

THE RULES OF GOLF* WITH NOTES ON ETIQUETTE

LPGA WOMEN WHO **PLAY** LONG ISLAND 2018
BASED ON *THE RULES OF GOLF* EFFECTIVE JANUARY 2016

*THESE RULES APPLY TO INDIVIDUAL STROKE PLAY (NOT MATCH OR TEAM PLAY)

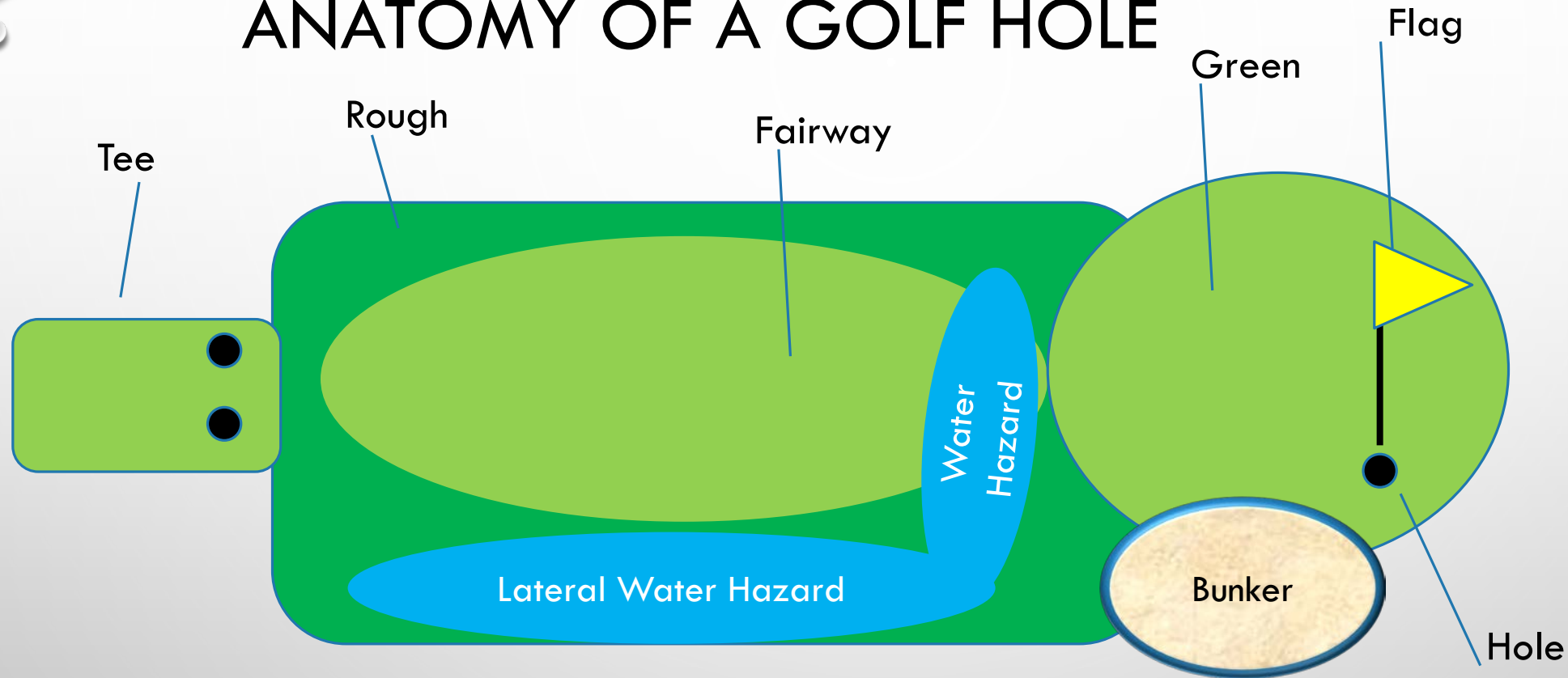
ITEMS **IN BLUE HIGH-LIGHT** ARE EXPECTED TO CHANGE IN JANUARY 2019.



THE FUNDAMENTALS

- GOLF IS A GAME OF HONESTY, INTEGRITY, AND COURTESY
- TEE THE BALL AND HIT IT
FIND IT AND HIT IT AGAIN (REPEAT AS NECESSARY)
PLAY THE BALL AS IT LIES AND THE COURSE AS YOU FIND IT
DON'T TOUCH THE BALL UNTIL YOU TAKE IT OUT OF THE HOLE
- MOST OF THE RULES OF GOLF DEAL WITH THOSE SITUATIONS IN WHICH YOU CAN'T FIND YOUR BALL OR CAN'T REASONABLY PLAY IT
- ALL OF THE RULES ARE DESIGNED TO PROVIDE A LEVEL PLAYING FIELD

ANATOMY OF A GOLF HOLE



In 2019
water
hazards will
be called
penalty
areas.

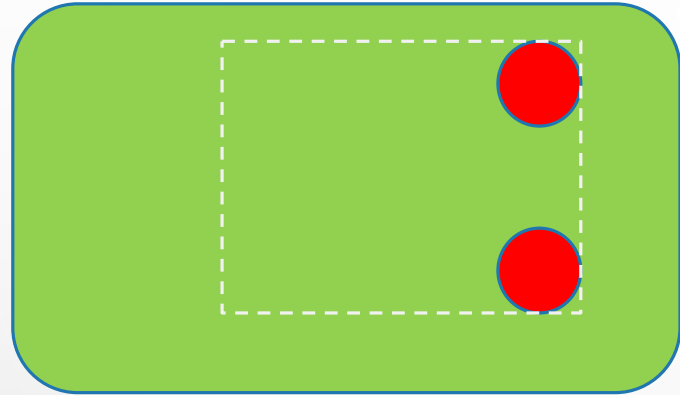
- A FEW RULES ARE SPECIFIC TO THE TEE OR THE GREEN.
- MOST RULES DEAL WITH THE REST OF THE COURSE— WHERE BALLS GO INTO BUNKERS, OR INTO WATER, OR OUT OF BOUNDS, OR BEHIND TREES – AND THEN WHAT WE CAN DO.

BEFORE YOUR ROUND

- SHOW UP ON TIME (USUALLY 30 MINUTES BEFORE YOUR TEE TIME) AND BE READY TO PLAY.
- PUT **AN IDENTIFYING MARK ON YOUR BALL**. IF YOU CAN'T IDENTIFY A BALL AS YOURS, IT IS CONSIDERED LOST. (AND THAT'S A PENALTY.)
- **COUNT YOUR CLUBS** – YOU CAN'T HAVE MORE THAN 14.
- INTRODUCE YOURSELF TO YOUR PLAYING COMPANIONS AND AGREE ON **WHO WILL KEEP A SCORECARD** FOR THE FOURSOME TO TURN IN AT THE END OF THE ROUND. IT'S A GOOD IDEA IF TWO PEOPLE KEEP SCORECARDS AND SYNCH UP AFTER EVERY FEW HOLES.



ON THE TEE



- WHO GOES FIRST? GOOD ETIQUETTE SAYS WHO EVER HAD THE LOWEST SCORE ON THE PREVIOUS HOLE BUT IF THAT PERSON ISN'T READY **WHOEVER IS READY SHOULD GO TO MAINTAIN PACE OF PLAY**.
- PLAY YOUR TEE SHOT FROM BETWEEN AND NOT IN FRONT OF THE TEE MARKERS. YOU MAY PLAY YOUR SHOT FROM UP TO TWO CLUB LENGTHS BEHIND THE FRONT LINE OF THE MARKERS. THIS IS THE ONLY PLACE ON THE COURSE WHERE YOU MAY TEE UP A BALL.
 - IF YOU **PLAY YOUR TEE SHOT FROM OUTSIDE THIS AREA YOU INCUR A TWO STROKE PENALTY**, THE STROKE ITSELF DOES NOT COUNT, AND YOU MUST PLAY A BALL FROM WITHIN THE CORRECT AREAS.

FIND IT AND HIT IT

- IF YOU THINK A BALL IS YOURS BUT YOU CANNOT SEE YOUR IDENTIFICATION MARK, **NOTIFY A PLAYING COMPANION**, MARK THE LOCATION AND LIFT THE BALL TO IDENTIFY IT. PUT IT BACK EXACTLY WHERE IT WAS AND DO NOT CLEAN IT.
- **PLAY THE BALL AS IT LIES. DON'T IMPROVE YOUR LIE**, THE AREA OF YOUR INTENDED STANCE OR SWING, OR YOUR LINE OF PLAY BY:
 - MOVING, BENDING OR BREAKING ANYTHING FIXED OR GROWING, EXCEPT IN FAIRLY TAKING YOUR STANCE AND MAKING YOUR SWING, OR
 - PRESSING ANYTHING DOWN.
- IF YOUR BALL IS **IN A BUNKER OR WATER HAZARD**, DON'T:
 - TOUCH THE GROUND (OR WATER) WITH YOUR HAND OR CLUB PRIOR TO YOUR DOWNSWING, OR
 - MOVE LOOSE IMPEDIMENTS (TWIGS, LEAVES, SMALL STONES).

- The player farthest from the hole plays first.
- Be ready to play when it is your turn. Pace of Play.
- It is courteous to help others find their balls, but if it's your turn to play, play first and then help. Pace of Play.

BALL AT REST MOVED

- GENERALLY, WHEN YOUR BALL IS IN PLAY, IF **YOU ACCIDENTALLY CAUSE IT TO MOVE**, OR YOU LIFT IT WHEN NOT PERMITTED, **ADD A PENALTY STROKE AND REPLACE YOUR BALL.**
- IF **SOMEONE ELSE MOVES YOUR BALL** AFTER IT IS AT REST, OR IT IS MOVED BY ANOTHER BALL, **REPLACE YOUR BALL WITHOUT PENALTY.**
- IF A BALL AT REST IS **MOVED BY WIND OR MOVES OF ITS OWN ACCORD**, **PLAY THE BALL AS IT LIES WITHOUT PENALTY.** (SPECIAL CASE ON THE GREEN)

BALL IN MOTION DEFLECTED OR STOPPED

- IF YOUR BALL IN MOTION IS DEFLECTED OR STOPPED BY YOU OR YOUR EQUIPMENT, YOU INCUR A PENALTY OF 1 STROKE AND PLAY THE BALL AS IT LIES.
- IF YOUR BALL IN MOTION IS DEFLECTED OR STOPPED BY ANOTHER BALL AT REST, THERE IS NORMALLY NO PENALTY AND YOU PLAY THE BALL AS IT LIES. HOWEVER IF BOTH BALLS WERE ON THE PUTTING GREEN BEFORE YOU MADE YOUR STROKE, YOU GET A 2 STROKE PENALTY. (SEE SECTION “ON THE PUTTING GREEN”)

BALL ASSISTING OR INTERFERING WITH PLAY

- YOU MAY
 - LIFT YOUR BALL OR HAVE ANOTHER BALL LIFTED IF YOU THINK THE BALL MIGHT ASSIST ANOTHER PLAYER,
 - HAVE ANY BALL MARKED AND LIFTED IF IT MIGHT INTERFERE WITH YOUR PLAY.
- YOU MUST NOT AGREE TO LEAVE A BALL IN POSITION IN ORDER TO ASSIST ANOTHER PLAYER.
- IF THE LIFTED BALL IS NOT ON THE GREEN, IT MUST NOT BE CLEANED.

LOOSE IMPEDIMENTS AND MOVABLE OBSTRUCTIONS

- LOOSE IMPEDIMENT: A NATURAL LOOSE OBJECT SUCH AS A STONE, DETACHED LEAVES AND TWIGS.
 - YOU MAY MOVE LOOSE IMPEDIMENTS WITHOUT PENALTY BUT **IF YOUR BALL MOVES AS A RESULT, YOUR BALL MUST BE REPLACED AND YOU GET A 1 STROKE PENALTY.** (NO PENALTY ON THE GREEN).
 - **YOU MAY NOT MOVE LOOSE IMPEDIMENTS IN A HAZARD (BUNKER OR WATER HAZARD). DON'T TOUCH ANYTHING IN A HAZARD.**
- MOVABLE OBSTRUCTION: AN ARTIFICIAL MOVABLE OBJECT SUCH AS A RAKE, BOTTLE, TRASH CAN, CIGARETTE BUTT, ETC.
 - MOVABLE OBSTRUCTIONS MAY BE MOVED ANYWHERE ON THE COURSE WITHOUT PENALTY. **IF YOUR BALL MOVES AS A RESULT, IT MUST BE REPLACED IT WITHOUT PENALTY.**
 - IF YOUR BALL LIES ON THE OBJECT YOU MAY LIFT IT, MOVE THE OBJECT AND THEN DROP THE BALL ON A SPOT DIRECTLY BELOW WHERE IT LAY. (ON THE GREEN YOU MAY PLACE THE BALL.)

LIFTING AND DROPPING THE BALL

- IF YOU LIFT A BALL THAT WILL BE REPLACED (ON THE GREEN OR TO IDENTIFY IT) YOU MUST MARK THE POSITION. IF YOU LIFT A BALL THAT WILL BE DROPPED YOU SHOULD MARK THE POSITION.
- DROPPING A BALL USUALLY OCCURS WHEN YOU CANNOT REASONABLY OR SAFELY PLAY THE BALL AS IT LIES—AND THE RULES PERMIT A DROP NEARBY.
- **TO DROP A BALL STAND ERECT AND DROP THE BALL FROM SHOULDER HEIGHT.**
- SOMETIMES YOU NEED TO RE-DROP:
 - IF THE BALL ROLLS BACK INTO THE HAZARD OR BACK NEAR AN IMMOVABLE OBSTRUCTION.
 - **IF THE BALL COMES TO REST MORE THAN 2 CLUB LENGTHS FROM WHERE IT WAS DROPPED.**
 - IF THE BALL COMES TO REST NEARER THE HOLE THAN ITS ORIGINAL POSITION, THE NEAREST POINT OF RELIEF, OR THE POINT WHERE IT LAST CROSSED THE MARGIN OF THE HAZARD.
- IF A BALL DROPPED FOR THE SECOND TIME ROLLS INTO ANY OF THESE POSITIONS, YOU MUST PLACE IT WHERE IT FIRST STRUCK THE COURSE WHEN RE-DROPPED.

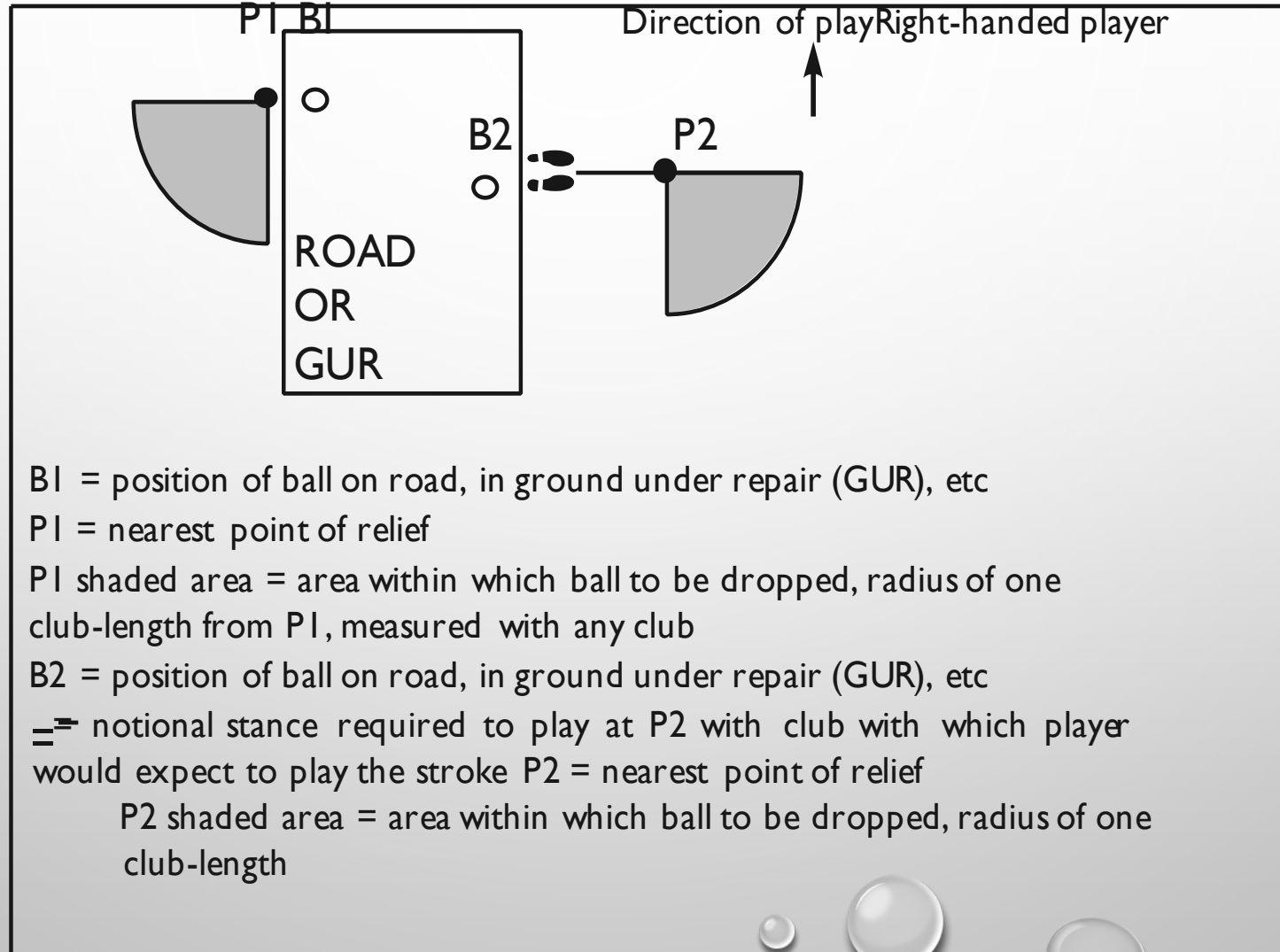
IMMOVABLE OBSTRUCTIONS AND ABNORMAL GROUND CONDITIONS

- IMMOVABLE OBSTRUCTION: AN ARTIFICIAL OBJECT ON THE COURSE THAT CANNOT READILY BE MOVED (E.G. BUILDING, CART PATH, SIGN POST, IRRIGATION BOX).
- ABNORMAL GROUND CONDITION: CASUAL WATER, GROUND UNDER REPAIR, A HOLE OR CAST FROM A HOLE MADE BY A BURROWING ANIMAL, A REPTILE, OR A BIRD.
- EXCEPT WHEN YOUR BALL IS IN A WATER HAZARD, **RELIEF WITHOUT PENALTY IS AVAILABLE FROM IMMOVABLE OBSTRUCTIONS AND AGC** WHEN THE CONDITION PHYSICALLY INTERFERES WITH THE LIE OF YOUR BALL, YOUR STANCE OR YOUR SWING (BUT NOT YOUR LINE OF PLAY).
- LIFT THE BALL AND DROP IT WITHIN 1 CLUB LENGTH OF THE NEAREST POINT OF RELIEF, NO CLOSER TO THE HOLE THAN THE NEAREST POINT OF RELIEF.
- IF YOUR BALL IS IN A BUNKER AND SUBJECT TO AGC OR IMMOVABLE OBSTRUCTION YOU MAY PROCEED AS ABOVE OR ALTERNATIVELY, UNDER PENALTY OF 1 STROKE, DROP THE BALL OUTSIDE AND BEHIND THE BUNKER.

Nearest Point of Relief:

The point closest to where the ball lies that gives you relief for stance, swing and lie and is no closer to the hole.

RELIEF FOR IMMOVABLE OBSTRUCTIONS AND AGC



WATER HAZARDS

- IF YOUR BALL IS IN A WATER HAZARD (YELLOW STAKES AND/OR LINES) YOU MAY **PLAY IT AS IT LIES WITHOUT PENALTY** OR **UNDER PENALTY OF 1 STROKE:**

- PLAY A SHOT FROM WHERE YOUR LAST SHOT WAS PLAYED.
- DROP A BALL ANY DISTANCE BEHIND THE WATER HAZARD KEEPING A STRAIGHT LINE BETWEEN THE HOLE, THE POINT WHERE THE BALL LAST CROSSED THE MARGIN OF THE HAZARD, AND THE SPOT ON WHICH THE BALL IS DROPPED.

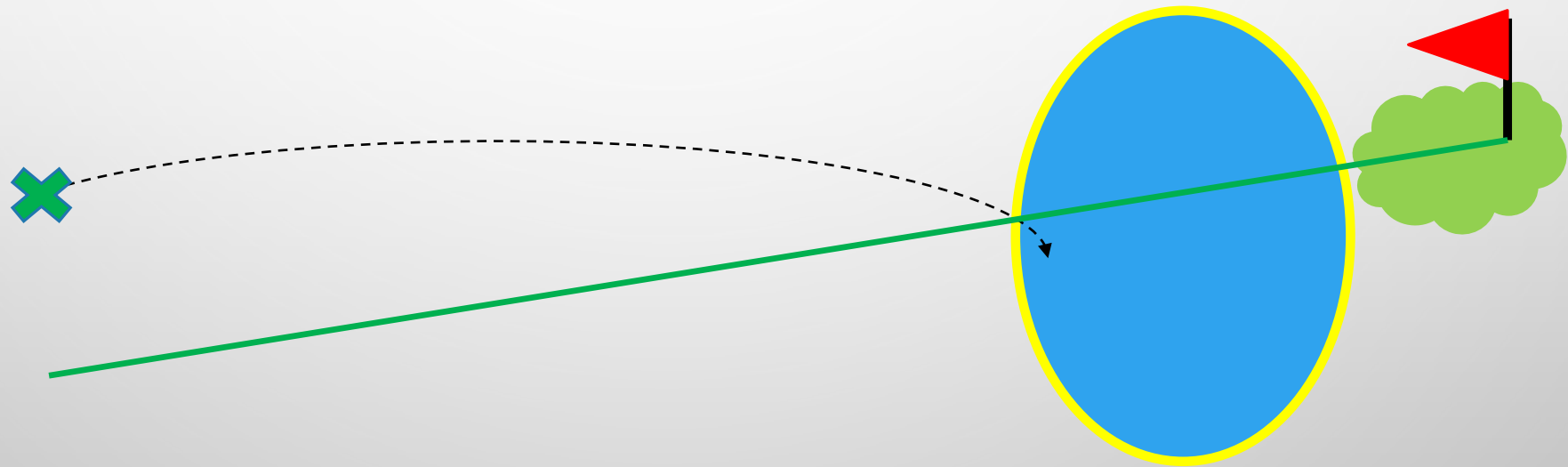
- IF YOUR BALL IS IN A LATERAL WATER HAZARD (RED STAKES AND/OR LINES) IN ADDITION TO THE OPTIONS ABOVE YOU MAY **UNDER PENALTY OF 1 STROKE:**

- DROP A BALL WITHIN TWO CLUB LENGTHS OF THE POINT WHERE THE BALL LAST CROSSED THE MARGIN OF THE HAZARD.



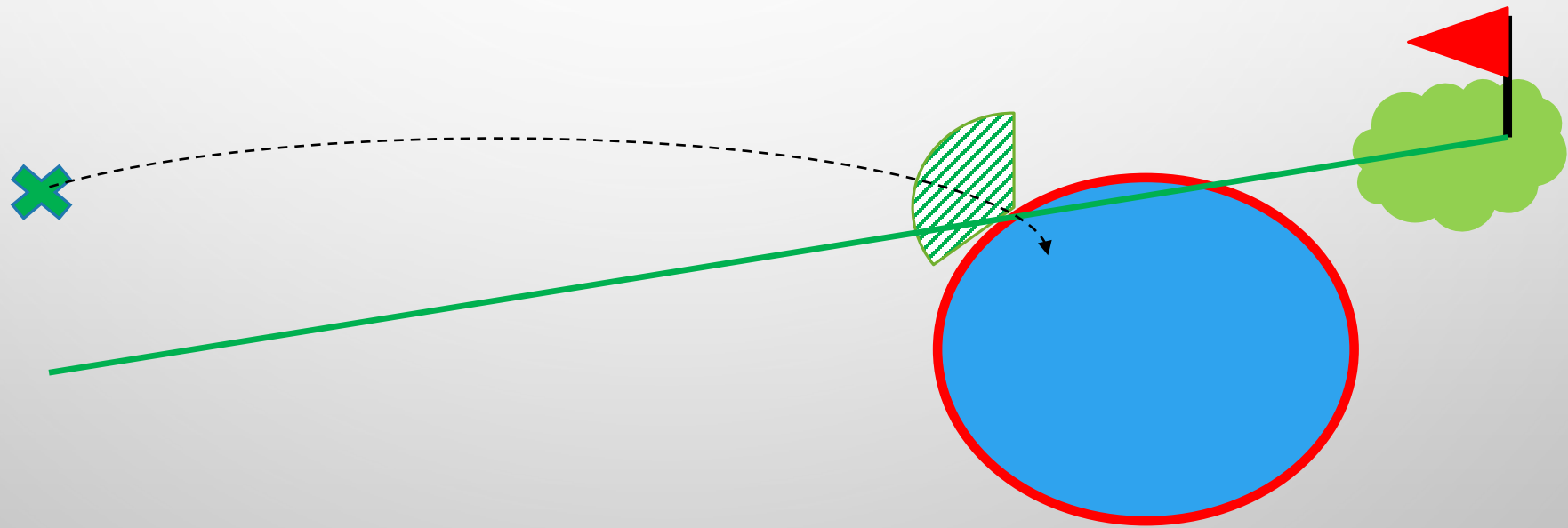
RELIEF FROM WATER HAZARDS

- 2 OPTIONS



RELIEF FROM LATERAL WATER HAZARDS

- 3 OPTIONS

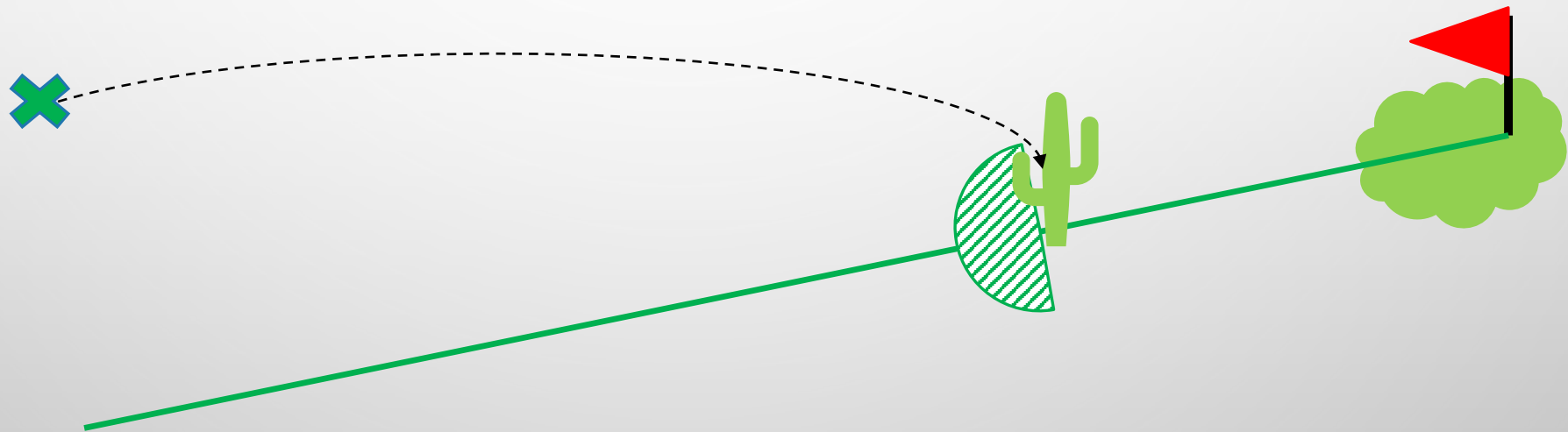


BALL UNPLAYABLE

- ANYWHERE EXCEPT IN A WATER HAZARD IF YOU BELIEVE YOUR BALL IS UNPLAYABLE, YOU MAY, **UNDER PENALTY OF 1 STROKE:**
 - PLAY A BALL FROM WHERE YOUR LAST SHOT WAS PLAYED, OR
 - DROP A BALL ANY DISTANCE BEHIND THE POINT WHERE THE BALL LAY KEEPING A STRAIGHT LINE BETWEEN THE HOLE, THE POINT WHERE THE BALL LAY, AND THE SPOT ON WHICH THE BALL IS DROPPED, OR
 - DROP A BALL WITHIN 2 CLUB LENGTHS OF WHERE THE BALL LAY, NOT NEARER THE HOLE.
- IN A WATER HAZARD YOU MUST FOLLOW THE OPTIONS SPECIFIC TO WATER HAZARDS.
- THERE IS NO GUARANTEE THAT THE DROPPED BALL WILL HAVE A LINE OF SIGHT TO THE HOLE OR EVEN BE PLAYABLE.

RELIEF FROM UNPLAYABLE

- 3 OPTIONS



BALL LOST OR OUT-OF-BOUNDS; PROVISIONAL BALL

- THE BOUNDARIES OF THE COURSE ARE NORMALLY DEFINED BY FENCES, WALLS, WHITE STAKES, OR WHITE LINES. CHECK THE SCORECARD FOR MORE INFO.
- IF YOUR BALL IS OUT OF BOUNDS OR LOST OUTSIDE A WATER HAZARD YOU MUST **PLAY ANOTHER BALL FROM THE SPOT WHERE YOUR LAST SHOT WAS PLAYED, UNDER PENALTY OF ONE STROKE.**
- YOU ARE **ALLOWED 5 MINUTES TO SEARCH** FOR A BALL (RULES OF GOLF). LPGA-WWP PREFERS ONLY 3 MINUTES OF SEARCH FOR PACE OF PLAY. IF THE BALL IS NOT FOUND WITHIN 5 MINUTES IT IS LOST.
- IF AFTER HITTING A SHOT, YOU THINK IT MAY BE OB OR LOST OUTSIDE A WATER HAZARD YOU **SHOULD PLAY A PROVISIONAL BALL.** YOU MUST ANNOUNCE THAT IT IS A PROVISIONAL BALL AND PLAY IT BEFORE GOING FORWARD TO SEARCH.
- IF THE ORIGINAL BALL IS LOST (OR FOUND OB) YOU MUST **CONTINUE WITH THE PROVISIONAL BALL UNDER PENALTY OF 1 STROKE.** IF THE ORIGINAL BALL IS FOUND IN BOUNDS YOU MUST CONTINUE WITH IT AND STOP PLAYING THE PROVISIONAL BALL.

PENALTY AND DROP SUMMARY

- COURSE SUPERINTENDENT'S FAULT: IMMOVABLE OBSTRUCTION, AGC: DROP WITHIN 1 CLUB LENGTH NO CLOSER TO THE HOLE. **NO PENALTY.**
- YOUR BAD SHOT: UNPLAYABLE, IN WATER: DROP WITHIN TWO CLUB LENGTHS NO CLOSER TO THE HOLE. **1 STROKE PENALTY.**
- YOUR REALLY BAD SHOT: LOST BALL, OB BALL: RETURN TO SITE OF PREVIOUS SHOT. **1 STROKE PENALTY.**
- YOU **BROKE THE RULES**: HIT WRONG BALL, HIT BALL THAT IS OB, TEE FROM OUTSIDE TEE BOX. FORGET WHAT YOU JUST DID. **2 STROKE PENALTY.** GO BACK AND START OVER.

ON THE PUTTING GREEN

- WHO EVER IS FARTHEST FROM THE HOLE PUTTS FIRST.
- HAVE THE FLAG STICK PULLED (AND PLACED AWAY FROM THE HOLE) OR HAVE IT TENDED.
- MARK, LIFT, AND CLEAN YOUR BALL, BEING CAREFUL TO PLACE IT IN EXACTLY THE SAME SPOT.
- REPAIR BALL MARKS. YOU MAY DO THIS ALONG THE LINE OF YOUR PUTT AND ELSEWHERE ON THE GREEN. **DO NOT REPAIR SPIKE MARKS UNTIL AFTER YOU FINISH THE HOLE.**
- THERE ARE NO “GIMMIE” PUTTS IN STROKE PLAY, ESPECIALLY NOT DURING TOURNAMENTS.
- IF YOU **PUTT** FROM ON THE GREEN AND YOUR BALL **STRIKES THE FLAGSTICK OR ANOTHER PLAYER’S BALL**, YOUR GET A **TWO STROKE PENALTY** AND YOU **PLAY YOUR BALL AS IT LIES.**

- Take care not to interfere with other players’ putting.
- Don’t walk on their putt line.
- Don’t talk or make noise while they are putting.
- Keep carts at least 20 yards from the green.
- Never take a full swing or chip shot from any green.

SUMMARY

- PLAY THE BALL AS IT LIES.
- PLAY THE COURSE AS YOU FIND IT.
- RESPECT THE COURSE
 - FIX BALL MARKS, RAKE BUNKERS
 - KEEP CARTS AWAY FROM THE GREENS
 - NEVER TAKE A FULL SWING ON THE GREEN
- RESPECT THE GAME
 - KNOW AND PLAY BY THE RULES; CARRY A COPY OF THE RULES IN YOUR BAG
- RESPECT YOUR FELLOW PLAYERS
 - FOLLOW COURSE ETIQUETTE, ASK IF YOU DON'T KNOW, ALWAYS BE POLITE
- FOCUS ON PACE OF PLAY
- IF YOU DO THESE THINGS, NO ONE WILL CARE WHAT YOUR SCORE WAS. BUT THEY WILL INVITE YOU BACK TO PLAY AGAIN.





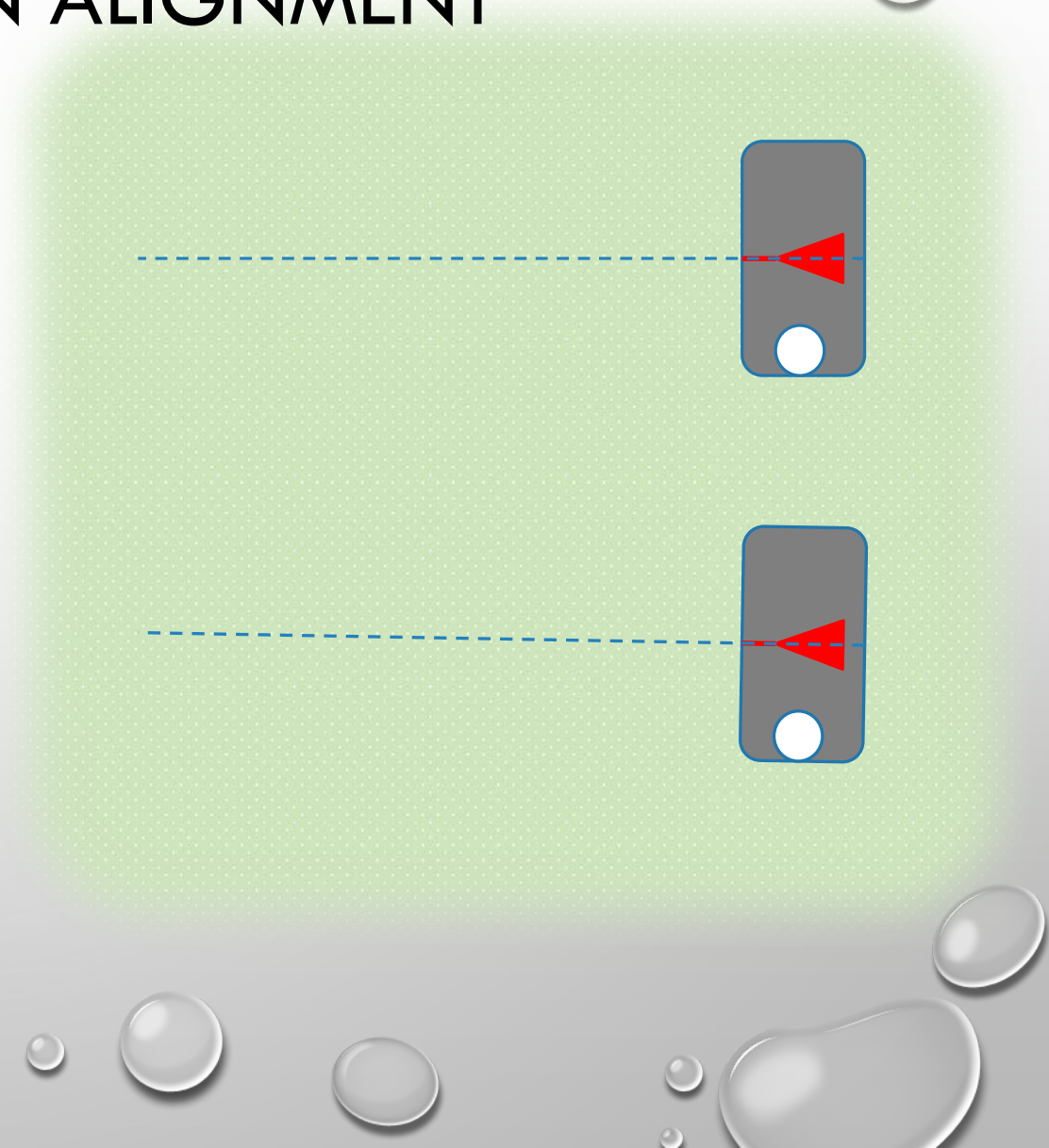
APPENDIX

REFERENCE MATERIAL



A 2 DEGREE ERROR IN ALIGNMENT

- A 2 DEGREE ERROR IN ALIGNMENT IS
 - 1 ¼" ERROR ON A 3 FOOT PUTT – IN THE CUP
 - 2 ½" ERROR ON A 6 FOOT PUTT – MISSED THE CUP
 - 12" ERROR ON A 30 FOOT PUTT – MISSED BY A FOOT
 - 10 FOOT ERROR ON A 100 YD SHOT
 - GONNA MISS THE FIRST PUTT BY 4"



EVOLUTION OF THE RULES OF GOLF

- 1744 – 13 RULES INCLUDING:

- 4. YOU ARE NOT TO REMOVE STONES, BONES, OR ANY BREAK CLUB FOR THE SAKE OF PLAYING YOUR BALL, EXCEPT ON THE FAIR GREEN... (PLAY THE COURSE AS YOU FIND IT)
- 5. IF YOUR BALL COME AMONG WATER....YOU ARE AT LIBERTY TO TAKE OUT YOUR BALL AND BRING IT BEHIND THE HAZARD...AND ALLOW YOUR ADVERSARY ONE STROKE. (1 STROKE FOR A WATER HAZARD....AND IT WAS ALL MATCH PLAY)
- 8. IF YOU SHOULD LOSE YOUR BALL...GO BACK TO THE SPOT WHERE YOU STRUCK LAST AND DROP ANOTHER BALL AND ALLOW YOUR ADVERSARY ONE STROKE FOR THE MISFORTUNE. (STROKE AND DISTANCE FOR A LOST BALL).

- 2016-2017

