

B1 = position of ball on road, in ground under repair (GUR), etc.

P1 = nearest point of relief

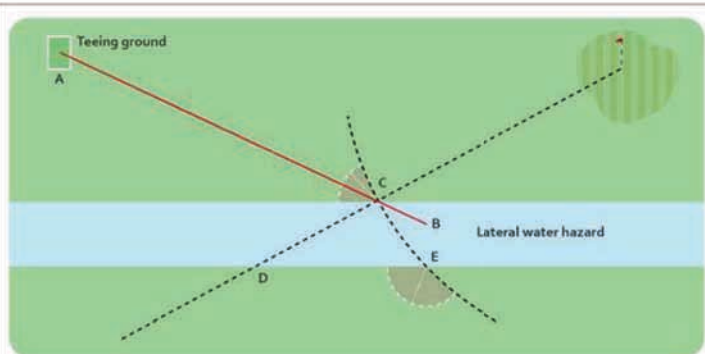
P1 shaded area = area within which ball to be dropped, radius of one club-length from P1, measured with any club

B2 = position of ball on road, in ground under repair (GUR), etc.

↔ = notional stance required to play at P2 with club with which player would expect to play the stroke

P2 = nearest point of relief

P2 shaded area = area within which ball to be dropped, radius of one club-length from P2, measured with any club



Ball played from teeing ground at Point A comes to rest in lateral water hazard at Point B having last crossed the margin of the hazard at Point C. Player's options are as follows:

- play ball as it lies without penalty at Point B, or under penalty of one stroke;
- play another ball from teeing ground
- drop a ball behind the hazard anywhere on the

broken line from Point D backwards

- drop a ball in the shaded area at Point C (i.e. within two club-lengths of point C but not nearer the hole than Point C), or
- drop a ball in the shaded area at Point E (i.e. within two club-lengths of Point E but not nearer to the hole than Point E).

The Quick Reference Rules of Golf Guide



www.golfnb.com



Quick Reference for Golfers

This chart is meant as a quick reference tool only and does not replace, nor represent, the complete rulings as outlined in the RCGA Rule Book. **NOTE:** The player is responsible for knowing, and for any breach of the rules.

Common Rule Situations		Options
1	Out of Bounds (white stakes or lines)	D
2	Lost Ball	D
3	Unplayable Lie	D, E, G
4	In Water Hazard (yellow stakes/lines)	C, D, H
5	In Lateral Hazard (red stakes/lines)	C, D, F, H
6	Hitting Wrong Ball	J, A
7	Grounding Club in Hazard (bunker, water or lateral)	A, B
8	Giving or Asking Advice	A, B
9	Immovable Obstruction interferes with swing or stance	C, I
10	Ball on Cart Path	C, I
11	Ball (or stance) in Ground Under Repair	C, I

Basic Handicapping Information

Scores for Incomplete Holes	Score for Incomplete Round
If you start but do not complete a hole, you shall record the score you would most likely have made on the hole. Must not exceed ESC.	For 13 or more holes played, must record 18-hole score.
	For 7 or more holes played, record 9-hole score.
	Use par plus applicable handicap strokes to score the holes not played.



Love the game.
Grow the game.

Quick Reference for Golfers

Option	Procedures and Penalties
A	Loss of Hole – Match Play
B	2 strokes – Stroke Play
C	Play the ball as it lies no penalty
D	1 stroke and distance – replay the ball as close as possible to where it was last struck
E	1 stroke and drop the ball within 2 club lengths of where the ball lies, no closer to the hole
F	1 stroke and drop the ball within 2 club lengths of where the ball last crossed the margin of the hazard, no closer to the hole
G	1 stroke and drop the ball as far back as desired on a line between where the ball lies and the hole
H	1 stroke and drop the ball as far back as desired on a line between where the ball last crossed the margin of the hazard and the hole
I	Drop within 1 club length of the nearest point of complete relief from the situation, no closer to the hole no penalty
J	2 strokes – Stroke Play, play must correct the mistake

New Equitable Stroke Control (ESC) for handicap purposes only

Handicap	Maximum Score
9 or Less Course Handicap	2 over par
10-19 Course Handicap	7
20-29 Course Handicap	8
30-39 Course Handicap	9
40 and Over Course Handicap	10