

DIAA

Rules of Golf Refresher

Delaware State Golf Association

in association with

USGA[®]



Overview

- Rules Overview
 - Learning the Rules
 - Where to start? The Definitions
 - How to find the information you need
 - Resources available

- DSGA 2021 Info/Reminders

Structure – Nine Sections

1. **Fundamentals of the Game (1-4)**
2. **Playing the Round and a Hole (5-6)**
3. **Playing the Ball (7-11)**
4. **Special Rules for Bunkers and Putting Greens (12-13)**
5. **Lifting and Returning a Ball to Play (14)**
6. **Free Relief (15-16)**
7. **Penalty Relief (17-19)**
8. **Procedures for Players and Committee When Issues Arise in Applying the Rules (20)**
9. **Other Forms of Play (21-24)**

Structure

3. Playing the Ball

- Ball Search: Finding and Identifying Ball (Rule 7)
- Course Played as It Is Found (Rule 8)
- Ball Played as It Lies
Ball at Rest Lifted or Moved (Rule 9)
- Preparing for and Making a Stroke, Advice and Caddies (Rule 10)
- Ball in Motion Hits Person, Animal or Object (Rule 11)

Structure

5. Lifting and Returning a Ball to Play

- Procedures for Ball (Rule 14)
 - Marking
 - Lifting
 - Cleaning
 - Replacing on Spot
 - Dropping in Relief Area
 - Playing from Wrong Place

Structure

6. Free Relief

- Relief from **(things you can move)** (Rule 15)
 - Loose Impediments
 - Movable Obstructions
(including Ball or Ball-Marker Helping or Interfering with Play)
- Relief from **(things that cannot be moved)** (Rule 16)
 - Abnormal Course Conditions
(including Immovable Obstructions)
 - Dangerous Animal Condition
 - Embedded Ball

Structure

7. Penalty Relief

- Penalty Areas (Rule 17)
- Stroke and Distance Relief
Ball Lost or Out of Bounds
Provisional Ball (Rule 18)
- Unplayable Ball (Rule 19)

Purpose Statements

2 The Course

Rule 2 introduces the basic things every player should know about the course:

- There are five defined areas of the course...

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Rule 2 introduces the basic things every player should know about the course:

- There are five defined areas of the course
 - 1) *The Teeing Area*
 - 2) *General Area*
 - 3) *Bunkers*
 - 4) *Penalty Areas*
 - 5) *The Putting Green*

Purpose Statements

5 Playing the Round

Rule 5 covers how to play a round – such as [1] where and when a player may practise on the course before or during a round, [2] when a round starts and ends and [3] what happens when play has to stop or resume....

Purpose Statements

5 Playing the Round

Rule 5 covers how to play a round – such as [1] where and when a player may practise on the course before or during a round, [2] when a round starts and ends and [3] what happens when play has to stop or resume. Players are expected to:

- Start each round on time, and
- Play continuously and at a prompt pace during each hole until the round is completed.

When it is a player's turn to play, it is recommended that he or she make the stroke in no more than 40 seconds, and usually more quickly than that.

Purpose Statements

6 Playing a Hole

Rule 6 covers how to play a hole – such as the specific Rules for

- teeing off to start a hole,
- the requirement to use the same ball for an entire hole except when substitution is allowed,
- the order of play (which matters more in match play than stroke play) and
- completing a hole.

Purpose Statements

6.3 Ball Used in Play of Hole

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6.3 Ball Used in Play of Hole

A hole is played as a progression of strokes made from the teeing area to the putting green and into the hole. After teeing off, the player is normally required to play the same ball until the hole is completed. The player gets a penalty for making a stroke at

- a wrong ball or
- a substituted ball when substitution is not allowed by the Rules.

Purpose Statements

6.4 Order of Play When Playing Hole

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Rule 6.4 covers the order of play throughout a hole. The order of play from the teeing area depends on who has the honor, and after that is based on which ball is farthest from the hole.

- In match play, the order of play is fundamental; if a player plays out of turn, the opponent may cancel that stroke and make the player play again.
- In stroke play, there is no penalty for playing out of turn, and players are both allowed and encouraged to play “ready golf” – that is, to play out of turn in a safe and responsible way.

Questions

II. Playing the Round and a Hole

5 Playing the Round

6 Playing a Hole



Purpose Statements

7 Ball Search: Finding and Identifying Ball

Rule 7 allows the player to take reasonable actions to fairly search for his or her ball in play after each stroke.

- But the player still must be careful, as a penalty will apply if the player acts excessively and causes improvement to the conditions affecting his or her next stroke.
- The player gets no penalty if the ball is accidentally moved in trying to find or identify it, but must then replace the ball on its original spot.

Purpose Statements

8 Course Played as It Is Found

Rule 8 covers a central principle of the game: “play the course as you find it.”

- When the player’s ball comes to rest, he or she normally has to accept the conditions affecting the stroke and not improve them before playing the ball.
- However, a player may take certain reasonable actions even if they improve those conditions, and
- there are limited circumstances where conditions may be restored without penalty after they have been improved or worsened.

Purpose Statements

9 Ball Played as It Lies; Ball at Rest Lifted or Moved

Rule 9 covers a central principle of the game: “play the ball as it lies.”

- If the player’s ball comes to rest and is then moved by natural forces such as wind or water, the player normally must play it from its new spot.
- If a ball at rest is lifted or moved by anyone or any outside influence before the stroke is made, the ball must be replaced on its original spot.
- Players should take care when near any ball at rest, and a player who causes his or her own ball or an opponent’s ball to move will normally get a penalty (except on the putting green).

Purpose Statements

11 Ball in Motion Hits Person, Animal or Object

Rule 11 covers what to do if the player's ball in motion hits a person, animal, equipment or anything else on the course.

Key Definitions:

Known or Virtually Certain

....means more than just possible or probable. It means that either:

- There is conclusive evidence that the event in question happened to the player's ball, such as when the player or other witnesses saw it happen, or
- Although there is a very small degree of doubt, all reasonably available information shows that it is at least 95% likely that the event in question happened.

Moved

When a ball at rest has left its original spot and come to rest on any other spot, and this can be seen by the naked eye.

This applies whether the ball has gone up, down or horizontally in any direction away from the original spot.

Purpose Statements

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11 Ball in Motion Hits Person, Animal or Object

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Purpose Statements

11 Ball in Motion Hits Person, Animal or Object

Rule 11 covers what to do if the player's ball in motion hits a person, animal, equipment or anything else on the course. When this happens accidentally, there is no penalty and the player normally must accept the result, whether favourable or not, and play the ball from where it comes to rest. Rule 11 also restricts a player from deliberately taking actions to affect where any ball in motion might come to rest.

Summary

III. Playing the Ball

- 7 Ball Search: Finding and Identifying Ball
- 8 Course Played as It Is Found
- 9 Ball Played as It Lies
 - Ball at Rest Lifted or Moved
- 10 Preparing for and Making a Stroke
 - Advice and Help
 - Caddies
- 11 Ball in Motion Hits Person, Animal or Object

Purpose Statements

14 Procedures for Ball: Marking, Lifting and Cleaning; Replacing on Spot; Dropping in Relief Area; Playing from Wrong Place

Rule 14 covers when and how the player may mark the spot of a ball at rest and lift and clean the ball and how to put a ball back into play so that the ball is played from the right place....

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Rule 14 covers when and how the player may mark the spot of a ball at rest and lift and clean the ball and how to put a ball back into play so that the ball is played from the right place.

- When a lifted or moved ball is to be replaced, the same ball must be set down on its original spot.
- When taking free relief or penalty relief, a substituted ball or the original ball must be dropped in a particular relief area....

Purpose Statements

14 Procedures for Ball: Marking, Lifting and Cleaning; Replacing on Spot; Dropping in Relief Area; Playing from Wrong Place

... A mistake in using these procedures may be corrected without penalty before the ball is played, but the player gets a penalty if he or she plays the ball from the wrong place.

Questions

V. Lifting and Returning a Ball to Play

14 Procedures for Ball:

- Marking
- Lifting
- Cleaning
- Replacing on Spot
- Dropping in Relief Area
- Playing from Wrong Place

Purpose Statements

15 Relief from Loose Impediments and Movable Obstructions (including Ball or Ball-Marker Helping or Interfering with Play)

Rule 15 covers when and how the player may take free relief from loose impediments and movable obstructions.

- These **movable** natural and artificial objects are not treated as part of the challenge of playing the course, and a player is normally allowed to remove them when they interfere with play....

Purpose Statements

15 Relief from Loose Impediments and Movable Obstructions (including Ball or Ball-Marker Helping or Interfering with Play)

Rule 15 covers when and how the player may take free relief from loose impediments and movable obstructions.

- These movable natural and artificial objects are not treated as part of the challenge of playing the course, and a player is normally allowed to remove them when they interfere with play.
- But the player needs to be careful in moving loose impediments near his or her ball off the putting green, because there will be a penalty if moving them causes the ball to move.

Purpose Statements

16 Relief from Abnormal Course Conditions (Including Immovable Obstructions), Dangerous Animal Condition, Embedded Ball

Rule 16 covers when and how the player may take free relief by playing a ball from a different place, such as when there is interference by an abnormal course condition or a dangerous animal condition.

- These conditions are not treated as part of the challenge of playing the course, and free relief is generally allowed except in a penalty area....

Purpose Statements

16 Relief from Abnormal Course Conditions (Including Immovable Obstructions), Dangerous Animal Condition, Embedded Ball

Rule 16 covers when and how the player may take free relief by playing a ball from a different place, such as when there is interference by an abnormal course condition or a dangerous animal condition.

- These conditions are not treated as part of the challenge of playing the course, and free relief is generally allowed except in a penalty area.
- The player normally takes relief by dropping a ball in a relief area based on the nearest point of complete relief....

Purpose Statements

16 Relief from Abnormal Course Conditions (Including Immovable Obstructions), Dangerous Animal Condition, Embedded Ball

... This Rule also covers free relief when a player's ball is embedded in its own pitch mark in the general area.

Questions

VI. Free Relief

15 Relief from (things you can move)

- Loose Impediments
- Movable Obstructions
(including Ball or Ball-Marker Helping or Interfering with Play)

16 Relief from (things you cannot move)

- Abnormal Course Conditions
(Including Immovable Obstructions)
- Dangerous Animal Condition
- Embedded Ball

Purpose Statements

17 Penalty Areas

Rule 17 is a specific Rule for penalty areas, which are

- bodies of water or
- other areas defined by the Committee where a ball is often lost or unable to be played....

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Rule 17 is a specific Rule for penalty areas, which are

- bodies of water or
- other areas defined by the Committee where a ball is often lost or unable to be played.

For one penalty stroke, players may use specific relief options to play a ball from outside the penalty area.

Purpose Statements

18 Stroke and Distance Relief, Ball Lost or Out of Bounds, Provisional Ball

Rule 18 covers taking relief under penalty of stroke and distance....

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18 Stroke and Distance Relief, Ball Lost or Out of Bounds, Provisional Ball

Rule 18 covers taking relief under penalty of stroke and distance. When a ball

- is lost outside a penalty area or
- comes to rest out of bounds,

the required progression of playing from the teeing area to the hole is broken....

Purpose Statements

18 Stroke and Distance Relief, Ball Lost or Out of Bounds, Provisional Ball

Rule 18 covers taking relief under penalty of stroke and distance. When a ball

- is lost outside a penalty area or
- comes to rest out of bounds,

the required progression of playing from the teeing area to the hole is broken; the player must resume that progression by playing again from where the previous stroke was made....

Purpose Statements

18 Stroke and Distance Relief, Ball Lost or Out of Bounds, Provisional Ball

... This Rule also covers how and when a provisional ball may be played to save time when the ball in play might have gone out of bounds or be lost outside a penalty area.

Purpose Statements

19 Unplayable Ball

Rule 19 covers the player's several relief options for an unplayable ball. This allows the player to choose which option to use – normally with one penalty stroke – to get out of a difficult situation anywhere on the course (except in a penalty area).

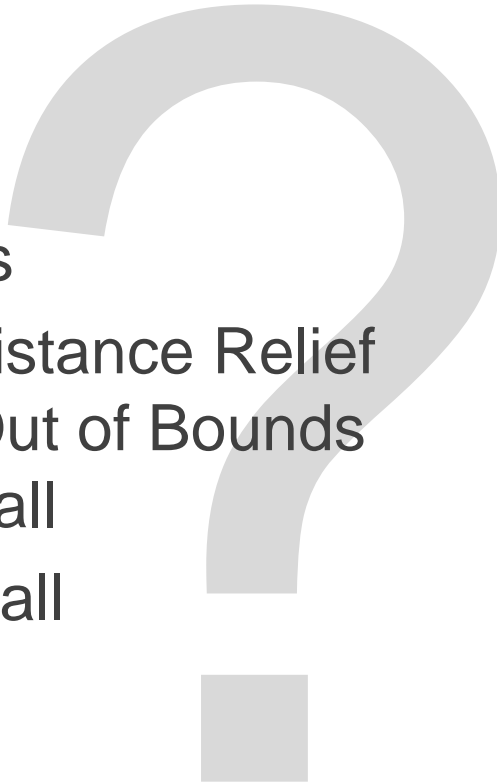
Questions

VII. Penalty Relief

17 Penalty Areas

18 Stroke and Distance Relief
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Provisional Ball

19 Unplayable Ball



Rule 20.1c(3)

Playing Two Balls When Uncertain What to Do

A player who is uncertain about the right procedure while playing a hole may complete the hole with two balls without penalty...

- The player *must* decide to play two balls after the uncertain situation arises and before making a stroke.
- The player *should* choose which ball will count if the Rules allow the procedure used for that ball, by announcing that choice to another player before making a stroke.
 - *If the player does not choose in time, the ball played first is treated as the ball chosen by default.*
- The player must report the facts of the situation to the Committee before returning the scorecard, even if the player scores the same with both balls.

DSGA Upcoming Events & Programs



Youth on Course

Join for \$18

- Get a USGA/GHIN Handicap
- Play the courses below for \$5 (time/day restrictions posted online):

Newark CC, Rock Manor GC,
Delcastle GC, Mulligan's Pointe,
Jonathan's Landing GC & Garrisons Lake GC

YouthonCourse.org

DSGA Scholarship Fund

2021 Applications Due by May 1!

Delaware Junior Championships

(Boys & Girls Divisions)

July 8-9, 2021
Mulligan's Pointe

Contact Information & Learn More

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USGA Website

- Videos
- Rules Quizzes
- Short Course Series

GeneralArea.org

- Quizzes (with answer guides)
- Study Aids & Theories on Learning

Score Tracking – 2021 DIAA Season

All competition scores that are submitted will be converted to a 9 hole index using the USGA Course Rating System & The Rules of Handicapping (Rule 5).

March 29

9 holes @ Newark CC

Front Nine

Boys – White Tees (34.6/118) / Girls – Red Tees (34.5/116)

Player 1 (boy) – 33	-1.5
Player 2 (boy) – 40	5.2
Player 3 (boy) – 42	7.1
Player 4 (girl) – 45	10.2
Player 5 (boy) – 54	18.6
Player 6 (boy) – 60	24.3