

18 Common Rules of Golf and Options

1. **Red Stakes = Lateral Hazard**

Option 1 – Play it from the hazard

Option 2 – Replay the shot from the original position incurring a **1 stroke and distance penalty**

Option 3 – Draw a line from the hole or where the ball crossed the margin of the hazard and drop anywhere behind that point keeping the point between you and the hole incurring a **1 shot penalty**.

Option 4 – Go to the point where the ball last crossed the margin of the hazard and drop within 2 club lengths no nearer the hole on either side of the hazard incurring a **1 shot penalty**.

2. **Yellow Stakes = Water Hazard**

Option 1 – Play it from the hazard

Option 2 – Replay the shot from the original position incurring a **1 stroke and distance penalty**

Option 3 – Draw a line from the hole or where the ball crossed the margin of the hazard and drop anywhere behind that point keeping the point between you and the hole incurring a **1 shot penalty**.

3. **White Stakes = Out of Bounds**

After looking for a maximum of 5 minutes, you must go back to where the shot was originally played from and replay the shot incurring a **1 stroke and distance penalty**

4. **Lost Ball**

After looking for a maximum of 5 minutes, you must go back to where the shot was originally played from and replay the shot incurring a **1 stroke and distance penalty**

5. **Grounding Your Club in a Hazard**

Practice swings may be taken inside a hazard as long as you don't touch the ground, sand or water with your club.

The top of the grass may be touched during a practice swing. The penalty for grounding your club is a **2-shot penalty**.

6. **Unplayable Lie**

Option 1 – Take 2 club lengths relief no closer to the hole and assess a **1 shot penalty**.

Option 2 – Replay the shot from the original position incurring a **1 stroke and distance penalty**

Option 3 – Take the ball back as far as you want and keep the point where the ball lays between you and the hole incurring a **1 shot penalty**.

7. **Accidentally Moving Your Ball**

There is a **1 stroke penalty** for accidentally moving your ball and it must be replaced in its original position before hitting. There is another **1 stroke penalty** for hitting the ball from the wrong place if it is not replaced. There is no penalty for accidentally moving the ball when on the tee.

8. **How to Drop the Ball**

After determining the nearest point of relief, you may stand outside the drop area, no closer to the hole, extend your hand to the side dropping the ball from shoulder height. The ball may roll up to two club lengths no closer to the hole. If the ball rolls farther than that, you must re-drop. If after dropping two times the ball continues to roll past 2 club lengths, you must place the ball where it first touched the ground.

9. **Ball on a Cart Path – You are entitled FREE Relief**

Step 1 – Determine the “nearest point of relief”. This is the point where the ball would lay affording the player both swing and stance from the cart path.

Step 2 – You are entitled to a **1 club length relief** from the point where the ball would lie once full relief is taken.

Step 3 - After dropping, the ball may roll up to **2 club lengths** no closer to the hole.

10. **Improving Your Swing Path**

You cannot bend, break or hack anything growing or fixed if it improves your lie, your stance or your area of intended swing. The penalty for doing so is a **2-shot penalty**.

11. Removing Loose Impediments

If in moving loose impediments, you accidentally move your ball, you must return the ball to its original position and penalize yourself **one stroke**.

12. Unplayable Lie in the Bunker

Option 1 – Take a drop of no more than 2 club lengths no closer to the hole, but still in the bunker incurring a **1 shot penalty**.

Option 2 – Replay the shot from the original position incurring a **1 stroke and distance penalty**

Option 3 – Take the ball back as far as you want and keep the point where the ball lays between you and the hole incurring a **1 shot penalty**.

13. Removing Objects in the Bunker

You may not move or remove loose impediments in the bunker unless they are foreign to the area. Example – you may remove candy wrapper but not a pine cone or tree branch.

14. Hitting the Wrong Ball

The penalty for hitting the wrong ball is a **2-strokes** and the original ball must be replayed from its original position.

15. Casual Water

Find your nearest point of relief no closer to the hole where neither you or your ball lie in the water that can be seen **without pressing your feet up and down**. You may then drop your ball within **one club length** no nearer the hole at **no penalty**.

16. Asking for Advice

It's against the rules to ask an opponent what club they hit. The penalty for this breach is a **2-shot penalty**

17. Repairing the Line of Your Putt

You may repair any ball marks in your line and remove any pebbles or foreign objects in your line, provided you do it with your hand or club.

18. Number of Clubs Allowed

You are only allowed to carry 14 clubs in your bag. **Penalty: 2 strokes per hole up to 4 shots**