

COMMON GOLF RULES

- Have an identifying mark on your ball. If you cannot identify a ball as yours it is lost
- The proper teeing ground for your ball is within the front of the markers to within 2 club lengths back (WITHIN 2 CLUB LENGTHS, NOT BEYOND), a player may stand outside the teeing ground.
- Play the ball as it lies. Do not touch it unless a Rule permits (ex: to identify the ball)
- If your ball lies in a bunker or a water hazard, do not touch the ground in the bunker or hazard
- In stroke play, if you play a wrong ball (exception from a hazard) you incur a 2 stroke penalty and must then play the correct ball.
- Water Hazard (YELLOW STAKES) Options
 - Play the ball where it lies without penalty.
 - Drop a ball behind the hazard along a line formed by the hole and the point of entry in the hazard, one stroke penalty.
 - Use the stroke and distance option by playing your next stroke from the spot where the original ball was struck, one stroke penalty.
- Lateral water Hazards (RED STAKES)
 - Play the ball where it lies without penalty
 - Drop a ball behind the hazard along a line formed by the hole and the point of entry in the hazard, one stroke penalty
 - Invoke the stroke and distance rule and take the next stroke from the original lie, one stroke penalty.
 - Drop within 2 club lengths of the point of entry, no nearer the hole, one stroke penalty.
 - Drop within 2 club lengths of a point no nearer the hole on the other side of lateral hazard, one stroke penalty.
- You must hole out (COMPLETE THE PUTT). Penalty is disqualification. If mistake is not corrected before playing a stroke from the next teeing ground or leaving the putting green of the last hole of the round.
- “Out of bounds” All areas outside the boundary edge of the course as defined by the Committee. All areas inside that edge are in bounds. A ball is out of bounds when the entire ball is out of bounds. You may stand out of bounds to play a ball that is in bounds.
- If your ball is out of bounds, you must play another ball at the spot from which the original was played, penalty of one stroke.
- “Lost Ball”
 - If your ball may be lost outside a water hazard or out of bounds, you may play a PROVISIONAL ball before you go forward to look for the original, provided you

announce your intention to do so. If your original ball turns out to be in a water hazard or is found outside a water hazard you must abandon the provisional ball.

- o If your ball is lost outside a water hazard or is out of bounds, add a penalty stroke and play the provisional ball.
- “Unplayable Lies”
 - o You may declare your ball unplayable at any place on the course Except when a ball is in a water hazard. You are the sole judge as to whether your ball is unplayable.
 - You have 3 options each does carry a one stroke penalty:
 - Play a ball at the spot from which the original was last played (stroke and distance).
 - Drop a ball within 2 club lengths of the spot where the ball lay, but not nearer the hole.
 - Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped.
- “Dropping” the ball must be at knee height when dropping and must not touch any part of a player’s body or equipment before hitting the ground.
- Before you tee off, make sure you exchange your scorecard amongst yourselves, making sure you do not keep your own score.
- At the conclusion of each hole, report your score to the individual keeping score. Remember at the end of your round to make sure hole by hole scores are correct. You are only responsible for your hole by hole scores, not your addition. You and your scorekeeper must sign the score card.
- Remember to Have Fun, this is a game.