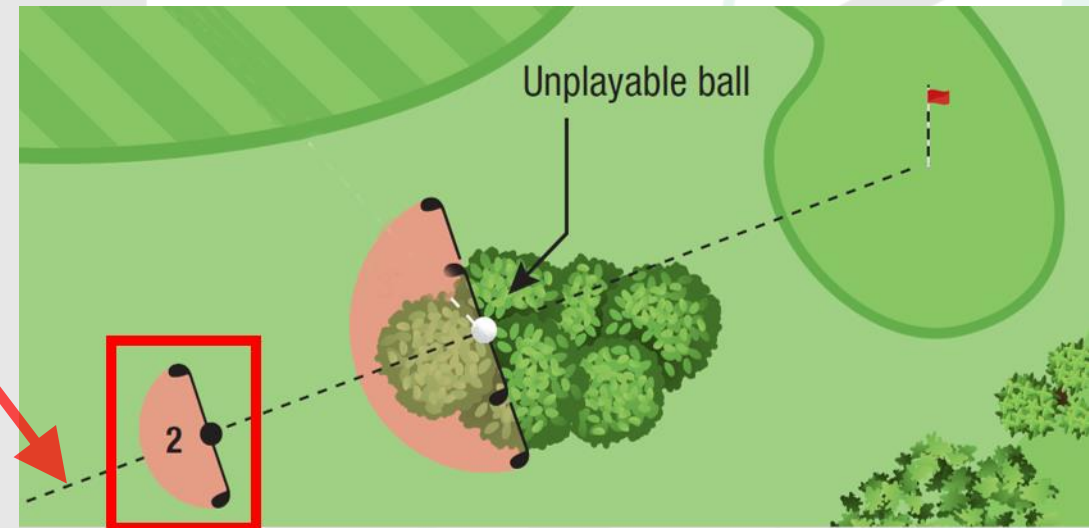


Unplayable Ball – Relief Options (Rule 19.2)

Back-on-the-Line Relief

Drop the original ball or another ball in a *relief area* based on a reference line going straight back

- from the *hole*
- through the **spot of the original ball**

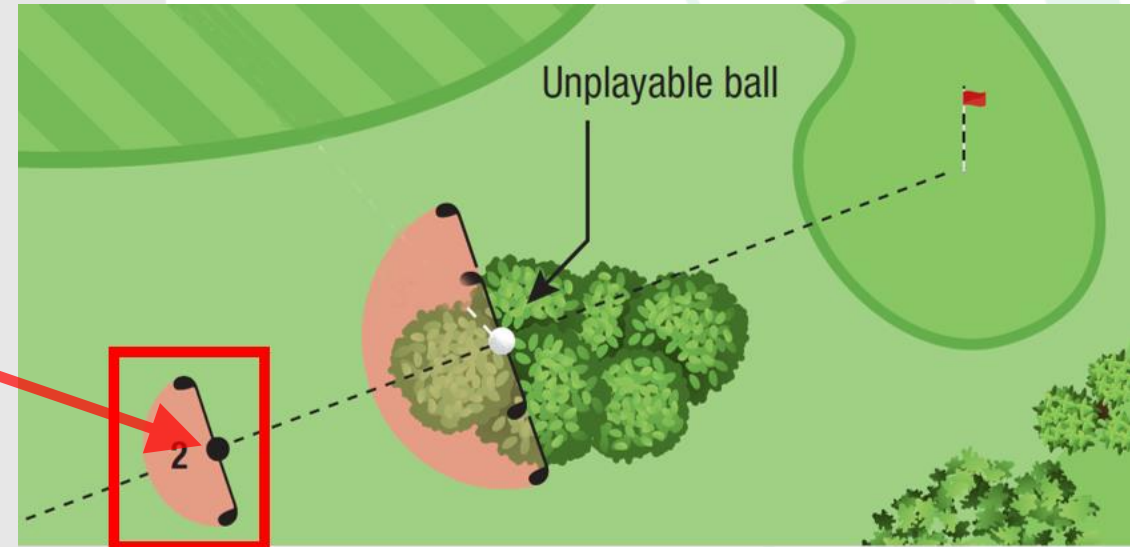


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Reference Point:

- a point on the reference line
- chosen by the player
 - farther from the *hole*
 - than the spot of the original ball

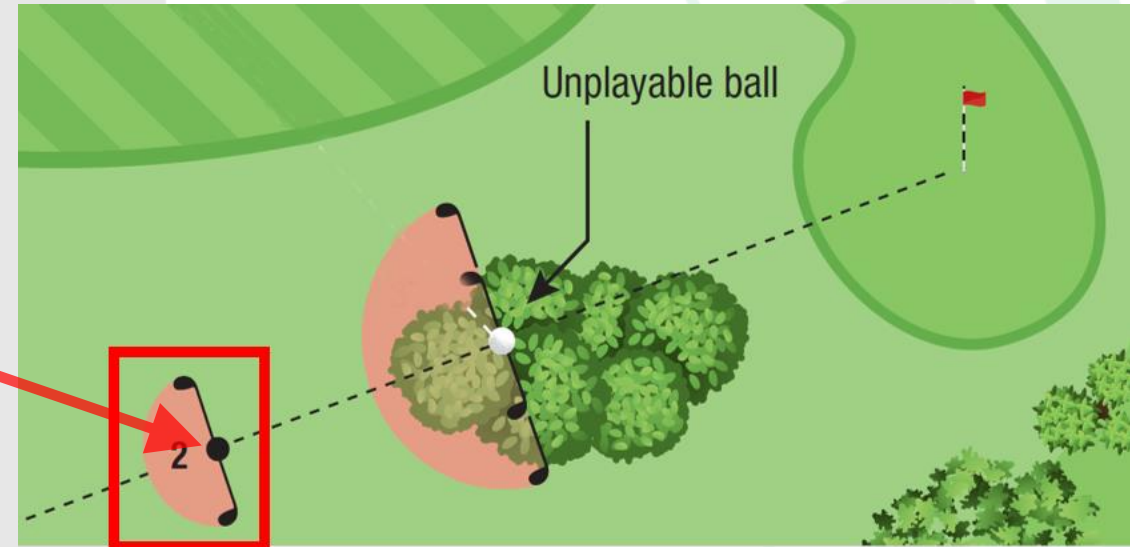


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Reference Point:

- the player should choose the point by using an object (such as a tee).

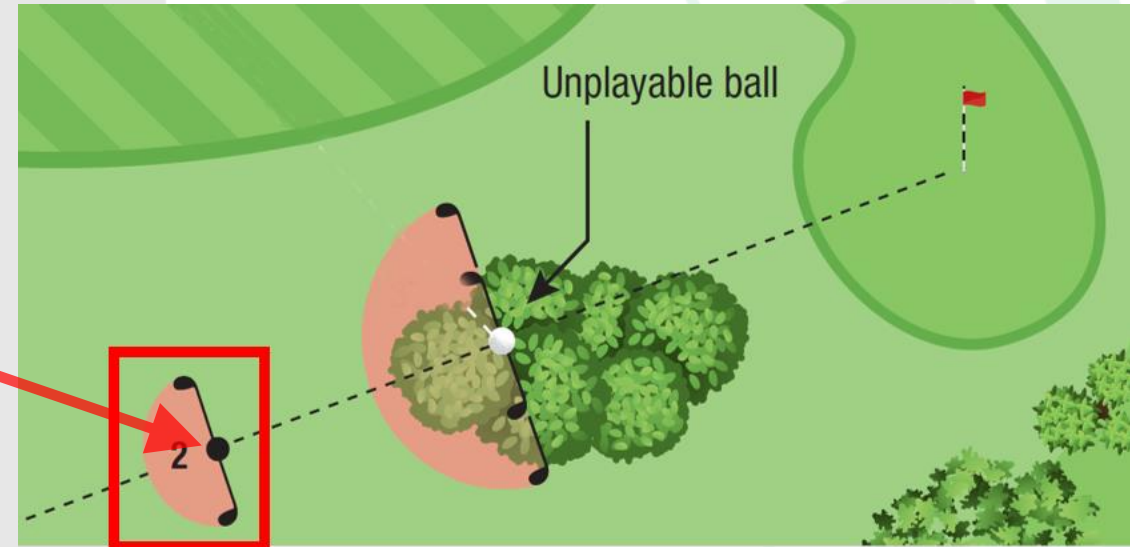


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Reference Point:

- the player should choose the point by using an object (such as a tee).
- If the player doesn't choose, the reference point is the point on the line the same distance from the hole as where the dropped ball hits the ground

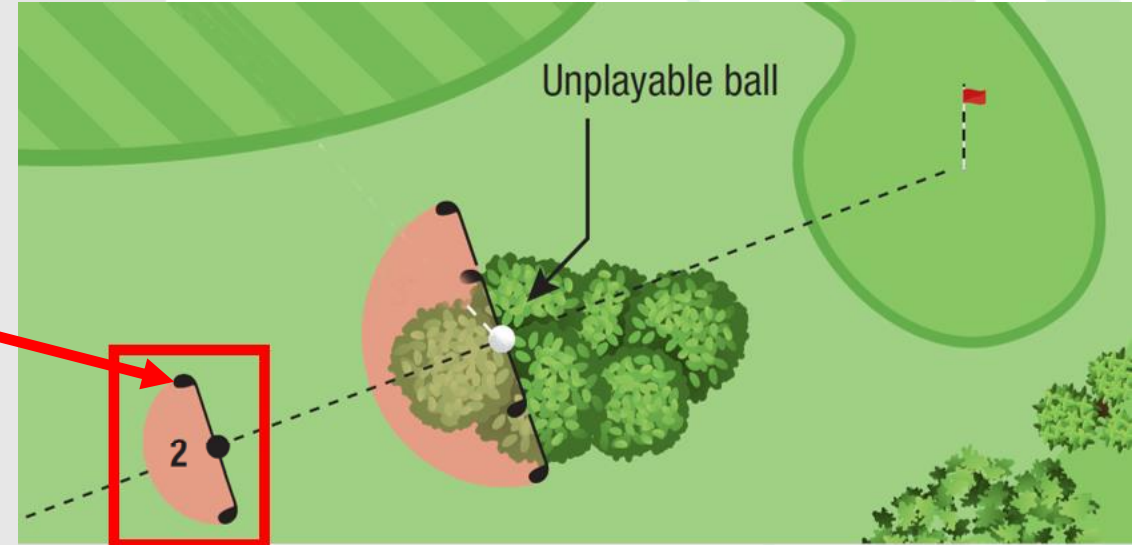


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Relief Area Size:

- ONE club-length
- measured from the ball

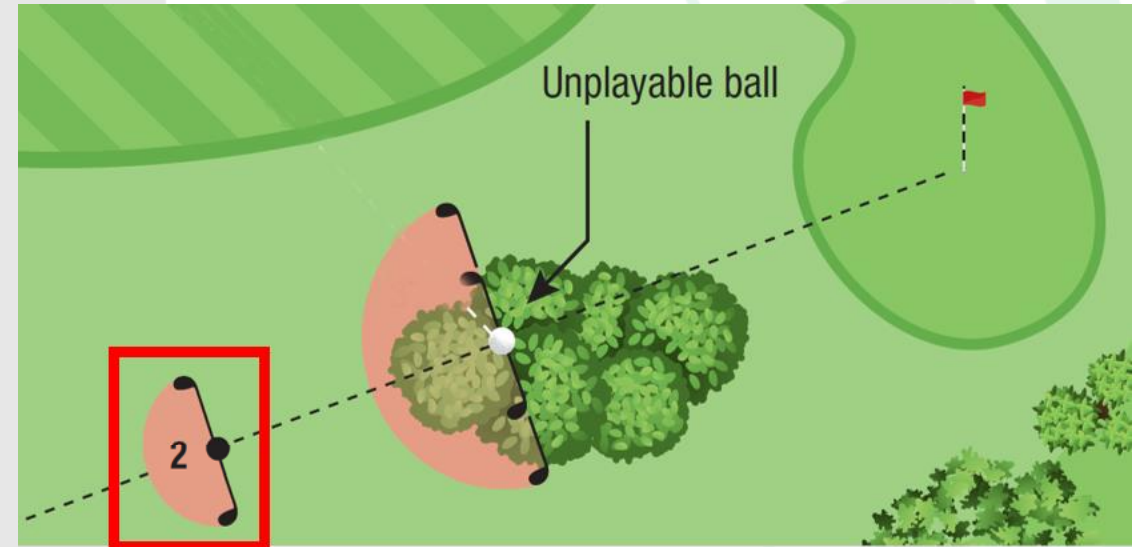


Unplayable Ball – Relief Options (Rule 19.2)

(2) Back-on-the-Line Relief

Limits on Location of Relief Area:

- not be nearer the hole than the reference point
- may be in **any** area of the course

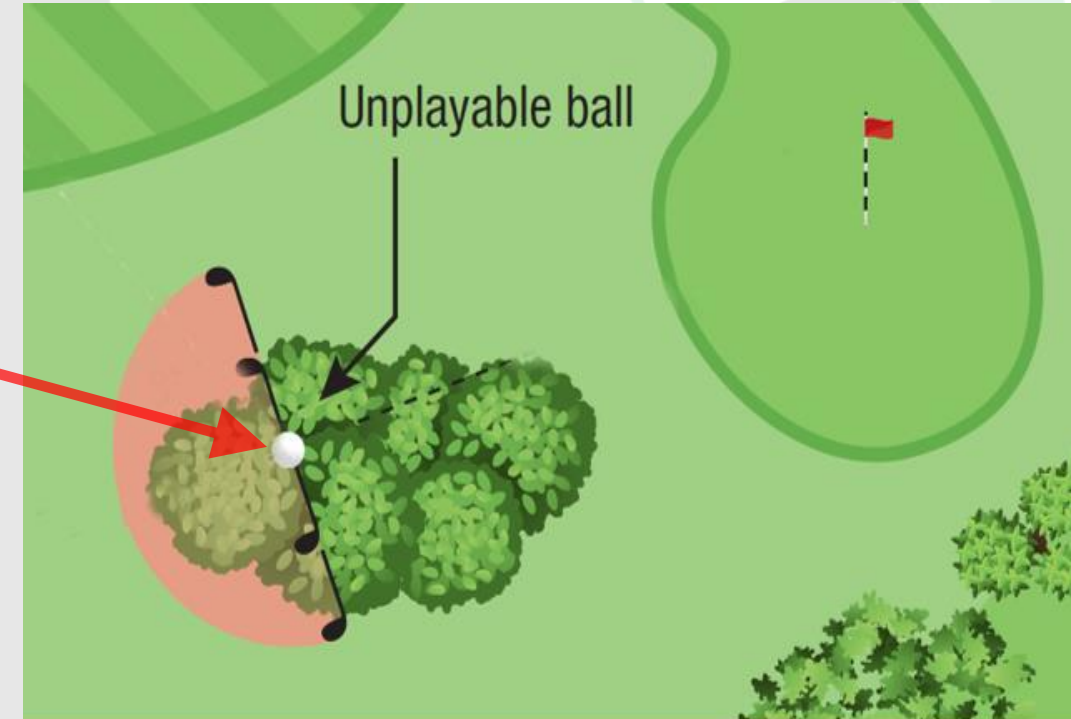


Unplayable Ball – Relief Options (Rule 19.2)

(3) Lateral Relief

Reference Point:

- spot of the original ball



Unplayable Ball – Relief Options (Rule 19.2)

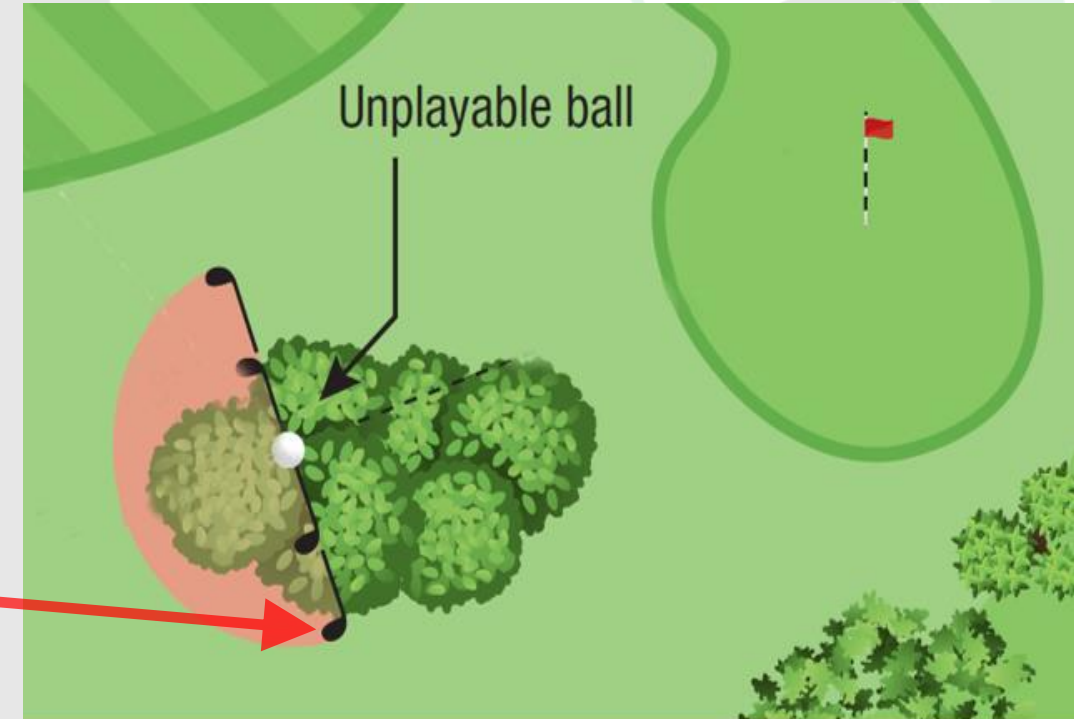
(3) Lateral Relief

Reference Point:

- spot of the original ball

Relief Area:

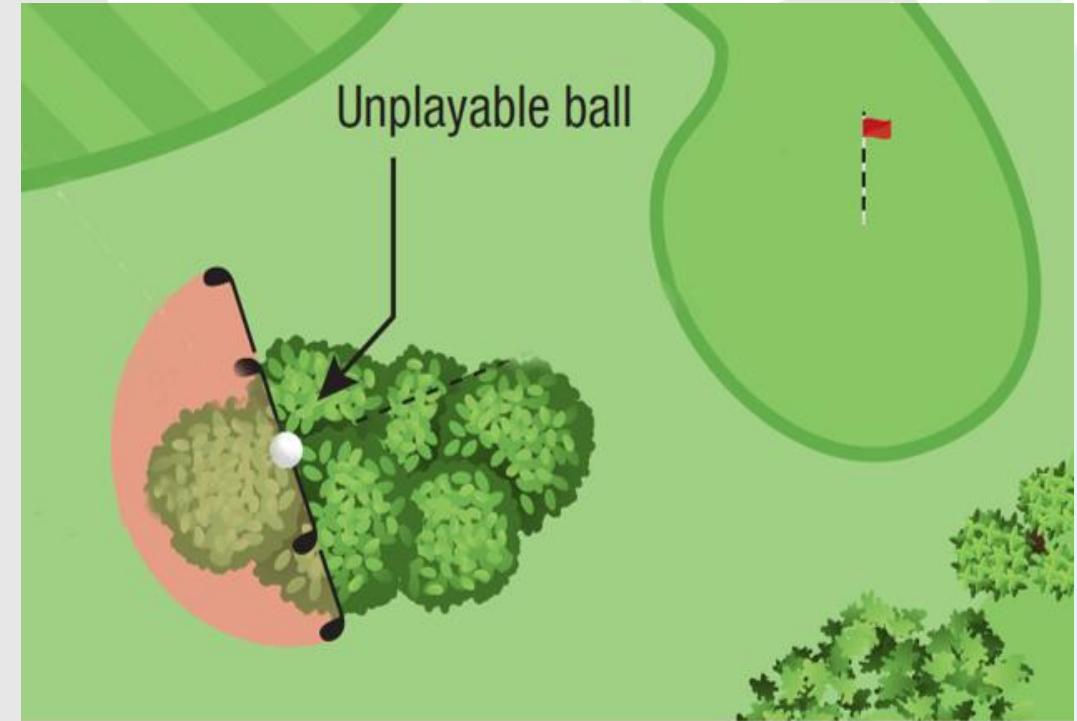
- TWO club-lengths
- measured from the ball



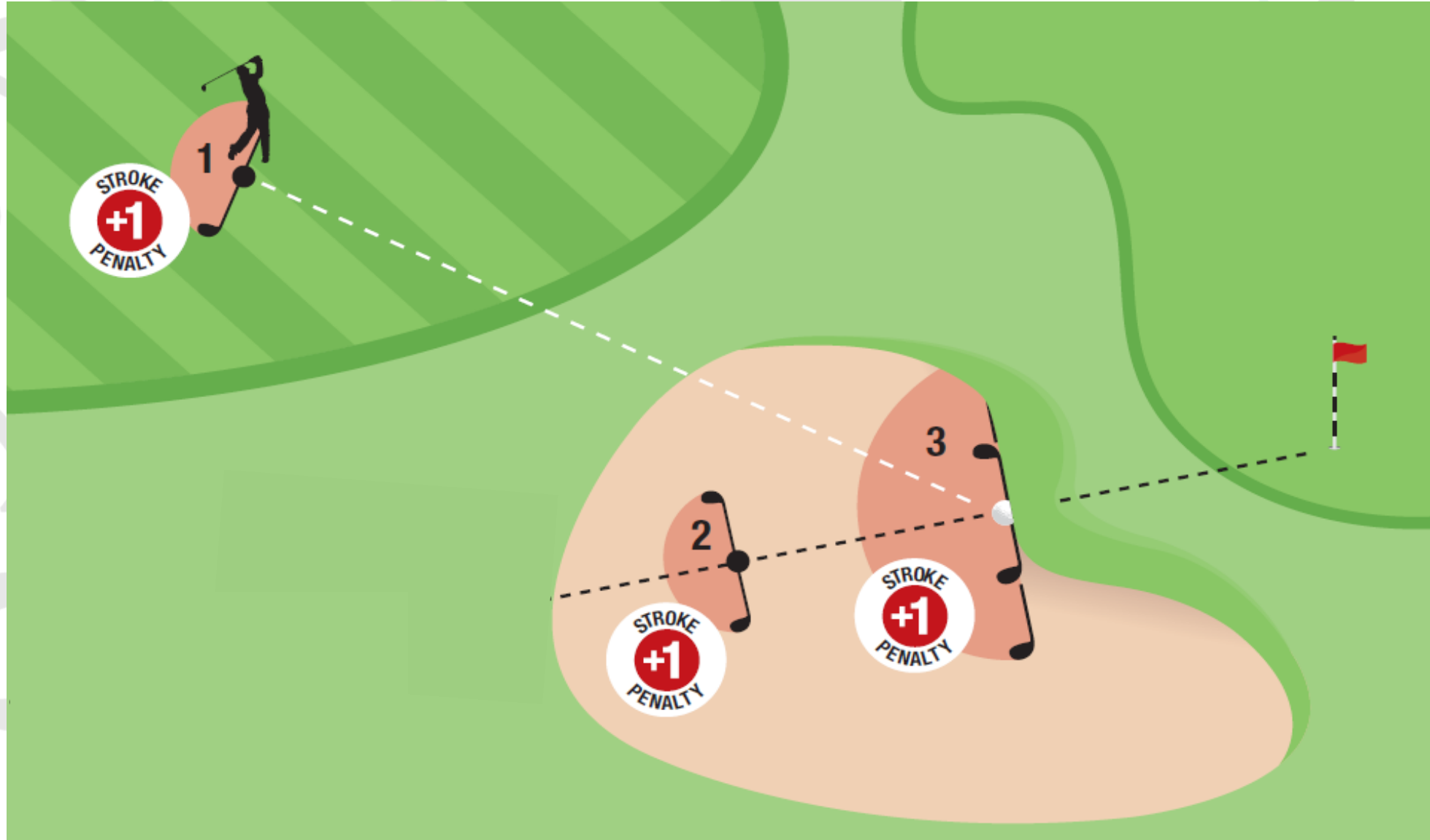
Unplayable Ball – Relief Options (Rule 19.2)

(3) Lateral Relief

Limits on Location of Relief Area:
- same as back-on-the-line



Unplayable Ball – Bunker Relief Options (Rule 19.3)



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
 - Repair of Damage
(Rule 13.1c)



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
 - Repair of Damage
 - Touching Line of Play (Rule 10.2b)



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
 - Repair of Damage
 - Touching Line of Play
 - Accidental movement of ball - no penalty
(Rule 13.1d)



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
 - Repair of Damage
 - Touching Line of Play
 - Accidental movement of ball - no penalty
 - After lifting & replacing, if your ball moves, it is always replaced (Rule 13.1d(2))



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
 - No penalty if a putt strikes an unattended flagstick in the *hole*
(Rule 13.2a)



Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
 - No penalty if a putt strikes an unattended flagstick in the *hole*
 - Ball resting against flagstick in the *hole* (Rule 13.2c)



Relaxed Requirements and Reduced Penalties

- **In Bunkers**

- Loose Impediments may be moved without penalty
(Rule 15.1)



Relaxed Requirements and Reduced Penalties

- **In Bunkers**

- Loose Impediments may be moved without penalty
- Relaxed restrictions
(Rule 12)



Relaxed Requirements and Reduced Penalties

• In Bunkers

- Loose Impediments may be moved without penalty
- Relaxed restrictions
- Remaining restrictions
 - testing
 - touching near your ball
 - touching during backswing
 - touching with practice swing (Rule 12.2)



Relaxed Requirements and Reduced Penalties

- **Accidental** Acts and Occurrences, No Penalty
 - Double hitting a ball (Rule 10.1a)

ONE-STROKE PENALTY

Old Rule



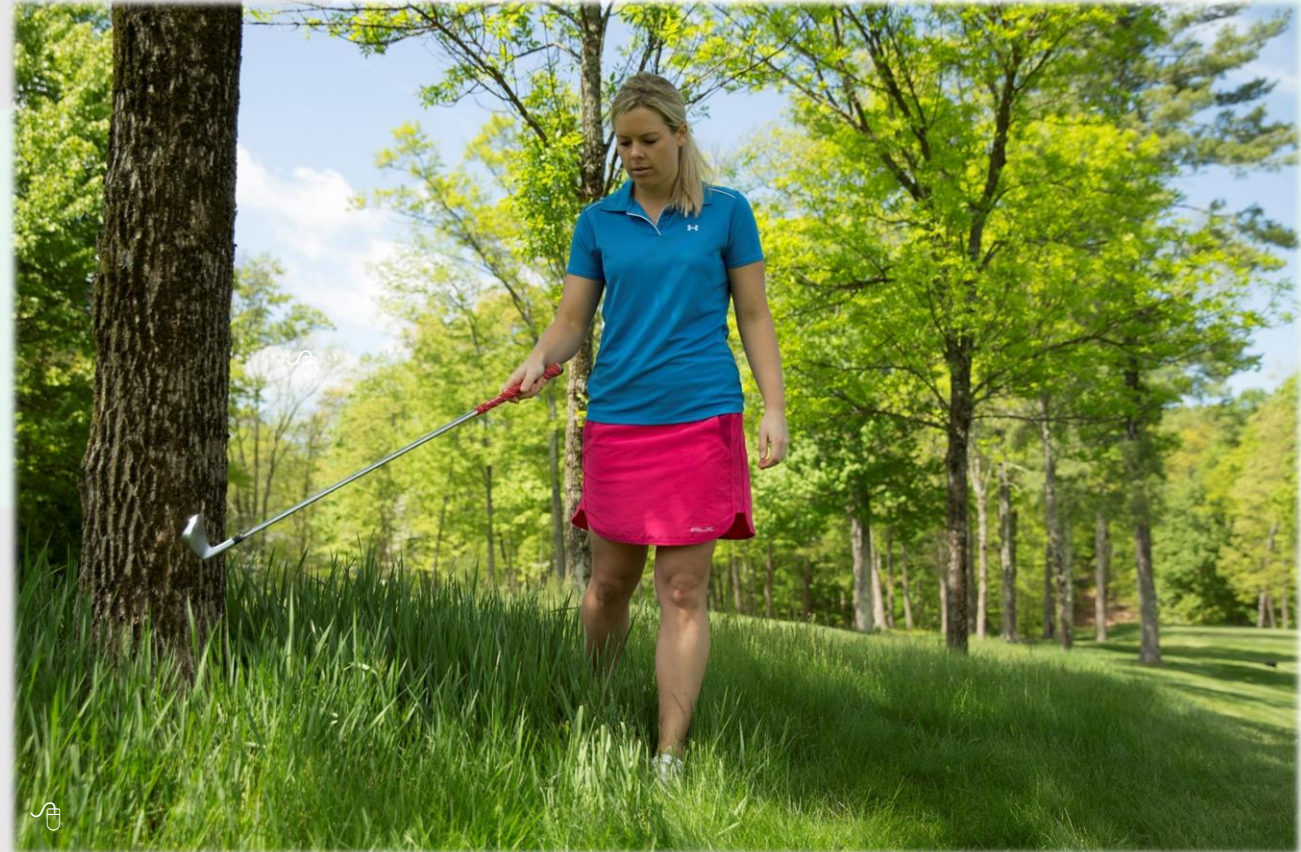
NO PENALTY

2019 Rule



Relaxed Requirements and Reduced Penalties

- **Accidental** Acts and Occurrences, No Penalty
 - Double hitting a ball
 - Moving your ball during search (Rule 7.4)



New Hampshire Resources

- New Hampshire Golf Association
 - 603-219-0371
 - membership@nhgolf.com
 - Instagram/Twitter – @NewHampshireGA
 - Facebook – www.facebook.com/NewHampshireGA



