

SRPGA and The Rules

The SRP Golf Association encourages its members to have an enjoyable experience playing in our many golfing events. Although in “social” golf you may “bend the rules,” we remind you that we play tournament golf and we want everyone to follow the same rules—the Rules of

Golf—and compete with equal opportunity. It should be a point of honor and of common sense to observe the rules to the letter.

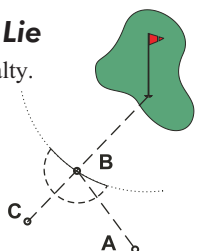
To assist you, we’ve published this mini-rule book with some of the most common rules that golfers have questions about or lack awareness of.

Unplayable Lie

One-stroke penalty.

You have 3 options.

(Breach of rule:
2 strokes)



- Play a ball from where you last played.
- Drop a ball within **2** club lengths no nearer the hole.*
- Drop a ball *anywhere* on the line that intersects the hole and where the unplayable ball is.*

* If the ball is in a bunker, it must be dropped in the bunker.

Water Hazard

All water, stakes, lines, and ground within the defined area are part of the hazard (stakes are obstructions). The hazard’s margins extend vertically upward and downward.

Yellow stakes: Water hazard

Red stakes: Lateral water hazard

If a ball is lost after hitting it toward the water hazard, there must be reasonable evidence that the ball is lost in the hazard, otherwise it must be treated as a lost ball.

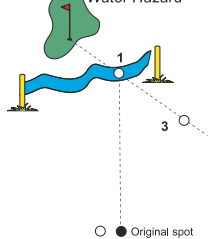
Water Hazard – Three options

- Play it where it lies—no penalty (**one-stroke** penalty if you ground your club).
- Play a ball from where you last played—**one-stroke** penalty (you lose the distance also).
- Drop a ball behind the hazard—**one-stroke** penalty. Drop the ball on the line that intersects the hole and the point where the original ball entered the hazard.

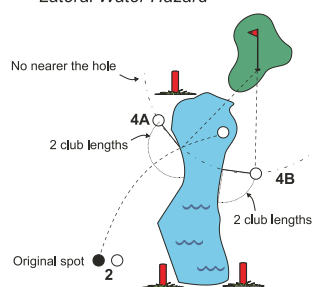
Lateral Hazard – Fourth Option

- Drop a ball within **2** club lengths no nearer the hole of (4A) the point where the original ball entered the hazard or (4B) a point on the opposite side of the hazard equidistant from the hole.

Yellow Stakes Water Hazard



Red Stakes Lateral Water Hazard



Lost Ball

You have five minutes to look for your ball, which starts when you, your caddie, or your side begins to look for the ball.

If you give up, hit another ball, and then your ball is found, you must play the original ball that was found *if* the five minutes haven’t expired (you can’t declare a ball lost). If it has been longer than five minutes, the second ball is now the ball in play and you cannot play the found ball.

Penalty: **One stroke and loss of distance.**

Provisional Ball

When you hit a ball and you think it may be lost, to save time you may hit a *provisional* ball as near as possible to the spot where you hit the original ball.

Tell your opponent or a fellow competitor before you hit the provisional ball.

You must hit the provisional ball before you or your partner go to look for the original ball.

You can play the provisional up to the place where the original ball is likely to be. If you play it beyond that point, it becomes the ball in play.

Obstructions – *Anything artificial* including the artificial surface and sides of roads and paths; exceptions: objects defining out of bounds, any part of an immovable object which is out of bounds, and construction that has been deemed by the Committee to be an integral part of the course.

Movable Obstructions can be moved ☺; if the ball moves, replace it. If the ball lies in or on the obstruction, lift it, move the obstruction, and drop the ball as near to the spot directly under where it lay on or in the obstruction. If the *ball is in motion*, the object must not be removed. (Exceptions: flagstick by an authorized attendant and the player's equipment; rule 17).

Immovable Obstruction that interferes with your swing or stance. Drop the ball **one** club length at the nearest relief (on the course), no nearer the hole, which is not in a hazard or on a green (unless that's where the obstruction is). If the immovable object is in your line of putting, you may also obtain relief.

Roads and paths. An artificially surfaced road or path is an obstruction. A road or path to which any foreign material, e.g., concrete, tar, gravel, wood chips, etc., has been applied is artificially surfaced.

In a bunker. You must drop in the bunker.

On the green. You can place your ball.

In a water hazard. No relief.

Lost in the obstruction. If reasonable evidence exists that the ball is lost in the obstruction, a substitute ball can be played as described in this paragraph. The point where the ball entered the obstruction is considered where the ball lies.

Penalty for breach of rule: **two strokes**.

Loose Impediments

Loose impediments are natural objects not fixed, growing (plants), or solidly embedded, and they do not adhere to the ball.

Examples: stones, leaves, twigs, branches, dung, *live* worms and insects, casts or heaps made by them, **sand** and **loose soil** *on the putting green* but not elsewhere, etc.

Snow and *natural ice* (not frost), are either *casual water* or *loose impediments*, at the option of the player. Manufactured ice is an *obstruction*.

Dew and *frost* are *not* loose impediments.

Relief: A loose impediment may be removed without penalty, *except* when it and your ball lie in or touch the same *hazard*. If the ball *moves*, you incur a **one-stroke penalty** and you must replace your ball.

Playing the Wrong Ball

Penalty: **two strokes** (see notes).

Notes: If the player fails to correct the mistake before playing a stroke from the next tee (or on the 18th hole before leaving the green he declares his intention to correct the rules violation), he will be **disqualified**.

None of the strokes played with the wrong ball count. If the only stroke or strokes played were when it was in a hazard, there is *no* penalty.

Declare what ball you are playing (first tee).

Tip: Put identifying markings on balls.

Dropping Your Ball

Stand erect facing any direction, hold the ball at arm's length, and release.

When to Re-drop W/O Penalty: If the ball

1. rolls into a hazard
2. rolls out of a hazard
3. rolls onto a putting green
4. rolls out of bounds
5. rolls to a position where there is interference by the condition from which relief was taken from an immovable obstruction or ground under repair
6. rolls and comes to rest more than two club lengths from where it first struck the course
7. rolls and comes to rest nearer the hole
8. touches the player, his *partner*, either of their *caddies*, or their *equipment* before or after it strikes a part of the *course* (no penalty). There is no limit to the number of times a ball must be re-dropped in such circumstances.

Note: If a re-dropped ball rolls into one of these positions, place the ball at the spot where it last struck the course when dropped. If it is not immediately recoverable, another ball may be used.

Which Club to Use?

When dropping one or two club lengths, use the club with which you expect to play your next stroke. If the subsequent lie of the ball makes it expedient for you to play your next stroke with some other club, you may use it.

Penalty for breach of rule: **two strokes**

Cleaning Your Ball

Allowed: On the green (mark its spot first) and when you are permitted to lift your ball to obtain relief; *NOT* when lifted to determine if it is fit for play, to identify it (although it may be cleaned only to the extent necessary to identify it), or because it is interfering with or assisting another ball.

Mud and loose grass cannot be removed from your ball except as stated above. Loose impediments may be removed from your ball (without lifting—if your ball moves you incur a **one-stroke** penalty).

Penalty for breach of rule: **one stroke**.

Agreement to Waive the Rules

If players are aware that a penalty should be assessed, but they agree not to apply the penalty, they are **disqualified**.