

Golf Rules and Etiquette Overview



Amateur Golf
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LONG ISLAND, NY

The Fundamentals

- **Rule 1.1 - Play the course as you find it and play the ball as it lies.**
- Many of the other rules define when and how to proceed when Rule 1.1 cannot be followed. Several of these exceptions will be explained later.

The Fundamentals

- **Rule 1.2 Players are expected to play in the spirit of the game by:**
 - Acting with integrity, i.e. following the rules, applying all penalties and being honest in all aspects of play
 - Showing consideration by playing at a prompt pace, by looking out for the safety of others and by not distracting the play of another player
 - Taking good care of the course



Courtesy Counts

- **Set mobile phones to silent or vibrate**
- **Do not stand directly behind a player taking a shot, or anywhere within her line of sight**
- **Be quiet and still while others are hitting:**
 - ✓ Do not talk, walk, or move your cart
 - ✓ Do not rattle clubs, or open zippers, velcro, wrappers, cans, etc.
 - ✓ Do watch the balls in flight
- **Loudly yell “FORE” whenever a ball heads toward anyone**
- **Should your ball land on another group’s fairway, courtesy requires letting them play first**

On the Tee....



NO!

Stay out of sight on the Tee Box



NO!





NO!



YES

Pace of Play - "Ready Golf"

- **The Player who is ready first, hits first as long as it's safe to do so:**
 - ✓ Make sure no one is in the line of play
 - ✓ Or in range of possible errant shot
 - ✓ Advise other players you will be hitting
- **Be ready when it is your turn to play.** Use the down time while others are hitting to contemplate your next shot. Walk to your ball with a couple of clubs when its is safe and practical to do so.
- **Hit and Sit.** Return to the cart quickly after your shot and ride to the next ball. Clubs do not need to be cleaned, re-covered and put away while others are waiting to hit

Pace of Play

- **Keep up with the group in front of you at all times**
- **Know when to hit, i.e. the foursome ahead is unreachable**
- **No more than:**
 - ✓ **One or two practice swings (only if it will help)**
 - ✓ **40 seconds to hit (much less whenever possible)**
 - ✓ **Three minutes to look for your ball**
- **Track other players balls in flight**
- **Other players should hit first and then assist in search for ball**

Pace of Play

- **Practice continuous putting when practical**
- **Pick up at your maximum score on every hole**
- **Leave the green area promptly.**
- **Mark scores and put clubs away at next tee-box**

On the Putting Green



Avoid walking or
standing on the
lines of putts

Repair Ball marks

Marker is placed next
to the ball, not under it

Two balls on the same line



A high-angle photograph of a golf green. In the upper right corner, a golfer's foot wearing a black shoe and white sock is visible. A golf putter with a silver head and red face lies on the grass to the left of the center. A small blue and white striped ball is positioned near the putter's head. A small metal marker is visible further up the grass. The grass is green with some dry patches and shadows.

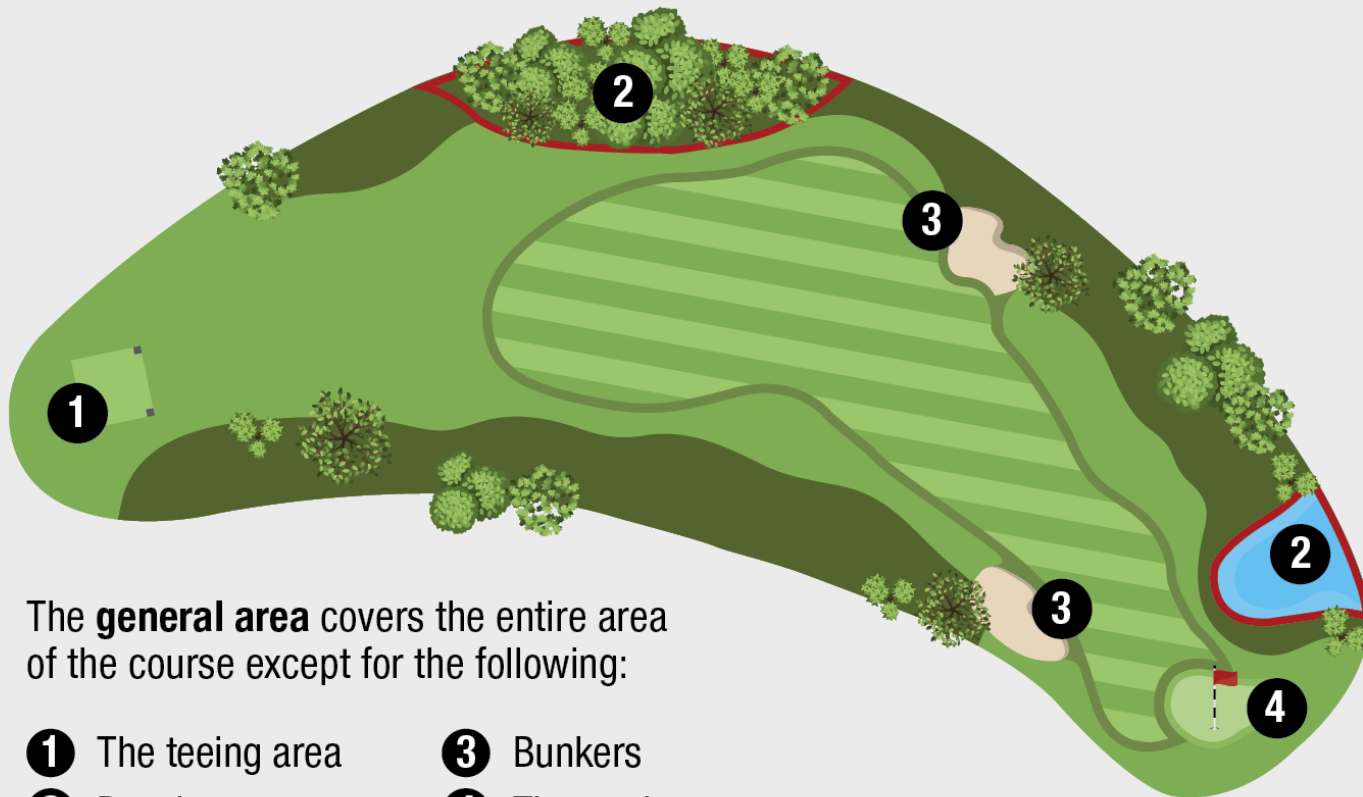
Mark the ball. Move the marker.

Care of the Course

- **Enter and Exit bunkers from the low side**
- **Rake the bunkers**
- **Fill or replace divots**
- **Repair ball marks on the green**

5 Areas of the Golf Course

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The **general area** covers the entire area of the course except for the following:

- | | |
|-------------------|---------------------|
| ① The teeing area | ③ Bunkers |
| ② Penalty areas | ④ The putting green |

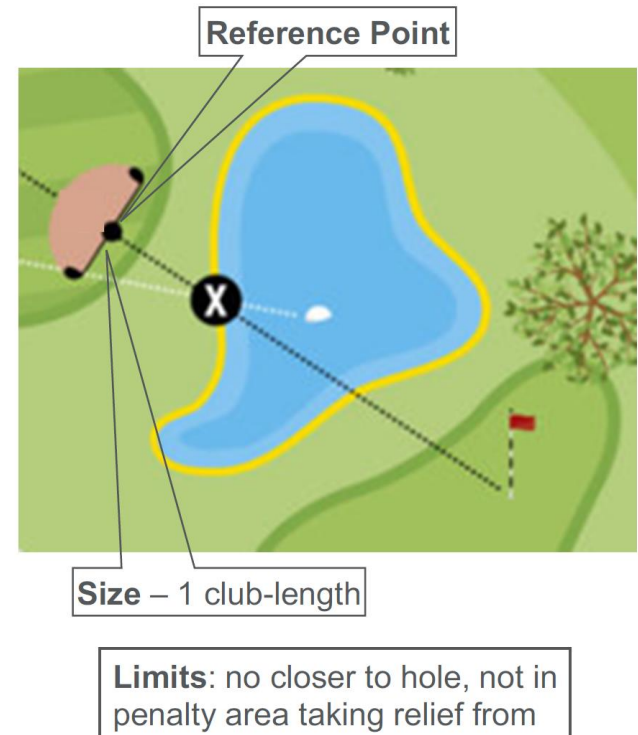
Taking Relief



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RELIEF AREA

- Area where player must drop a ball when taking relief under a Rule
- Each Rule specifies size and location based on three factors:
 - **Reference Point:** point where the size of the Relief Area is measured
 - **Size of Relief Area:** either one or two club-lengths from Reference Point with certain limits
 - **Limits on Relief Area**
 - Only in certain defined areas of the course
 - Not nearer the hole than Reference Point
 - No interference (as defined in particular Rule) from condition from which relief is being taken
- Club-Length: length of longest club, other than putter
- Applies to penalty relief or free relief



HOW TO DROP / RE-DROPPING A BALL – RULE 14.3

- Dropping in the “right way” includes 5 things:
 - Player must drop ball (partner may as well)
 - Ball must be dropped from knee height
 - Ball must be dropped straight down
 - Ball must not touch the player or player’s equipment before it hits ground
 - Ball must be dropped in the relief area
- All procedures that require dropping include: a reference point and a relief area measured by using that point
- Drop in and stay in Relief Area
- When taking free or penalty relief, a substituted ball or the original ball may be dropped in the relief area
- If dropped in the right way, but comes to rest outside the relief area, drop 2nd time; if comes to rest outside the relief area again, must place where 2nd drop first touched ground



If you incorrectly drop ball, you may re-drop the ball correctly as long as a stroke has not been made.

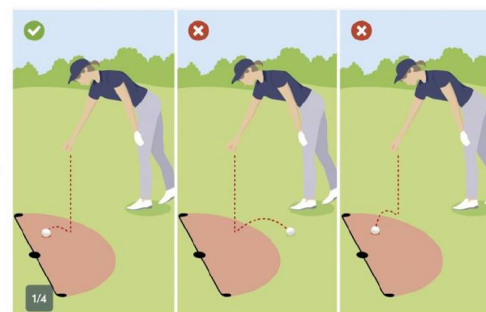
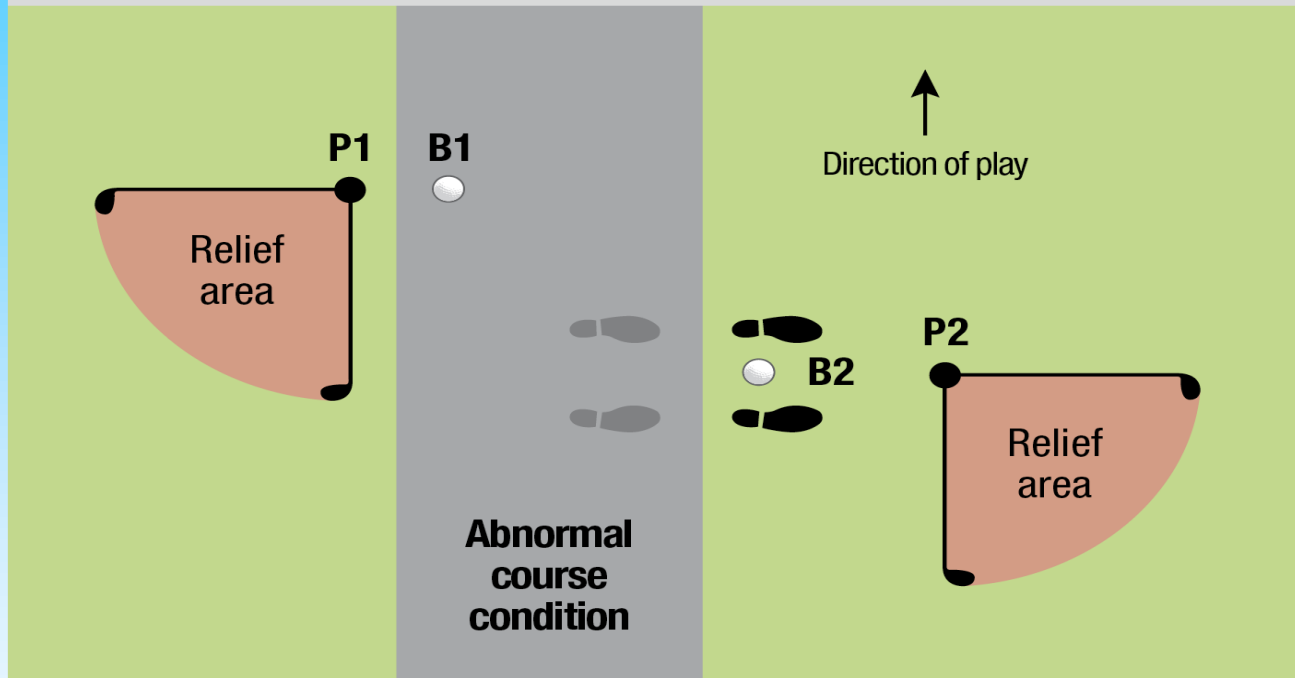


DIAGRAM 14.3c: BALL MUST BE DROPPED IN AND COME TO REST IN RELIEF AREA

Relief from Immovable Obstruction

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 Area Relief



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DROPPING OPTIONS FROM RED & YELLOW PENALTY AREAS – RULE 17

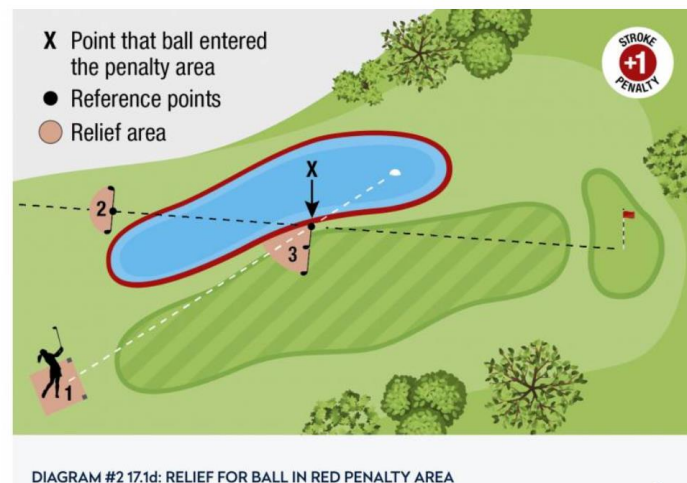
Yellow Penalty Areas - 2 drop options (1 penalty stroke) - Rule 17.1d

Remembering Options:

- All the way back
- Back on the Line
- Close lateral (red only)

Red Penalty Areas - 3 drop options (1 penalty stroke) - Rule 17.1d (3))

DIAGRAM #1 17.1d: RELIEF FOR BALL IN YELLOW PENALTY AREA



Unplayable Ball Relief



DROPPING OPTIONS FOR UNPLAYABLE BALL – RULE 19.2

- 3 Options: Drop a ball in Relief Area (no nearer the hole) with 1 stroke penalty
 1. “Stroke and Distance”: 1 club-length from last played; if from Teeing Area can re-tee anywhere within Teeing Area.
 2. “Back-on-the-Line Relief”: Draw line where ball lies and the hole and go back on the line as far as want, choose a reference point on the line and drop within a 1 club-length relief area no nearer the hole (recommend to mark reference point a small object).
 3. “Lateral Relief”: 2 club-lengths from where ball lies.
- If ball in Bunker then Options #2 and #3 must be in bunker or new additional option to drop outside of bunker on ‘back on the line’ but costs 2 penalty strokes (vs. 1 for other options)

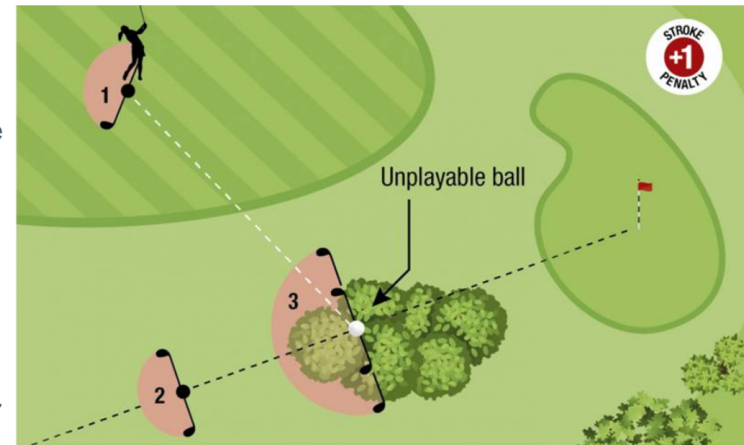
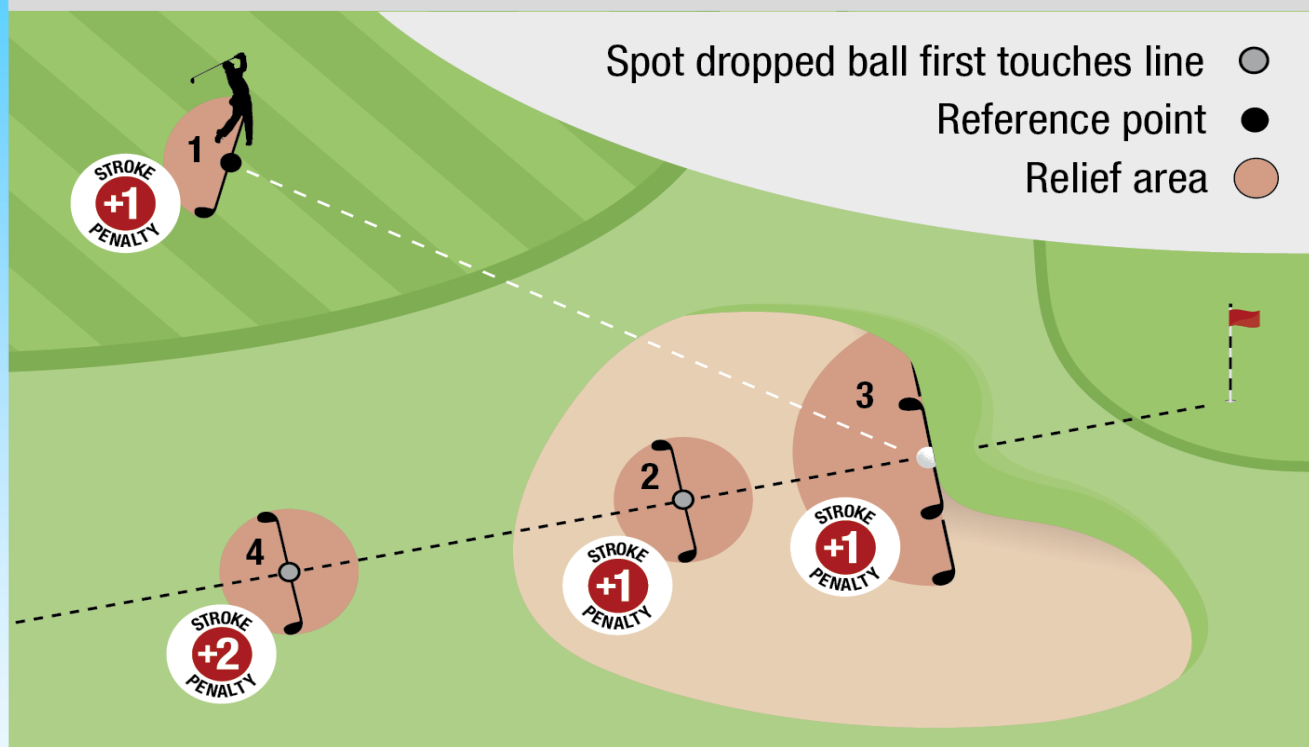


DIAGRAM 19.2: RELIEF OPTIONS FOR BALL UNPLAYABLE IN GENERAL AREA

Unplayable Ball Relief in Bunker

DIAGRAM 19.3: RELIEF OPTIONS FOR UNPLAYABLE BALL IN BUNKER



A player decides that their ball in a bunker is unplayable. The player has **four options**:

- (1) For one penalty stroke, the player may take stroke-and-distance relief.
- (2) For one penalty stroke, the player may take back-on-the-line relief in the bunker.
- (3) For one penalty stroke, the player may take lateral relief in the bunker.
- (4) For a total of two penalty strokes, the player may take back-on-the-line relief outside the bunker.

Ball Lost or Out of Bounds

Provisional Ball - If a ball might be lost outside a penalty area or be out of bounds, to save time a player may play another ball provisionally under penalty of stroke and distance

- **The player must announce to someone that they are going to play a provisional ball**
- **That ball becomes the ball in play if the original ball is lost outside a penalty area or is out of bounds**
- **If the original ball is found in bounds within the 3 minute search limit or is virtually certain to be in a penalty area, the provisional ball is abandoned.**

Ball Lost or Out of Bounds



ADDITIONAL RELIEF OPTION FOR LOST BALL OR BALL OUT OF BOUNDS

- When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may proceed as follows rather than proceeding under stroke and distance.
- For two penalty strokes the player may take relief by dropping the original ball or another ball in the relief area (see diagrams below).
- A player may also use this option to take relief for a provisional ball that has not been found or is known or virtually certain to be out of bounds.

