



Amateur Golf  
— association —

# The Rules of Golf for 2019\*

LPGA Amateurs Long Island 2019

Based on *The Rules of Golf* Effective January 2019

\*These rules describe individual stroke play (not match or team play)

Items **in blue HIGH-LIGHT** were changed in January 2019.

# Etiquette summary

- Before your round
  - Show up **30 minutes before** your tee time and be ready to play.
- On The tee (rule 6.2)
  - Good etiquette says who ever had the lowest score on the previous hole goes first BUT if that person isn't ready **whoever is ready should go to maintain pace of play**.
  - When others are hitting be quiet, still and out of their line of sight and watch the flight of their balls
- On the way
  - The player farthest from the hole plays first.
  - Be ready to play when it is your turn. **Pace of Play**. You have 50 seconds to take your shot.
  - 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**.
  - Focus on efficient management of your motorized cart.
  - Replace or fill divots
- On the green (rule 13)
  - 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.
  - Repair ball marks **and other damage**
  - Keep motorized carts at least 20 yards from the green.
  - Never take a full swing or chip shot from any green.
  - Leave carts and clubs behind the green on the side toward the next hole.
  - Mark your scores at the next tee.

# 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) (rule 1.1)  
**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

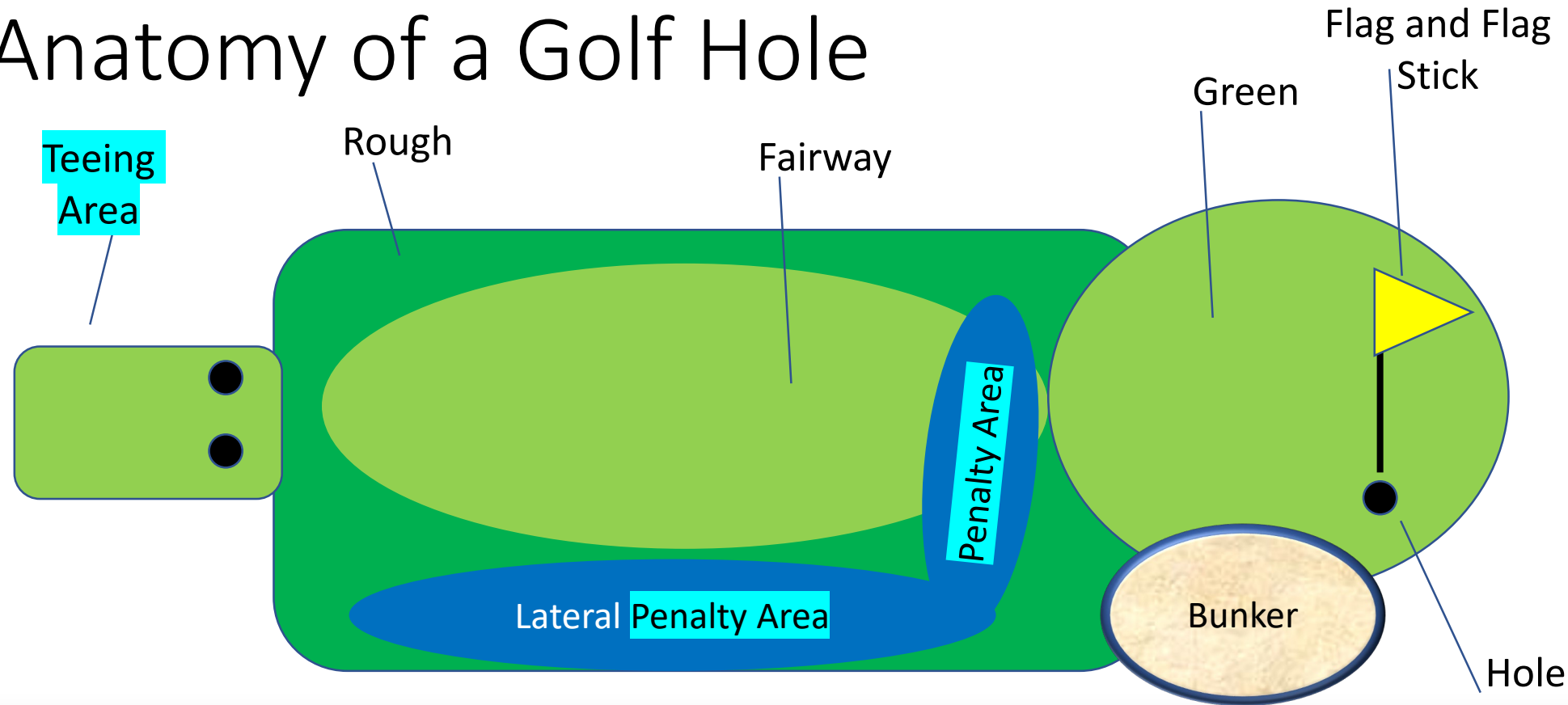
# LPGA Amateurs Code of Conduct

Acts which are considered in breach of the Code of Conduct and may result in penalty include (but are not limited to) the following:

- Inappropriate, derogatory, or abusive language/gestures directed toward other players, the host club, host club staff member, or an LPGA Amateur Golf Association Staff or volunteer
- Disruptive or distracting behavior
- Throwing of equipment
- Intentionally causing damage to the golf course or objects on course property
- Use of cell phone / electronic device for purposes other than those permitted by the Rules
- Other unbecoming or inappropriate conduct as determined by the LPGA Amateur Golf Association



# Anatomy of a Golf Hole



As of 2019 water hazards are called penalty areas.

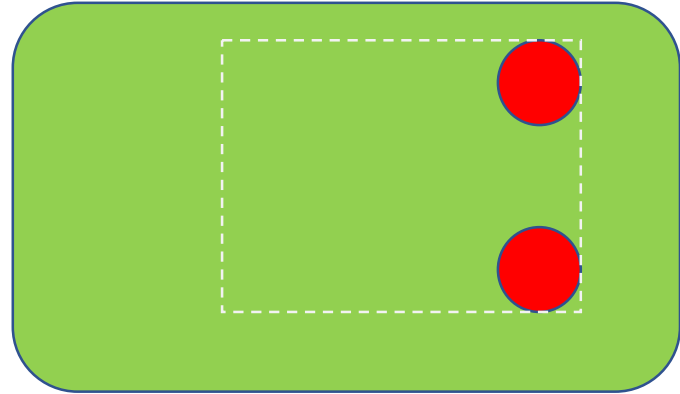
- A few rules are specific to the tee or the green. The rules recognize 5 distinct areas of the course: teeing area, penalty area, general area, bunkers, green.
- Most rules deal with the rest of the course— where balls go into bunkers, or into water, or out of bounds, or behind trees – and then what is allowed.

# 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. (rule 4.1)
- 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**. (Rule 6.4) On the first tee whoever has the lowest handicap goes first – or whoever is ready.
- 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. (rules 6.1 and 6.2)
  - 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 area.

# Find It and Hit It (rules 7,8,and9)

- If you think a ball is yours but you cannot see your identification mark, mark the location and lift the ball to identify it. Put it back exactly where it was and do not clean it. **(The old rules required you to notify a playing companion.)**
- **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 Penalty area, you may:**
  - Touch the ground (or water) with your hand or club prior to your downswing, or
  - Move loose impediments (twigs, leaves, small stones).
  - As long as you don't alter the lie or cause the ball to move.

- 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 (rule 9)

- 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**. **But there is no penalty if you accidentally move the ball while searching for it.**
- 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 (rule 11)

- If your ball in motion is Accidentally deflected or stopped by you or your equipment, you incur **no penalty** 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”)
- If the **deflection is deliberate** the guilty party gets a **2 stroke penalty**.

# Ball Assisting or Interfering with Play (rule 15.3)

- You may
  - Mark and Lift your ball or have another ball marked and 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.

# Lifting and Dropping the Ball (rule 14)

- 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: drop the ball from knee height. (the height of your knee when you are standing)**
- Sometimes you need to re-drop:
  - If the ball rolls back into the penalty area or back near an immovable obstruction.
  - **If the ball comes to rest outside the defined relief area.**
  - 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 edge of the penalty area.
- 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.

# Loose Impediments and Movable Obstructions (rule15)

- 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 move loose impediments in a bunker or penalty area as long as your ball does not move.**
- 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 within one club length of the spot directly below where it lay. (On the green you may place the ball.)

# Immovable Obstructions and Abnormal course Conditions (rule 16)

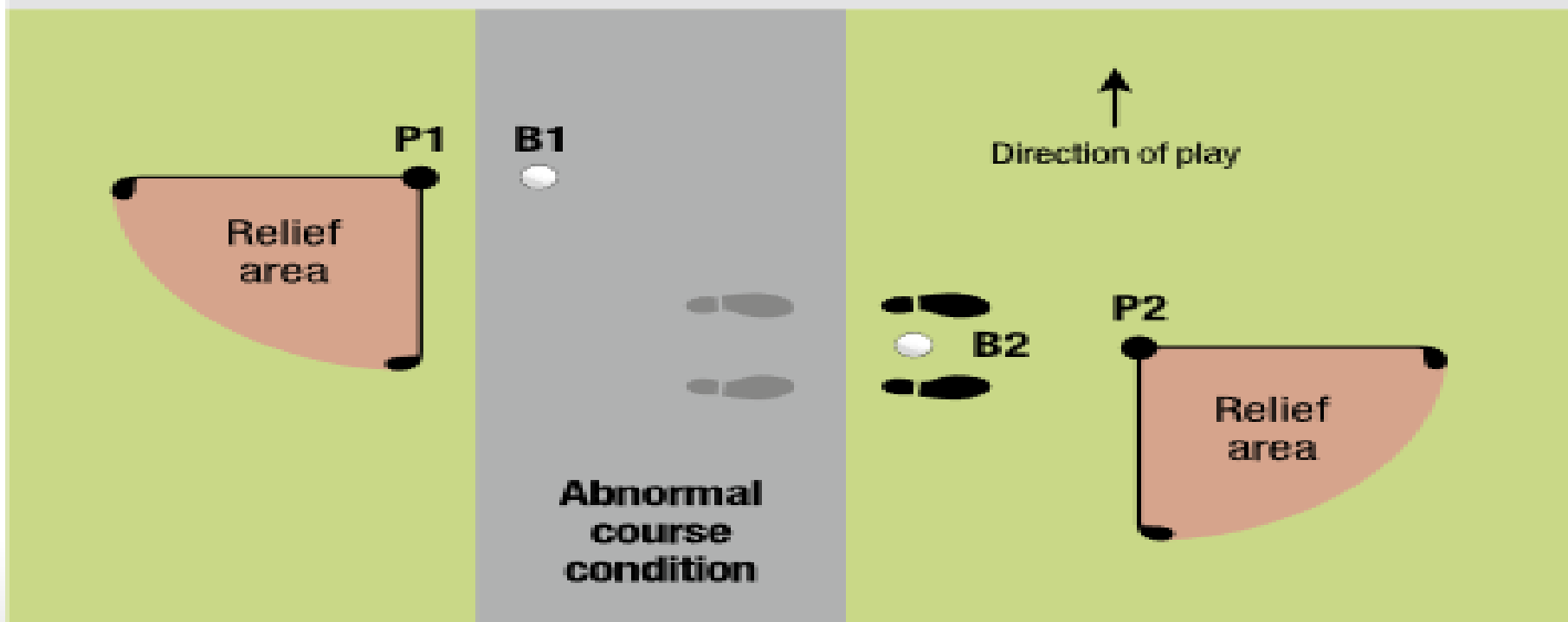
- Immovable Obstruction: an artificial object on the course that cannot readily be moved (e.g. building, CART PATH, sign post, irrigation box).
- Abnormal course Condition: temporary water, ground under repair, a hole or cast made by an animal.
- Except when your ball is in a penalty area, **relief without penalty is available from immovable obstructions and Abnormal course Conditions** when the condition physically interferes with the lie of you 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 ACC 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 ACC

**DIAGRAM 16.1a: WHEN RELIEF IS ALLOWED FOR ABNORMAL COURSE CONDITION**



The diagram assumes the player is right-handed. Free relief is allowed for interference by an abnormal course condition (ACC), including an immovable obstruction, when the ball touches or lies in or on the condition (B1), or the condition interferes with the area of intended stance (B2) or swing. The nearest point of complete relief for B1 is P1, and is very close to the condition. For B2, the nearest point of complete relief is P2, and is farther from the condition as the stance has to be clear of the ACC.

# Penalty areas (formerly water hazards) (rule 17)

- If your ball is in a **penalty area** (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 penalty area keeping a straight line between the hole, the point where the ball last crossed the edge of the penalty area, and the spot on which the ball is dropped.
- If your ball is in a **lateral penalty** area (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 edge of the penalty area.

## ABC Relief

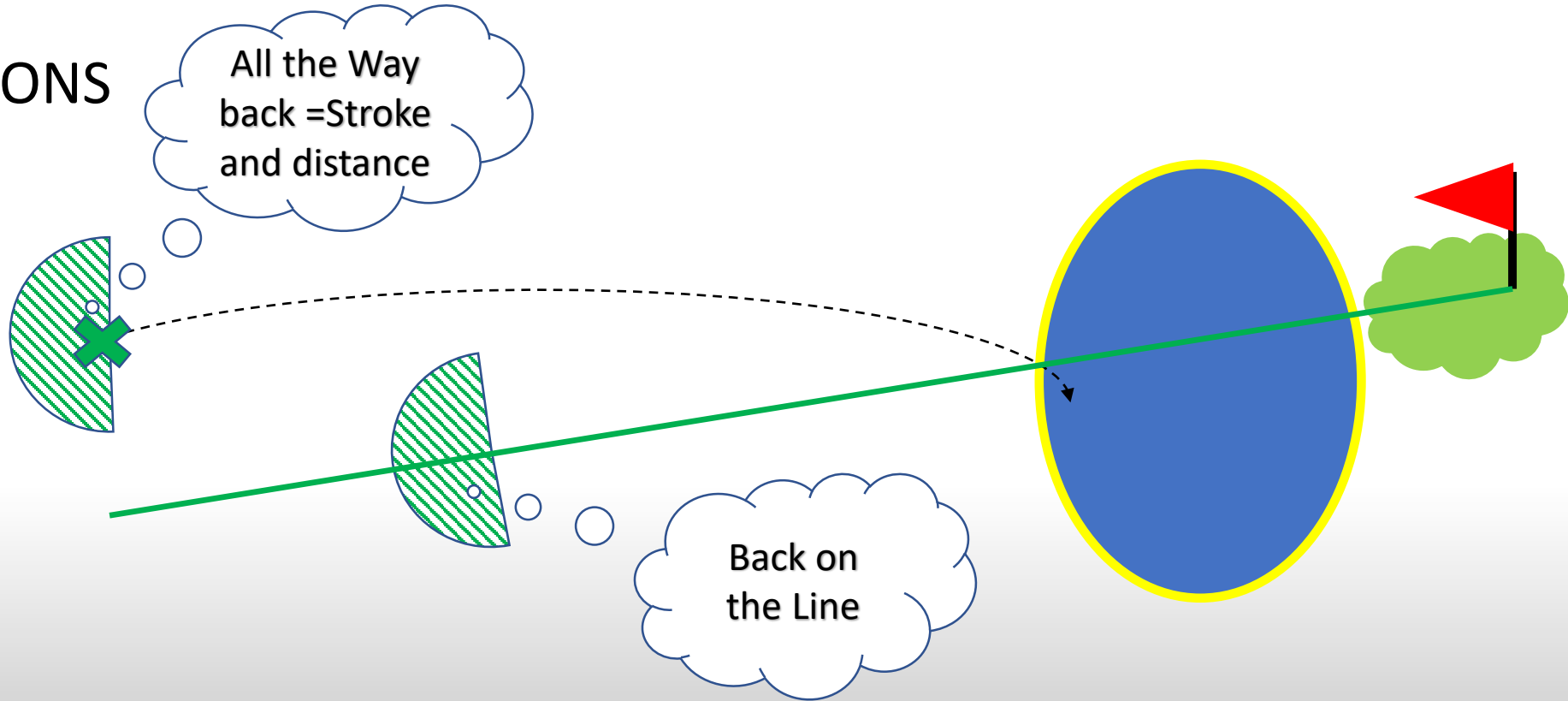
- All the Way Back
- Back on the Line
- Close by (lateral)



# Relief from penalty areas (Yellow)

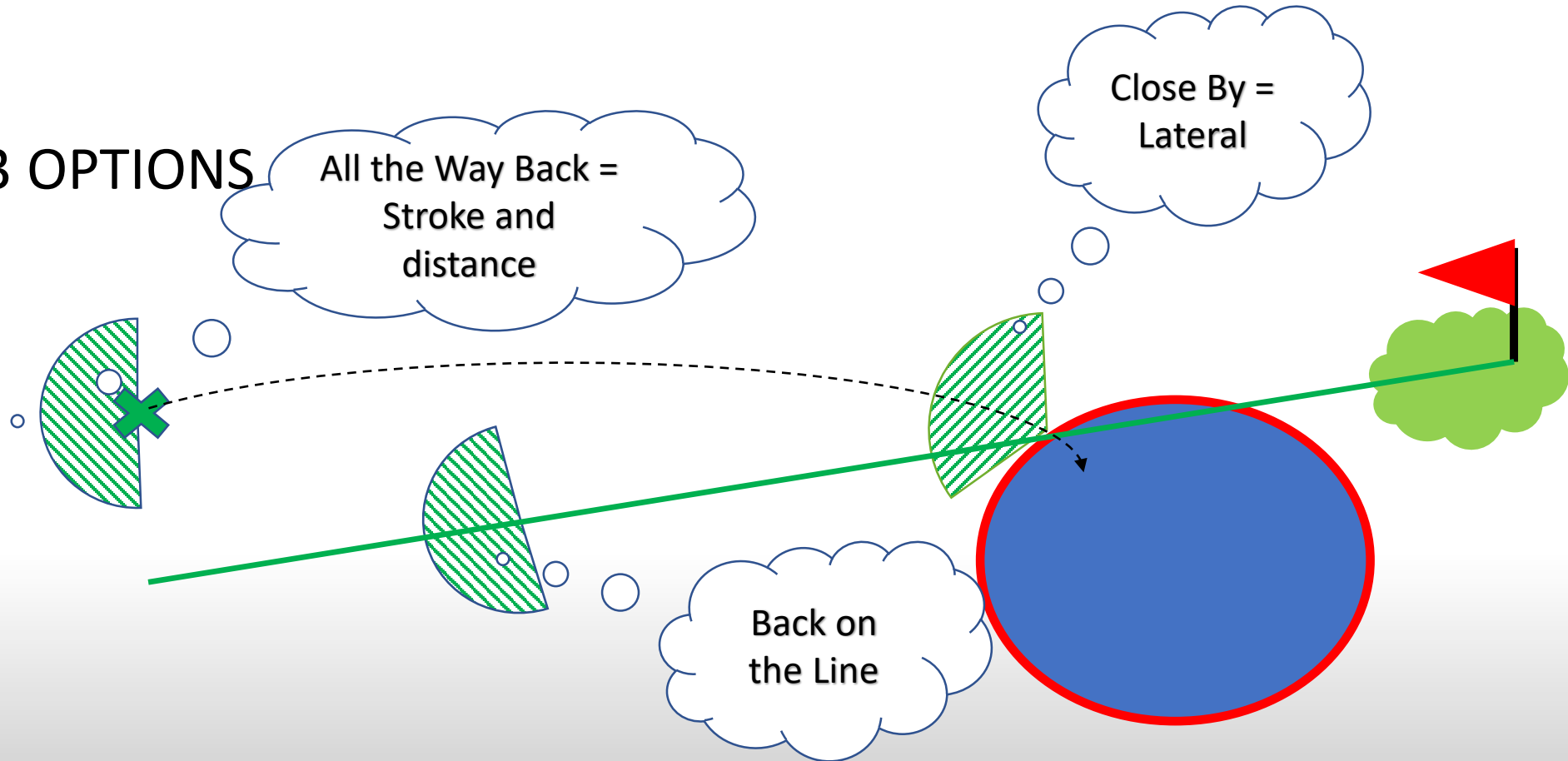
## ONE STROKE

- 2 OPTIONS



# Relief from Lateral penalty areas (Red) ABC ONE STROKE

- 3 OPTIONS



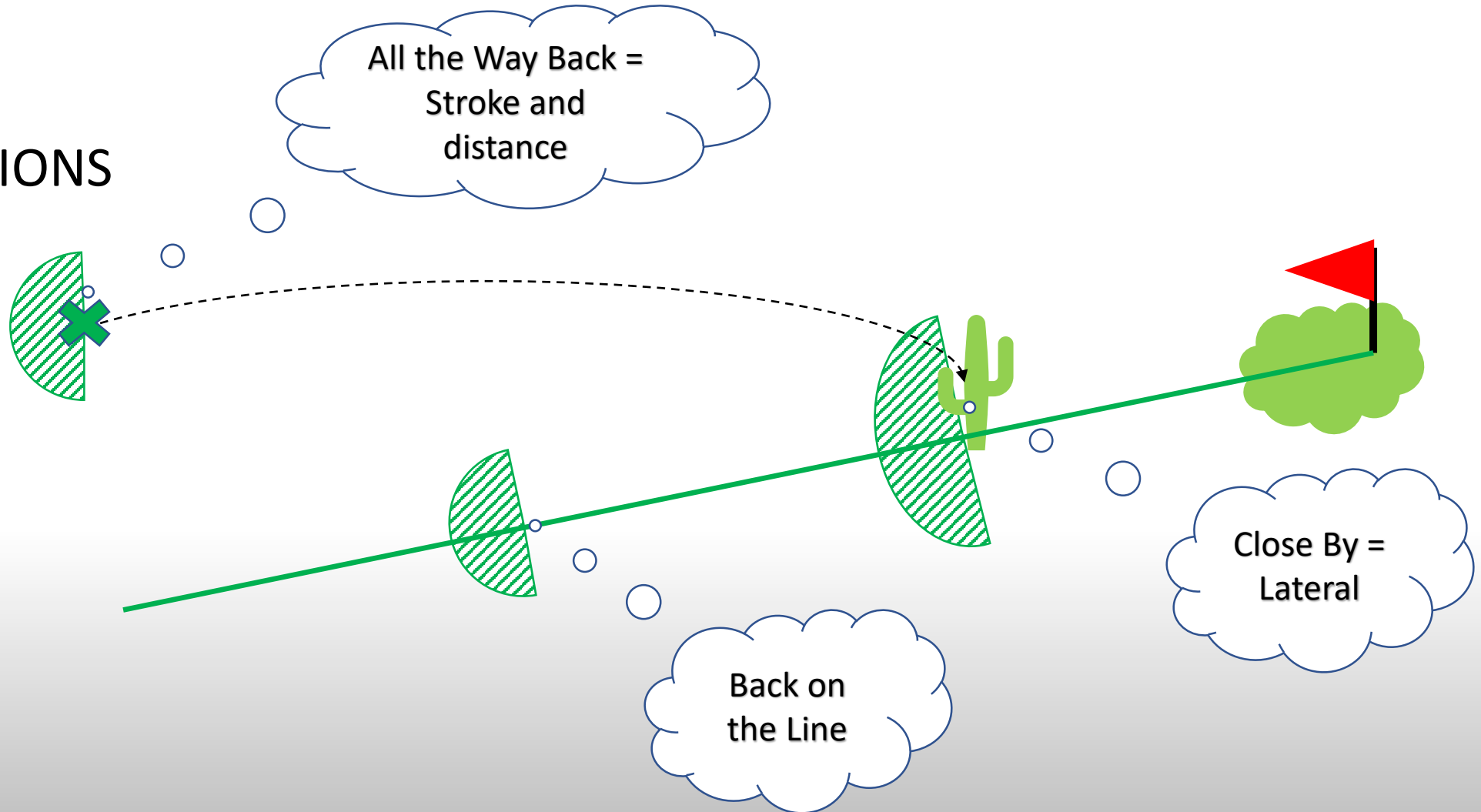
# Ball Unplayable (rule 19)

- It is your decision whether or not a ball is unplayable.
- Anywhere EXCEPT in a penalty area 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, (in a bunker- ball must remain in bunker or **for 2 strokes drop behind bunker**), or
  - Drop a ball within 2 club lengths of where the ball lay, not nearer the hole (in a bunker the ball must remain in the bunker).
- In a penalty area you must follow the options specific to penalty areas.
- There is no guarantee that the dropped ball will have a line of sight to the hole or even be playable.

# Relief from Unplayable

# ABC – ONE STROKE

- 3 OPTIONS



# Ball Lost or Out-of-Bounds; Provisional Ball (rule 18)

- 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 penalty area you May **play another ball from the spot where your last shot was played, under penalty of one stroke or drop a ball nearby under penalty of two strokes. (model local rule e-5)**
- You are **allowed 3 minutes to search** for a ball. If the ball is not found within 3 minutes it is lost.
- If after hitting a shot, you think it may be OB or lost outside a penalty area you **may 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 or drop nearby under penalty of two strokes.** If the original ball is found in bounds you must continue with it and stop playing the provisional ball.

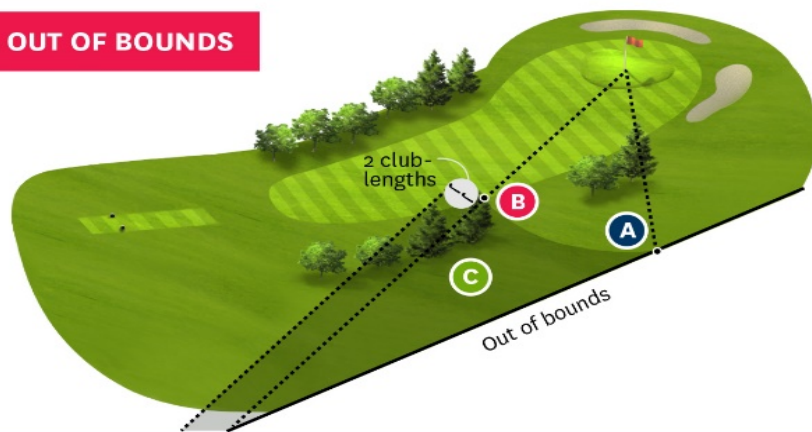
# Model local rule E-5 – Alternative to Stroke and Distance – 2 Stroke Penalty – Only if No Provisional Available

Most frequent form- move to Fairway (no closer to the hole) and drop within 2 club lengths with 2 stroke penalty

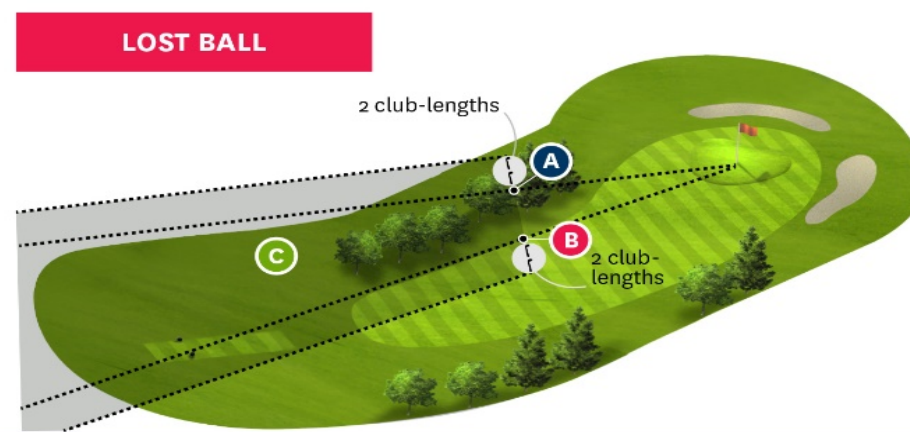
## GOLF'S NEW RULES: STROKE AND DISTANCE

A new Local Rule provides an alternative to stroke-and-distance relief for a ball that is lost outside a penalty area or out of bounds, effective January 1, 2019.

### BALL OUT OF BOUNDS



### LOST BALL



If the Local Rule is in effect, you can still take stroke-and-distance relief, but you now have the following additional option that comes with a penalty of two strokes:

**A** **DETERMINE SPOT** where your ball went out of bounds (left diagram) or is likely to be lost (right diagram).

**B** **FIND NEAREST FAIRWAY EDGE** no closer to the hole.

**C** **DROP YOUR BALL IN SHADED AREA** as defined on one side by a line from the hole through point A and on the other side by a line from the hole through point B, and not nearer the hole. The relief area is extended on both sides by two club-lengths.

This Local Rule is not intended for higher levels of play, such as professional or elite amateur level competitions.

# Penalty and Drop Summary

- Course Superintendent's Fault: Immovable Obstruction, ACC: drop within 1 club length no closer to the hole. **No Penalty.**
- Your bad shot: Unplayable, In lateral Penalty Area: Drop within two club lengths no closer to the hole. **1 stroke penalty. ABC**
- Your really bad shot: Lost Ball, OB ball: **return to site of previous shot with 1 stroke penalty or drop close by for 2 stroke penalty.** (A for 1 stroke, add BC for 2 strokes)
- You **Broke the Rules**: Hit wrong ball, hit ball that is OB, tee from outside teeing area. Forget what you just did. **2 stroke penalty.** Go back and start over.

# On the Putting Green (rule 13)

- Who ever is farthest from the hole putts first.
- Have the flag stick pulled (and placed away from the hole) or have it tended **or leave it in the hole.** (communicate your intentions before putting)
- Mark, lift, and clean your ball, being careful to place it in exactly the same spot.
- Repair ball marks, **spike marks and other damage.** You may do this along the line of your putt and elsewhere on the green.
- There are no “gimmie” putts in stroke play, especially not during tournaments.
- If you **putt** from on the green and your ball **strikes another player’s ball,** you get a **two stroke penalty** and you **play your ball as it lies.** (rule 11.1a exception)

- 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 motorized carts at least 20 yards from the green.
- Never take a full swing or chip shot from any green.
- Leave carts and clubs on the side of the green toward the next hole.



# Local Rules for LPGA Amateurs

- Code of Conduct (slide 4)
- Additional relief for Lost or OB (slide 22)
- Use of Audio or Visual Devices
  - During a round a player must not listen to or watch content of any nature on a personal audio or video device.
- Distance Measuring Devices are allowed.
  - As long as they do NOT measure wind, elevation, or temperature.
- Pace of Play
  - Play Ready golf
  - You have 50 seconds max to select a club and play your shot. It is expected that you will do this in 40 seconds or less most of the time.
- Double Par pick up during league play.
  - Maximum score of 10 during championship play

# Summary

- Play the ball as it lies.
- Play the course as you find it.
- **Respect the course**
  - Fix ball and spike 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
  - Be ready to play when it is your turn.
  - Move from green to next tee before recording scores.
- If you do these things, no one will care what your score was. But they will invite you to play again.

