



# Pioneer Creek Wednesday Men's League Rules of Golf

---

## **BASIC RULES OF GOLF**

### Tee Shot Rule

- Play your tee shot from between, and not in front of, the tee markers.
- You may play your tee shot from up to two club-lengths behind the front line of the tee markers.
- If you play your tee shot from outside this area:
  - In match play there is no penalty, but your opponent may require you to replay your stroke provided he does so immediately.
  - In stroke play you incur a two-stroke penalty and must play a ball from within the correct area.

### Ball Lost or Out of Bounds; Provisional Ball

- If, after play a shot, you think your ball may be lost outside a water hazard or out of bounds, you should play a provisional ball. You must state that is is a provisional ball and play it before you go forward to search for the original ball.
- You are allowed 5 minutes to search for a ball, if it is not found within 5 minutes, it is lost.
- Penalty for a lost ball or a ball out of bounds is one stroke.

### Playing the Ball

- 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 or making your swing.
  - Don't press anything down.
- If your ball is in a bunker or a water hazard, don't:
  - Touch the ground (or the water in a water hazard) with your hand or club before downswing.
  - Don't move loose impediments.

## Water Hazards

- If your ball is in a water hazard (yellow stakes and/or lines) you may play it as it lies without grounding your club or, under penalty of one stroke:
  - Play a ball from where your last shot was played or
  - 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 water hazard and the spot on which the ball is dropped.
- If your ball is in a lateral hazard (red stakes and/or lines), in addition to the options above, under penalty of one stroke you may drop a ball within two club-lengths of, and not nearer the hole than:
  - The point where the ball last crossed the margin of the hazard, or
  - A point on the opposite side of the hazard equidistant to the hole from the point where the ball last crossed the margin.

## On the Putting Green

- On the putting green, you may;
  - Mark, lift and clean your ball (always replace it on the exact spot), and
  - Repair ball marks and old hole plugs, but not any other damage, such as spike marks.
- When making a stroke on the putting green, you should ensure that the flagstick is removed or attended. The flagstick may also be removed or attended when the ball lies off the putting green.

## **BASIC RULES OF MATCH PLAY**

- Challenge to a rule violation can only be made by your direct opponent and must be done before you make another shot.
- Playing a tee shot outside the markers:
  - In match play there is no penalty, but your opponent may require you to replay your stroke provided he does so immediately.
- If you play a wrong ball in match play you lose the hole.
- If you are late for your tee time and the group has already played their tee shots and is moving down the fairway, you lose each hole that you do not tee off with the group.

**Note:** *This document is based on the USGA's Rules of Golf and the USGA's 'A Quick Guide to the Rules of Golf'.*