

# Rules You Need To Know!



# Rule 8 – Advice, Indicating Line of Play

## **THE RULES OF GOLF**

as approved by

**THE UNITED STATES GOLF ASSOCIATION®**

and

**R&A Rules Limited**

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# 8-1. Advice

During a *stipulated round*, a player must not:

- (a) give *advice* to anyone in the competition playing on the *course* other than his *partner*, or
- (b) ask for *advice* from anyone other than his *partner* or either of their *caddies*.



*Partners and their caddies may ask and give advice to each other*

# Rule 8. Advice, Indicating Line of Play

**Note:** The *Committee* may, in the conditions of a team competition (Rule 33-1), permit each team to appoint one person who may give *advice* (including pointing out a line for putting) to members of that team.



2009 Walker Cup US Team Captain, Buddy Marucci

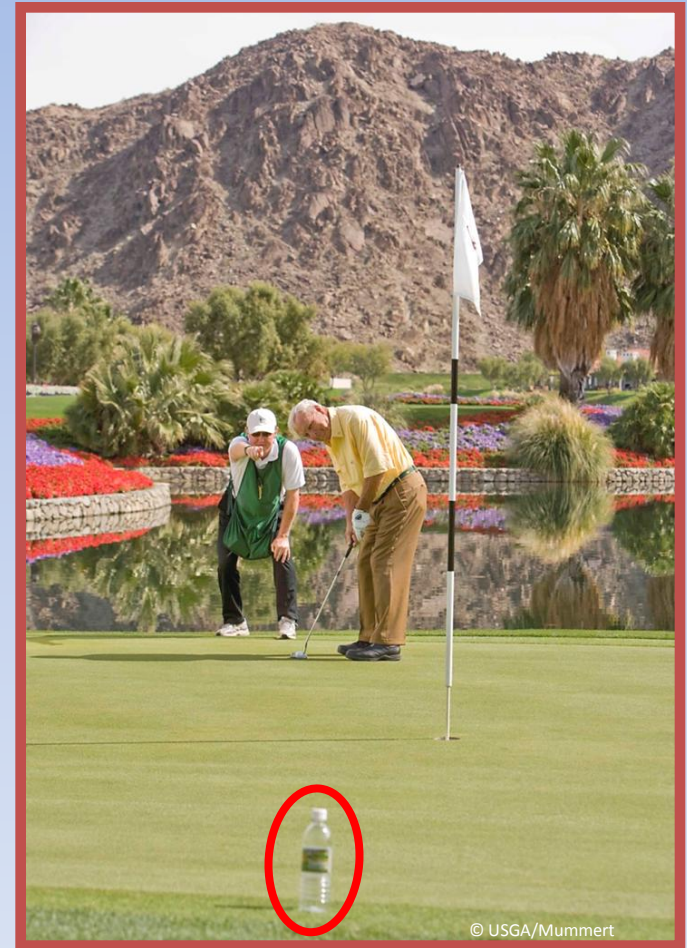
The *Committee* may establish conditions relating to the appointment and permitted conduct of that person, who must be identified to the *Committee* before giving *advice*.

# Rule 8. Advice, Indicating Line of Play

## PENALTY FOR BREACH OF RULE:

Match play – Loss of hole;

Stroke play – Two strokes.



# Rule 24 – Obstructions

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# Obstructions

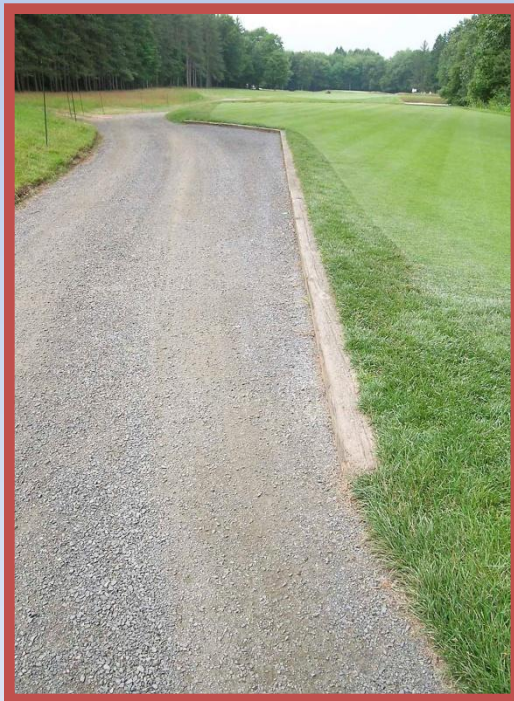
An “obstruction” is anything artificial...





# Obstructions

An “obstruction” is anything artificial, including the artificial surfaces and sides of roads and paths and manufactured ice...





# *Obstructions* (Exceptions)

except:

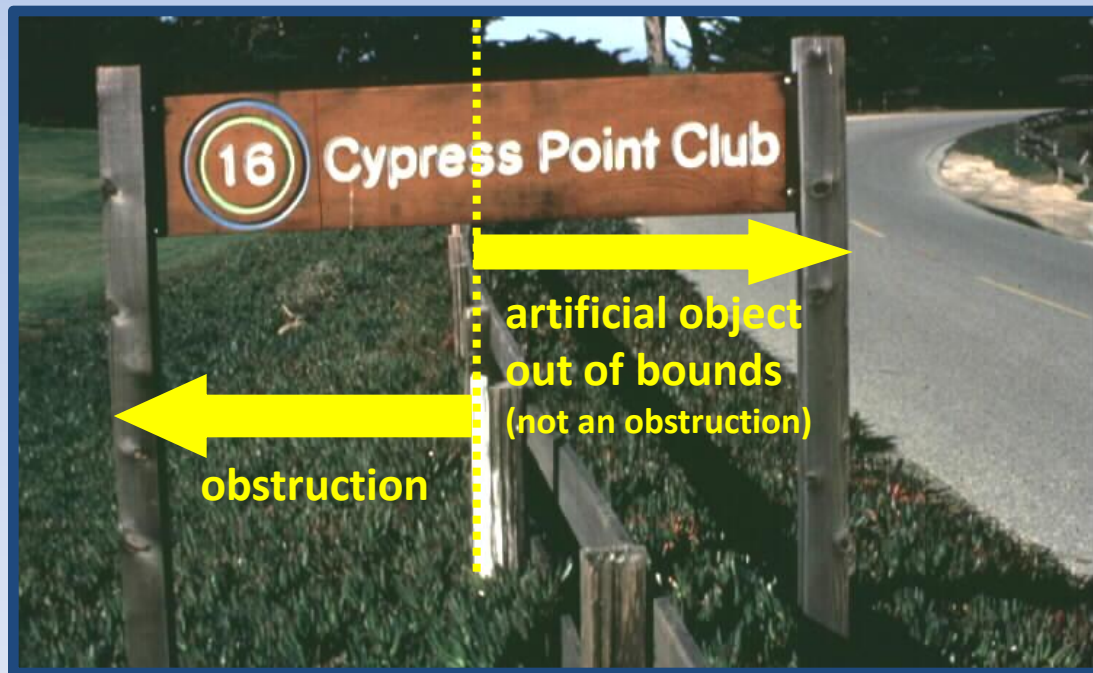
- a. Objects defining *out of bounds*, such as walls, fences, stakes and railings;



# *Obstructions* (Exceptions)

except:

- b. Any part of an immovable artificial object that is *out of bounds*; and

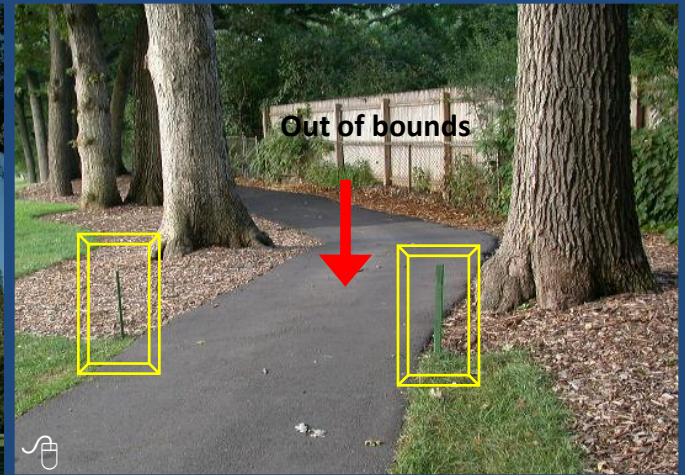




# *Obstructions* (Exceptions)

except:

- c. Any construction declared by the *Committee* to be an integral part of the course.





# Obstructions

An *obstruction* is a movable *obstruction* if it may be moved  
<sup>1</sup> without unreasonable effort,  
<sup>2</sup> without unduly delaying play and  
<sup>3</sup> without causing damage.

Otherwise, it is an immovable *obstruction*.

**Note:** The *Committee* may make a Local Rule declaring a movable *obstruction* to be an immovable *obstruction*.



# 24-1. Movable Obstruction

A player may take relief from a movable *obstruction* as follows:

- a. If the ball does not lie in or on the *obstruction*, the *obstruction* may be removed...





# 24-1. Movable Obstruction

A player may take relief from a movable *obstruction* as follows:

- a. If the ball does not lie in or on the *obstruction*, the *obstruction* may be removed. If the ball *moves*, it must be replaced, and there is no penalty provided that the movement of the ball is directly attributable to the removal of the obstruction.





# 24-1. Movable Obstruction

A player may take relief from a movable *obstruction* as follows:

- a. If the ball does not lie in or on the *obstruction*, the *obstruction* may be removed. If the ball *moves*, it must be replaced, and there is no penalty provided that the movement of the ball is directly attributable to the removal of the obstruction. Otherwise, Rule 18-2a applies.



# 24-2 Immovable Obstruction

(begin with definition of  
*“Nearest Point of Relief”*  
on next screen)



# Nearest Point of Relief

The “nearest point of relief” is the reference point for taking relief without penalty from interference by

- <sup>1</sup>an immovable *obstruction* (Rule 24-2),
- <sup>2</sup>an *abnormal ground condition* (Rule 25-1) or
- <sup>3</sup>a *wrong putting green* (Rule 25-3).





# Nearest Point of Relief

It is the point on the *course* nearest to where the ball lies:

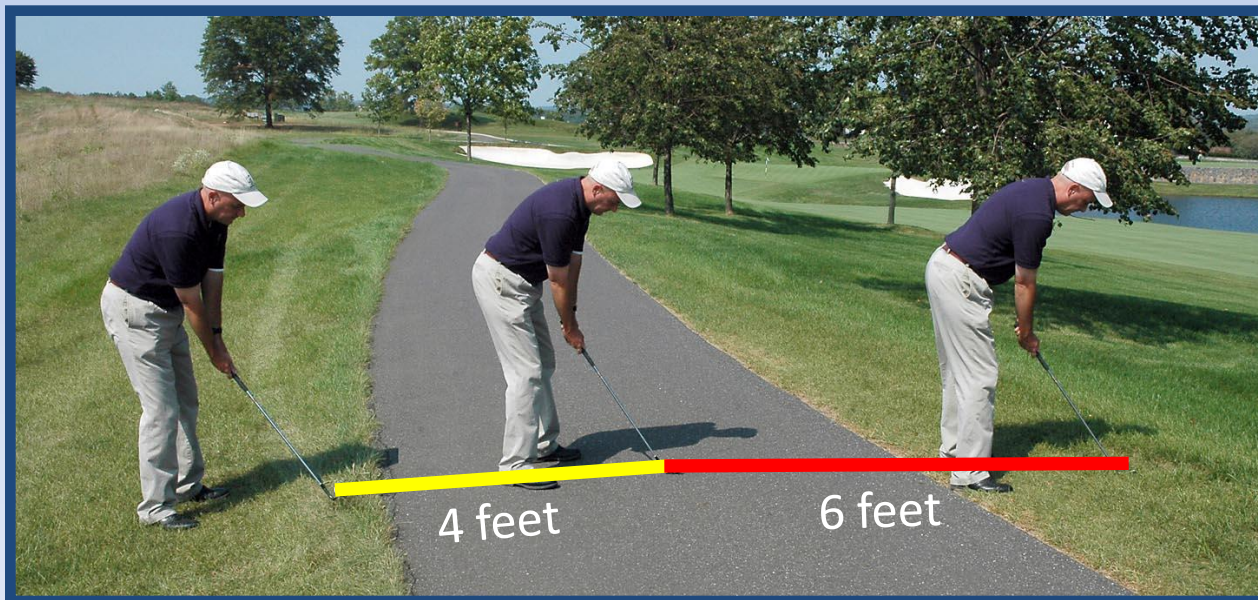
- (i) that is not nearer the *hole*, and
- (ii) where, if the ball were so positioned, no interference by the condition from which relief is sought would exist for the *stroke* the player would have made from the original position if the condition were not there.



# Nearest Point of Relief

It is the point on the *course* nearest to where the ball lies:

- (i) that is not nearer the *hole*, and
- (ii) where, if the ball were so positioned, no interference by the condition from which relief is sought would exist for the *stroke* the player would have made from the original position if the condition were not there.





# Nearest Point of Relief

It is the point on the *course* nearest to where the ball lies:

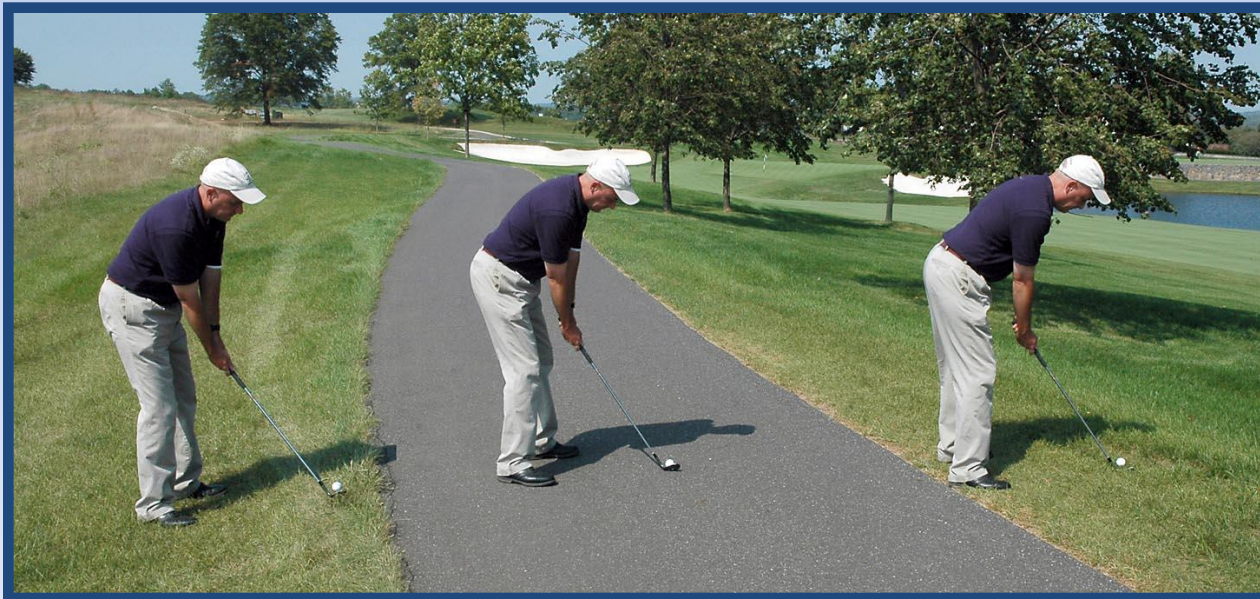
- (i) that is not nearer the *hole*, and
- (ii) where, if the ball were so positioned, no interference by the condition from which relief is sought would exist for the *stroke* the player would have made from the original position if the condition were not there.





# Nearest Point of Relief

**Note:** In order to determine the *nearest point of relief* accurately, the player should use<sup>1</sup> the club with which he would have made his next *stroke* if the condition were not there to<sup>2</sup> simulate the *address* position, direction of play and swing for such a *stroke*.



# Rule 24. Obstructions

PENALTY FOR BREACH  
OF RULE:

Match play – Loss of hole;

Stroke play – Two strokes.



*Nearest point of relief is at point "X"*

# Rule 26 – Water Hazards (Including Lateral Water Hazards)

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# 26-1. Relief for Ball in Water Hazard

It is a question of fact whether a ball that has not been found after having been struck toward a *water hazard* is in the *hazard*. In order to apply this Rule, it must be known or virtually certain that the ball is in the *hazard*....



Bethpage State Park Black Course – Hole #8

known or virtually certain:

see Decisions 25-1c/1, 26-1/1 and 27-1/2.5

# 26-1. Relief for Ball in Water Hazard

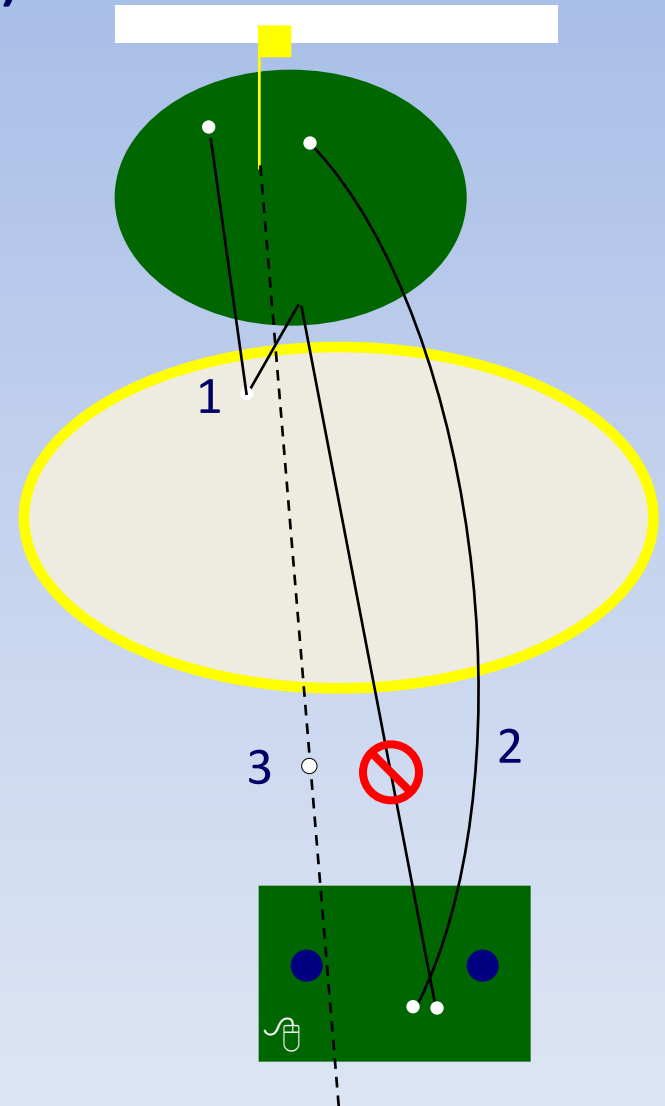
It is a question of fact whether a ball that has not been found after having been struck toward a *water hazard* is in the *hazard*. In order to apply this Rule, it must be known or virtually certain that the ball is in the *hazard*. In the absence of such knowledge or certainty, the player must proceed under Rule 27-1.



Bethpage State Park Black Course – Hole #8

# Water Hazard (All 3 Options)

1. Play the ball as it lies (if possible),  
or under penalty of one stroke:
2. Play a ball under the stroke  
and distance procedure.
3. Drop a ball behind the hazard  
keeping the point at which the  
original last crossed the margin of  
the hazard between the hole and  
the spot on which the ball is  
dropped.

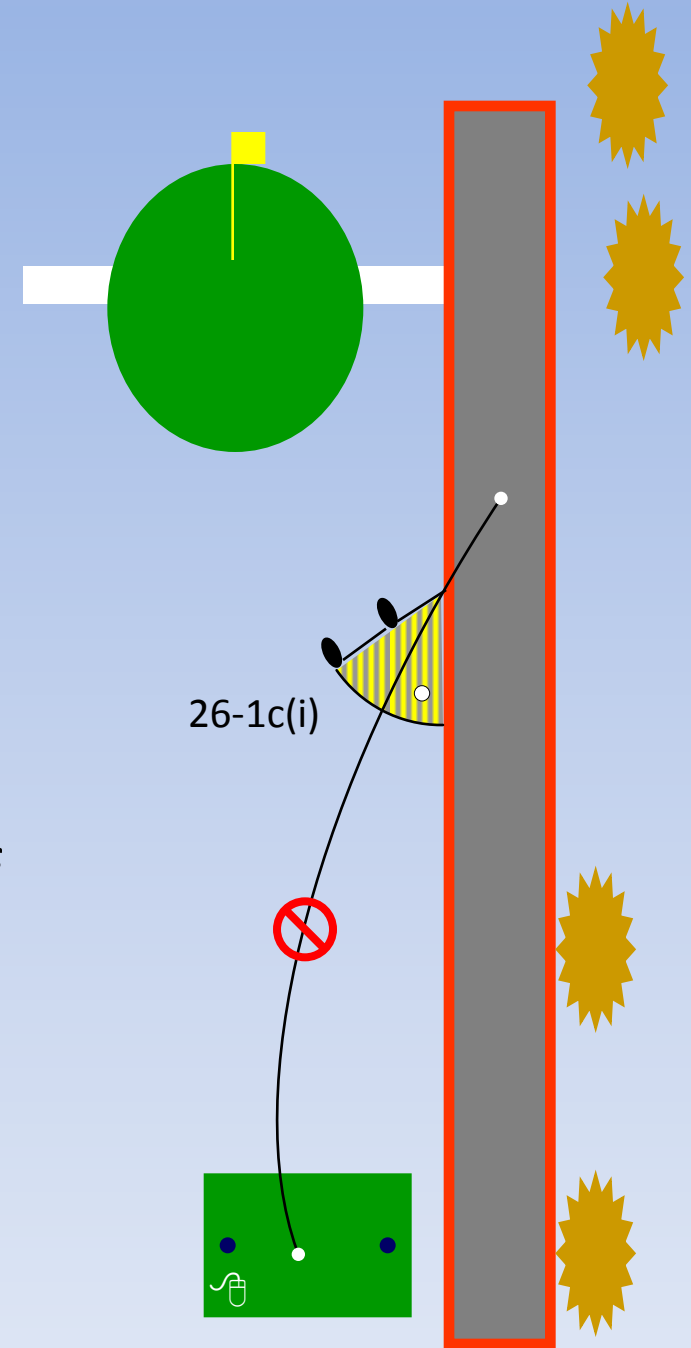




# 26-1. Relief for Ball in Water Hazard

The player may **under penalty  
of one stroke:**

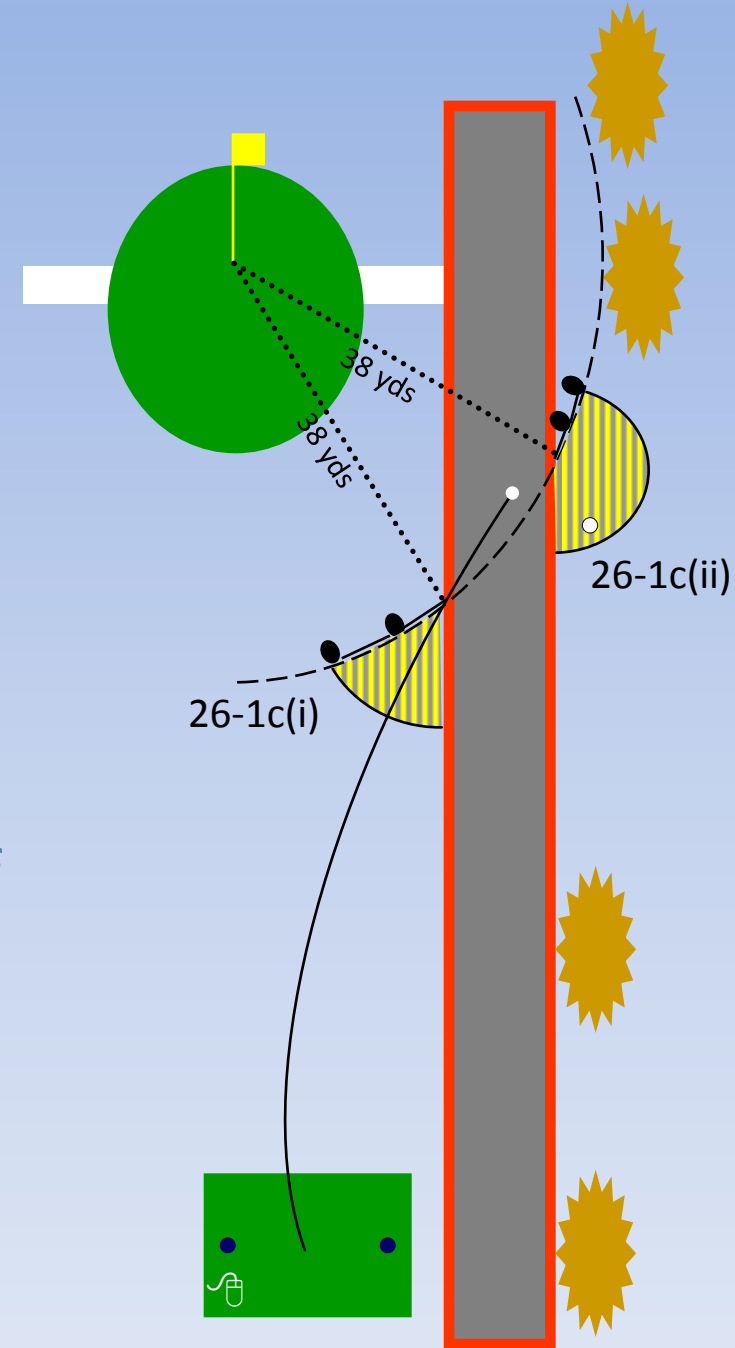
- (c) As additional options available only if the ball last crossed the margin of a *lateral water hazard*, drop a ball outside the *water hazard* within two club-lengths of and not nearer the *hole* than
  - (i) the point where the original ball last crossed the margin of the *water hazard* or



## 26-1. Relief for Ball in Water Hazard

The player may **under penalty of one stroke:**

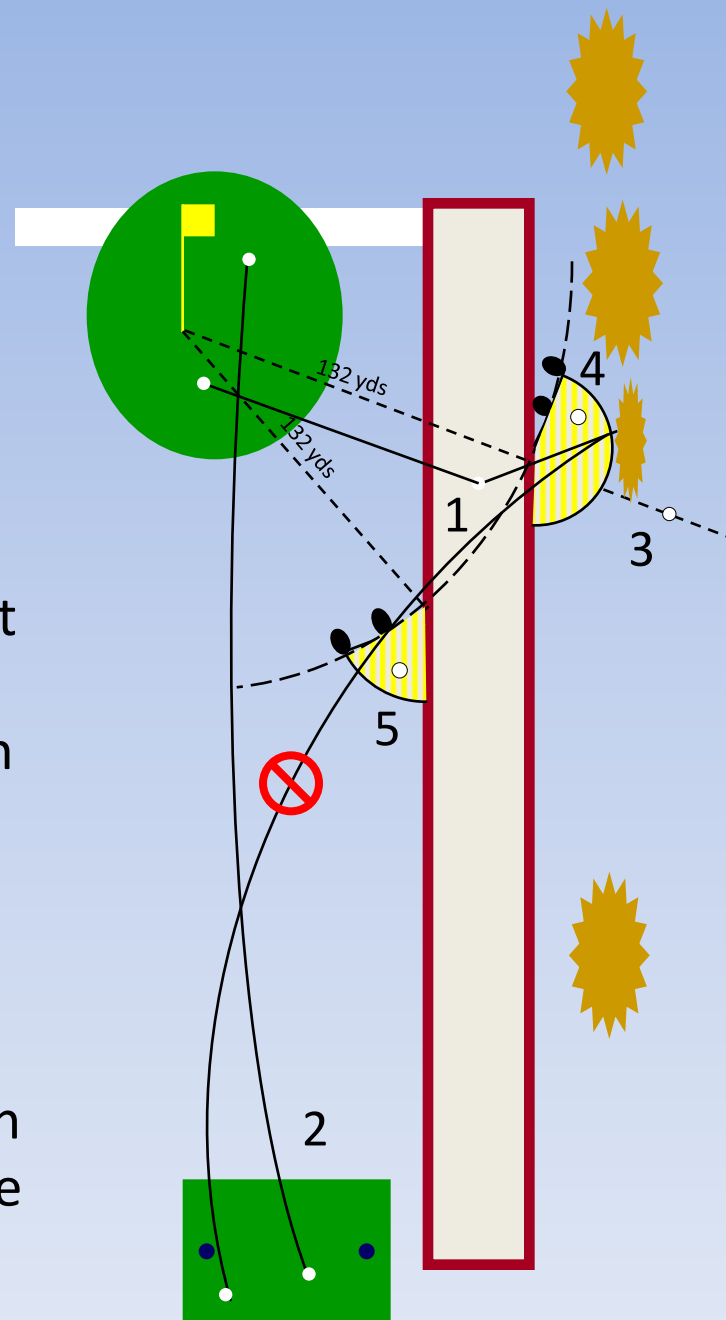
- (c) As additional options available only if the ball last crossed the margin of a *lateral water hazard*, drop a ball outside the *water hazard* within two club-lengths of and not nearer the *hole* than
- (ii) a point on the opposite margin of the *water hazard* equidistant from the *hole*.



# Lateral Water Hazard

## (All 5 Options)

1. Play the ball as it lies (if possible).  
or under penalty of one stroke:
2. Play a ball under the stroke and distance procedure.
3. Drop behind the hazard keeping the point where the ball last crossed the hazard margin between the hole and the spot on which the ball is dropped.
4. Drop within 2 club-lengths of the point where the ball last crossed the hazard margin.
5. Drop within 2 club-lengths of the point on the opposite margin, equidistant from the hole.





# Rule 28 – Ball Unplayable

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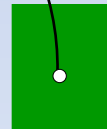
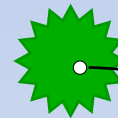
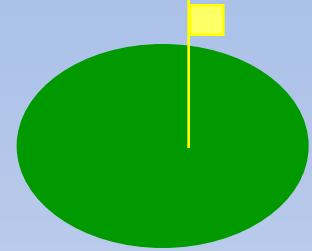
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# Rule 28. Ball Unplayable

If the player deems his ball to be unplayable, he must, **under penalty of one stroke:**

- a. Play a ball as nearly as possible at the spot from which the original ball was last played. (see Rule 20-5); or...

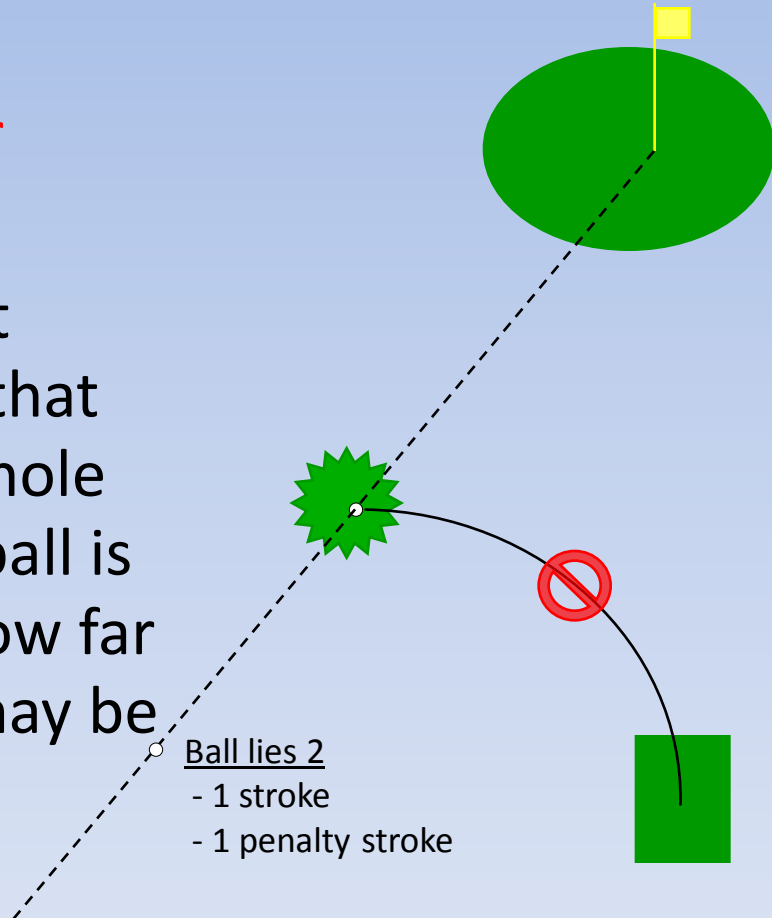


Ball lies 2  
- 1 stroke  
- 1 penalty stroke

# Rule 28. Ball Unplayable

If the player deems his ball to be unplayable, he must, **under penalty of one stroke:**

- b. 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; or





# Rule 28. Ball Unplayable

If the player deems his ball to be unplayable, he must, **under penalty of one stroke:**

- c. Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole.

