

DIAA 2022

Rules of Golf Refresher



in association with
USGA

Overview

General Plan for the night - Q&A after each section

Section 1
Parts of the Course

Section 2
Relief
Reference Points

Section 3
Status of the Ball
Procedures

Score Posting for State Qualifying will continue

- Must post a minimum of five (5) nine-hole rounds
- Differential average will be determined by taking the low 80% of scores posted

Definitions – Parts of the Course

Course
Out of Bounds
Areas of the Course
General Area
Teeing Area
Penalty Area
Bunker
Putting Green

Course

The entire area of play within the edge of any boundaries set by the *Committee*:

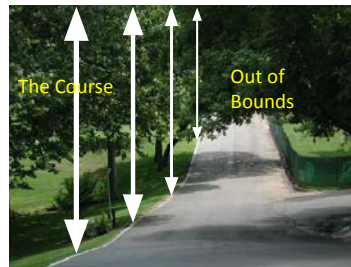
- All areas inside the boundary edge are
 - in bounds and
 - part of the *course*.
- All areas outside the boundary edge are
 - *out of bounds* and
 - not part of the *course*.



Course

The entire area of play within the edge of any boundaries set by the *Committee*:

- All areas inside the boundary edge are
 - in bounds and
 - part of the *course*.
- All areas outside the boundary edge are
 - *out of bounds* and
 - not part of the *course*.
- The boundary edge extends both
 - up above the ground and
 - down below the ground.



Course

The *course* is made up of the five defined *areas of the course*.



Out of Bounds

All areas outside the boundary edge of the *course* as defined by the *Committee*.

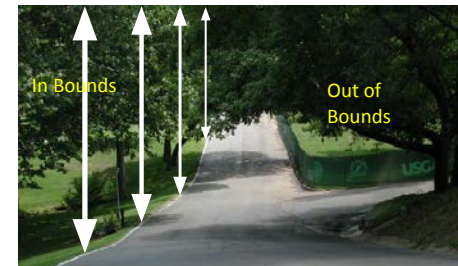
All areas inside that edge are in bounds.



Out of Bounds

The boundary edge of the *course* extends both

- up above the ground and
- down below the ground:



Out of Bounds

- This means that
 - all ground and
 - anything else(such as any natural or artificial object)

inside the boundary edge is in bounds,

whether

- on,
- above or
- below

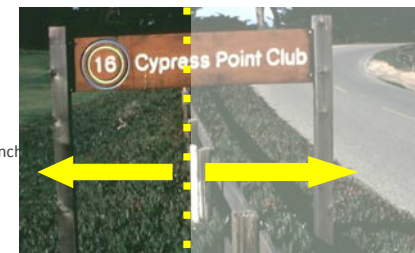
the surface of the ground.



Out of Bounds

- If an object is both
 - inside and
 - outsidethe boundary edge (such as
 - steps attached to a boundary fence, or
 - a tree rooted outside the edge with branches extending inside the edge or vice versa),

only the part of the object that is outside the edge is *out of bounds*.



Out of Bounds

The boundary edge should be defined by

- *boundary objects* or
- lines:

- Boundary Objects:
- Lines:



Out of Bounds

The boundary edge should be defined by

- *boundary objects* or
- lines:

- Boundary Objects: When defined by stakes or a fence, the boundary edge is defined by
 - the line between the *course-side* points of the stakes or fence posts
 - at ground level...



Out of Bounds

The boundary edge should be defined by

- *boundary objects* or
- lines:

- **Boundary Objects:** When defined by stakes or a fence, the boundary edge is defined by
 - the line between the *course-side* points of the stakes or fence posts
 - at ground level (excluding angled supports),



Out of Bounds

The boundary edge should be defined by

- *boundary objects* or
- lines:

- **Boundary Objects:** When defined by stakes or a fence, the boundary edge is defined by
 - the line between the *course-side* points of the stakes or fence posts
 - at ground level (excluding angled supports),
 - and those stakes or fence posts are *out of bounds*.



Out of Bounds

The boundary edge should be defined by

- *boundary objects* or
- lines:

- Boundary Objects:

When defined by other objects such as

- a wall or
- when the *Committee* wishes to treat a boundary fence in a different way, the *Committee* should define the boundary edge.



Out of Bounds

The boundary edge should be defined by

- *boundary objects* or
- lines:

- Lines:

When defined by a painted line on the ground,

- the boundary edge is the course-side edge of the line,
- and the line itself is *out of bounds*.



Out of Bounds

The boundary edge should be defined by

- *boundary objects* or
- lines:

- Lines:

When defined by a painted line on the ground,

- the boundary edge is the *course-side* edge of the line,
- and the line itself is *out of bounds*.

When a line on the ground defines the boundary edge,

- stakes may be used to show where the boundary edge is,
- but** they have no other meaning.



Out of Bounds

Boundary stakes or lines should be white.



Areas of the Course

The five defined areas that make up the *course*:

- The *general area*,
- The *teeing area* the player must play from in starting the hole he or she is playing,
- All *penalty areas*,
- All *bunkers*, and
- The *putting green* of the hole the player is playing



General Area

The *area of the course* that covers all of the *course* **except...**



General Area

The *area of the course* that covers all of the *course* **except** for the other four defined areas:

- (1) the **teeing area** the player must play from in starting the hole he or she is playing,
- (2) all **bunkers**,
- (3) all **penalty areas**, and
- (4) the **putting green** of the hole the player is playing.



General Area

The *general area* includes:

- All teeing locations on the *course* other than the *teeing area*, and
- All wrong greens.



Teeing Area

The area the player must play from in starting the hole he or she is playing.



Teeing Area

- The *teeing area* is
- a rectangle
 - that is two *club-lengths* deep...



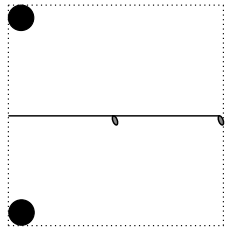
Teeing Area

The *teeing area* is

- a rectangle
- that is two *club-lengths* deep

where:

- The front edge is defined by
 - the line between the forward-most points
 - of two tee-markers set by the *Committee*,and
- The side edges are defined by
 - the lines back from
 - the outside points of the tee-markers.



Teeing Area

The *teeing area* is one of the five defined *areas of the course*.

All other teeing locations on the *course*

- (whether on the same hole or
 - any other hole)
- are part of the *general area*.



Penalty Area

An area

- from which relief
- with a one-stroke penalty

is allowed if the player's ball comes to rest there.



Penalty Area

A *penalty area* is:

- Any body of water on the *course* (whether or not marked by the *Committee*), including a
 - sea, - lake,
 - pond, - river,
 - ditch, - surface drainage ditch or
 - other open watercourse (even if not containing water)...



Penalty Area

A *penalty area* is:

- Any body of water on the *course* (whether or not marked by the *Committee*), including a
 - sea, - lake,
 - pond, - river,
 - ditch, - surface drainage ditch or
 - other open watercourse (even if not containing water), and
- Any other part of the course the *Committee* defines as a *penalty area*.



Penalty Area

A *penalty area* is one of the five defined *areas of the course*.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



Penalty Area

There are two different types of *penalty areas*, distinguished by the colour used to mark them:

- **Yellow** *penalty areas*
- **Red** *penalty areas*



Penalty Area

There are two different types of *penalty areas*, distinguished by the colour used to mark them:

- **Yellow** *penalty areas*
 - (marked with yellow lines or yellow stakes)
 - give the player two relief options (Rules 17.1d(1) and (2)).
- **Red** *penalty areas*



Penalty Area

There are two different types of *penalty areas*, distinguished by the colour used to mark them:

- **Yellow penalty areas**
 - (marked with yellow lines or yellow stakes)
 - give the player two relief options (Rules 17.1d(1) and (2)).
- **Red penalty areas**
 - (marked with red lines or red stakes)
 - give the player an extra lateral relief option (Rule 17.1d(3)).
 - in addition to the two relief options available for yellow *penalty areas*.



Penalty Area

If the colour of a *penalty area*

- has not been marked or indicated by the *Committee*,
- it is treated as a **red penalty area**.



Penalty Area

The edge of a *penalty area* extends both

- up above the ground and
- down below the ground...



Penalty Area

The edge of a *penalty area* extends both

- up above the ground and
- down below the ground:

- 1 of 2 • This means that
 - all ground and
 - anything else
(such as any natural or artificial object)inside the edge is part of the *penalty area*...



Penalty Area

The edge of a *penalty area* extends both

- up above the ground and
- down below the ground:

1 of 2 • This means that

- all ground and
- anything else
(such as any natural or artificial object)

inside the edge is part of the *penalty area*,
whether on, above or below the surface
of the ground.



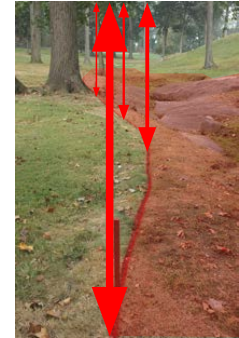
Penalty Area

The edge of a *penalty area* extends both

- up above the ground and
- down below the ground:

- 2 of 2 • If an object is both
inside and outside the edge (such as
- a bridge over the *penalty area*, or
 - a tree rooted inside the edge
with branches extending outside
the edge or vice versa),

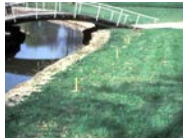
only the part of the object that is
inside the edge is part of the *penalty area*.



Penalty Area

The edge of a *penalty area* should be defined by stakes, lines or physical features.

- Stakes...
- Lines...
- Physical Features...



Penalty Area

The edge of a *penalty area* should be defined by stakes, lines or physical features.

- Stakes: When defined by stakes,
 - the edge of the *penalty area* is defined by the line between the outside points of the stakes at ground level, and
 - the stakes are inside the *penalty area*.
- Lines:
- Physical Features:



Penalty Area

The edge of a *penalty area* should be defined by stakes, lines or physical features.

- Stakes:

- Lines:

- When defined by a painted line on the ground,
 - the edge of the *penalty area* is the outside edge of the line, and
 - the line itself is in the *penalty area*.

- Physical Features:



Penalty Area

The edge of a *penalty area* should be defined by stakes, lines or physical features.

- Stakes:

- Lines:

- Physical Features:

- When defined by physical features
 - (such as a beach or desert area or a retaining wall),
 - the *Committee* should say how the edge of the *penalty area* is defined.



Penalty Area

The edge of a *penalty area* should be defined by stakes, lines or physical features...

When the edge of a *penalty area* is defined

- by lines or
- by physical features,

stakes may be used

- to show where the *penalty area* is,
- **but** they have no other meaning.



Penalty Area

When the edge of a body of water is not defined by the *Committee*,

- the edge of that *penalty area* is defined by its natural boundaries
- (that is, where the ground slopes down to form the depression that can hold the water).



Penalty Area

If an open watercourse

- usually does not contain water (such as
 - > a drainage ditch or run-off area
 - > that is dry except during a rainy season),
- the *Committee* may define that area as part of the *general area* (which means it is not a *penalty area*).



Bunker

A specially prepared area of sand,

- which is often a hollow
- from which turf or soil was removed.



Bunker

These are **not** part of a *bunker*:

[1 of 4]

- A lip, wall or face
 - at the edge of a prepared area and
 - consisting of
 - > soil,
 - > grass,
 - > stacked turf or
 - > artificial materials...

earthen bunker lip
(not part of bunker)

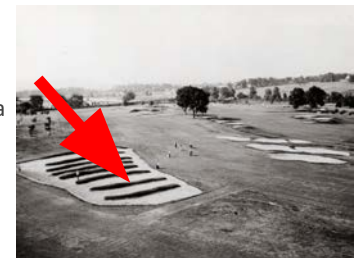


Bunker

These are **not** part of a *bunker*:

[2 of 4]

- Soil or any growing or attached natural object inside the edge of a prepared area (such as grass, bushes or trees),



Bunker

These are **not** part of a *bunker*:

[2 of 4]

- Soil or any growing or attached natural object inside the edge of a prepared area (such as grass, bushes or trees),



Bunker

These are **not** part of a *bunker*:

[3 of 4]

- Sand that has
 - spilled over or
 - is outside the edge of a prepared area..



Bunker

These are **not** part of a *bunker*:

[4 of 4]

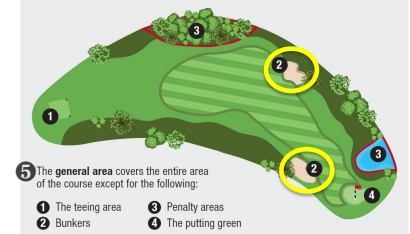
- All other areas of sand on the *course*
 - that are not inside the edge of a prepared area
 - (such as
 - > deserts and
 - > other natural sand areas or
 - > areas sometimes referred to as waste areas).



Bunker

Bunkers are one of the five defined *areas of the course*.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



Bunker

Bunkers are one of the five defined *areas of the course*.

A *Committee*

- may define a prepared area of sand as part of the *general area* (which means it is not a *bunker*)...



Bunker

Bunkers are one of the five defined *areas of the course*.

A *Committee*

- may define a prepared area of sand as part of the *general area* (which means it is not a *bunker*) OR
- may define a non-prepared area of sand as a *bunker*.



Bunker

When a *bunker* is **being repaired**

- and the *Committee* defines the entire *bunker* as **ground under repair**,
- it is treated as part of the *general area* (which means it is not a *bunker*).



Bunker

The word "**sand**" as used in this Definition and Rule 12 **includes**

- any material similar to sand that is used as *bunker* material (such as crushed shells),
- as well as any soil that is mixed in with the sand.



Putting Green

The area on the hole the player is playing that:

- Is specially prepared for putting, or
- The *Committee* has defined as the *putting green* (such as when a temporary green is used).



Putting Green

The area on the hole the player is playing that:

- Is specially prepared for putting, or
- The *Committee* has defined as the *putting green* (such as when a temporary green is used).

The *putting green* for a hole

- contains the *hole*
- into which the player tries to play a ball.



Putting Green

The putting green is one of the five defined *areas of the course*.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



Putting Green

The putting green is one of the five defined *areas of the course*.

The **putting greens for all other holes**

(which the player is not playing at the time)

- are *wrong greens* and
- part of the **general area**.

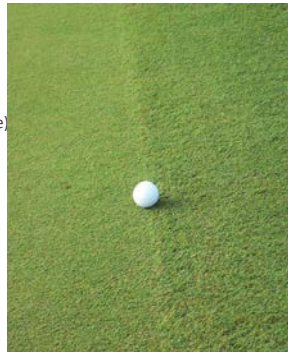
Wrong Greens



Putting Green

The edge of a *putting green* is defined by

- where it can be seen that the specially prepared area starts (such as where the grass has been distinctly cut to show the edge)
- unless the *Committee* defines the edge in a different way (such as by using a line or dots).



Wrong Green

Any green on the *course* other than the *putting green* for the hole the player is playing.



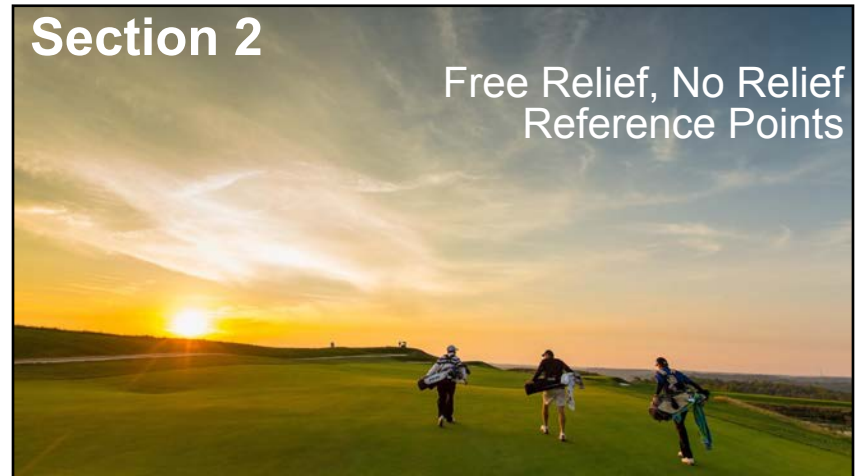
Definitions – Parts of the Course

- Course
- Out of Bounds
- Areas of the Course
 - General Area
 - Teeing Area
 - Penalty Area
 - Bunker
 - Putting Green
 - Wrong Green



Section 2

Free Relief, No Relief
Reference Points



Free Relief, No Relief & Reference Points

- Abnormal Course Condition
 - Animal Hole
 - Animal
 - Ground Under Repair
 - Temporary Water
 - Embedded
 - Obstruction
 - Movable Obstruction
 - Immovable Obstruction
 - Loose Impediments
 - Boundary Object
 - Integral Object
 - Nearest Point of Complete Relief
- Free Relief
- No Relief

Abnormal Course Condition

Any of these four defined conditions:

- *Animal Hole,*
- *Ground Under Repair,*
- *Immovable Obstruction, or*
- *Temporary Water*



Animal

Any living member of the animal kingdom (other than humans), including

- mammals, birds, reptiles, amphibians
- and invertebrates (such as worms, insects, spiders and crustaceans).



Animal Hole

Any hole dug in the ground by an *animal*...



Animal Hole

Any hole dug in the ground by an *animal*, **except** for holes dug by *animals* that are also defined as *loose impediments* (such as worms or insects)...

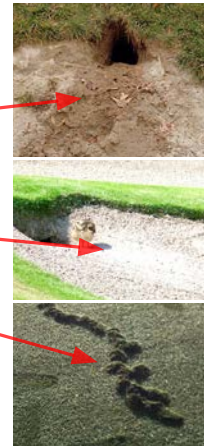


Insect holes and casts in a bunker

Animal Hole

The term *animal* hole includes:

- The loose material the *animal* dug out of the hole,
- Any worn-down track or trail leading into the hole, and
- Any area on the ground pushed up or altered as a result of the *animal* digging the hole underground.



Ground Under Repair

Any part of the *course* the *Committee* defines to be *ground under repair* (whether by marking it or otherwise)....



Ground Under Repair

Any defined *ground under repair* includes both:

- All ground inside the edge of the defined area, and
- Any grass, bush, tree or other growing or attached object:
 - rooted in the defined area, including
 - any part of those objects that extends to the ground outside the edge of the defined area
 - (but not when such object
 - > is attached to or below the ground
 - > outside the edge of the defined area, such as a tree trunk that is part of a tree rooted inside the edge



Ground Under Repair

Any defined *ground under repair* includes both:

- All ground inside the edge of the defined area, and
- Any grass, bush, tree or other growing or attached natural object
 - rooted in the defined area, including
 - any part of those objects that extends up above the ground outside the edge of the defined area
 - (but not when such object
 - > is attached to or below the ground
 - > outside the edge of the defined area, such as a tree root that is part of a tree rooted inside the edge).



Ground Under Repair

Any defined *ground under repair* includes both:

- All ground inside the edge of the defined area, and
- Any grass, bush, tree or other growing or attached natural object
 - rooted in the defined area, including
 - any part of those objects that extends up above the ground outside the edge of the defined area
 - (but not when such object
 - > is attached to [the ground] or
 - > [is] below the groundoutside the edge of the defined area, such as a tree root that is part of a tree rooted inside the edge).

Ground Under Repair

Ground under repair

- also **includes** the following things,
- even if the *Committee* does not define them as such...



Ground Under Repair

The edge of *ground under repair* should be defined by stakes, lines or physical features:

- Stakes: When defined by stakes,
 - the edge of the *ground under repair* is defined
 - by the line between the outside points of the stakes
 - at ground level, and
 - the stakes are inside the *ground under repair*....



Ground Under Repair

The edge of *ground under repair* should be defined by stakes, lines or physical features:

- Lines: When defined by a painted line on the ground,
 - the edge of the *ground under repair* is
 - the outside edge of the line, and
 - the line itself is in the *ground under repair*.



Ground Under Repair

The edge of *ground under repair* should be defined by stakes, lines or physical features:

- Physical Features: When defined by physical features
 - (such as a flower bed or a turf nursery),
 - the *Committee* should say how the edge of the *ground under repair* is defined.



Ground Under Repair

When the edge of *ground under repair* is defined by

- lines or
- physical features,

stakes may be used

- to show where the *ground under repair* is,
- **but** they have no other meaning.



Temporary Water

Any temporary accumulation of water on the surface of the ground (such as puddles from rain or irrigation or an overflow from a body of water)



Temporary Water

Any temporary accumulation of water on the surface of the ground (such as puddles from rain or irrigation or an overflow from a body of water) that:

- Is not in a *penalty area*...



Temporary Water

Any temporary accumulation of water on the surface of the ground (such as puddles from rain or irrigation or an overflow from a body of water) that:

- Is not in a *penalty area*, and
- Can be seen
 - before or
 - after

the player takes a *stance*
(without pressing down excessively with his or her feet).



Temporary Water

It is not enough for the ground to be merely

- wet,
- muddy or
- soft

or for the water

- to be momentarily visible
- as the player steps on the ground;

an accumulation of water must remain present either

- before or
- after

the *stance* is taken.



Temporary Water

Special cases:

- **Dew and Frost** are not *temporary water*.
- **Snow and Natural Ice** (other than frost), are either
 - *loose impediments* or,
 - when on the ground, *temporary water* at the player's option.
- **Manufactured Ice** is an *obstruction*.



Embedded

- When a player's ball is in its own pitch-mark
- made as a result of the player's previous *stroke* and
 - where part of the ball is below the level of the ground.



Embedded

- When a player's ball is in its own pitch-mark
- made as a result of the player's previous *stroke* and
 - where part of the ball is below the level of the ground.

A ball does not necessarily have to touch soil to be *embedded* (for example, grass and loose impediments may be between the ball and the soil).



Obstruction

Any artificial object...



Obstruction

Any artificial object **except** for

- *integral objects* and
- *boundary objects*.



Obstruction

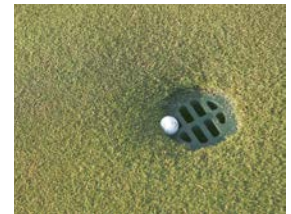
Examples of *obstructions*:

- Artificially surfaced roads and paths, including their artificial borders.
- Buildings and rain shelters.
- Sprinkler heads, drains and irrigation or control boxes.
- Stakes, walls, railings and fences
(but not when they are *boundary objects* that define or show the boundary edge of the *course*).
- Golf carts, mowers, cars and other vehicles.
- Waste containers, signposts and benches.
- Player equipment, flagsticks and rakes.

Obstruction

An *obstruction* is either

- a *movable* *obstruction* or
- an *immovable* *obstruction*....



Obstruction

An *obstruction* is either

- a *movable obstruction* or
- an *immovable obstruction*.

If part of an *immovable obstruction*

(such as a gate or door or part of an attached cable)

- meets the definition of *movable obstruction*,
- that part is treated as a *movable obstruction*.



Obstruction

See **Committee Procedures, Section 8; Model Local Rule F-23**

(*Committee* may adopt a Local Rule

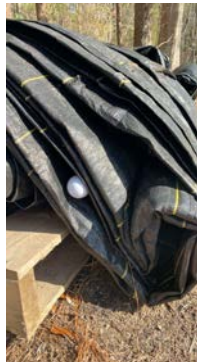
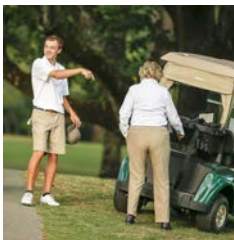
- defining certain *obstructions* as temporary immovable obstructions for which special relief procedures apply).



Movable Obstruction

An *obstruction* that can be moved

- 1 with reasonable effort and
- 2 without damaging the *obstruction* or the *course*....



Movable Obstruction

An *obstruction* that can be moved

- 1 with reasonable effort and
- 2 without damaging the *obstruction* or the *course*.

If part of an *immovable obstruction* or *integral object* (such as a gate or door or part of an attached cable)

- meets these two standards,
- that part is treated as a *movable obstruction*....



Movable Obstruction

An *obstruction* that can be moved

- 1 with reasonable effort and
- 2 without damaging the *obstruction* or the *course*.

If part of an *immovable obstruction* or *integral object*

(such as a gate or door or part of an attached cable)

- meets these two standards,
- that part is treated as a *movable obstruction*.

But **this does not apply if**

- the movable part of an *immovable obstruction* or *integral object*
- is not meant to be moved (such as a loose stone that is part of a stone wall).



Movable Obstruction

Even when an *obstruction* is movable, the *Committee* may define it to be an *immovable obstruction*.



Immovable Obstruction

Any *obstruction* that:

- Cannot be moved
 - without unreasonable effort or
 - without damaging the *obstruction* or the *course*
- Otherwise does not meet the definition of a *movable obstruction*.



Loose Impediment

Any unattached natural object such as:

[1 of 4]

- Stones, loose grass, leaves, branches and sticks...



Loose Impediment

Any unattached natural object such as:

[2 of 4]

- Dead *animals* and *animal waste*...



Loose Impediment

Any unattached natural object such as:

[3 of 4]

- Worms, insects and similar *animals* that can be removed easily...



Loose Impediment

Any unattached natural object such as:

[3 of 4]

- Worms, insects and similar *animals* that can be removed easily, and the mounds or webs they build (such as worm casts and ant hills)...



Loose Impediment

Any unattached natural object such as:

[4 of 4]

- Clumps of compacted soil (including aeration plugs).



Loose Impediment

Such natural objects are not loose if they are:

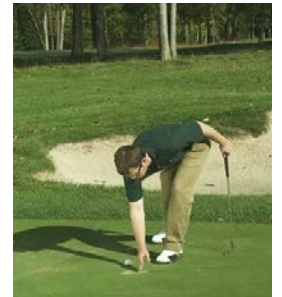
- Attached or growing,
- Solidly embedded in the ground (that is, cannot be picked out easily), OR
- Sticking to the ball.



Loose Impediment

Special cases:

- **Sand and Loose Soil** are not loose impediments...



Loose Impediment

Special cases:

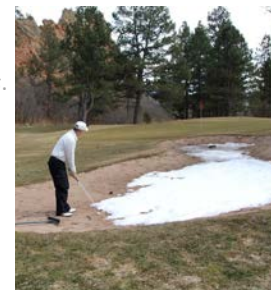
- Sand and Loose Soil are not *loose impediments*.
- Dew, Frost and Water are not *loose impediments*...



Loose Impediment

Special cases:

- Sand and Loose Soil are not *loose impediments*.
- Dew, Frost and Water are not *loose impediments*.
- Snow and Natural Ice (other than frost) are either
 - *loose impediments* or,
 - when on the ground, *temporary water*, at the player's option....



Loose Impediment

Special cases:

- Sand and Loose Soil are not *loose impediments*.
- Dew, Frost and Water are not *loose impediments*.
- Snow and Natural Ice (other than frost) are either
 - *loose impediments* or,
 - when on the ground, temporary water, at the player's option.
- Spider Webs are *loose impediments* even though they are attached to another object.



Integral Object

An artificial object

- defined by the *Committee*
- as part of the challenge of playing the *course*
- from which free relief is not allowed.

Integral objects are treated as immovable (see Rule 8.1a).

But if

- part of an *integral object* (such as a gate or door or part of an attached cable)
- meets the definition of *movable obstruction*,
- that part is treated as a *movable obstruction*.



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(see Rule 8.1a).

But if

- part of an *integral object*
(such as a gate or door or part of an attached cable)
- meets the definition of *movable obstruction*,
- that part is treated as a *movable obstruction*.



Integral Object

Artificial objects defined by the *Committee* as *integral objects* are not

- *obstructions* or
- *boundary objects*.



Boundary Object

Artificial objects defining or showing out of *bounds*, such as

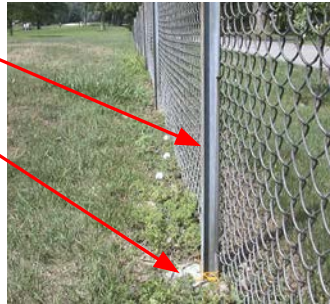
- walls,
- fences,
- stakes and
- railings,

from which **free relief is not allowed**.



Boundary Object

This includes any base and post of a boundary fence...



Boundary Object

This includes any base and post of a boundary fence, **but does not include:**

- Angled supports or guy wires that are attached to a wall or fence, or
- Any steps, bridge or similar construction used for getting over the wall or fence.



Boundary Object

Boundary objects are **treated as immovable** even if

- they are movable or
- any part of them is movable

(see Rule 8.1a).



Boundary Object

Boundary objects are not obstructions or integral objects.



Nearest Point of Complete Relief

The reference point for taking free relief from

- an *abnormal course condition* (Rule 16.1),
- dangerous *animal* condition (Rule 16.2),
- *wrong green* (Rule 13.1f) OR
- *no play zone* (Rules 16.1f and 17.1e), OR
- in taking relief under certain Local Rules.



Nearest Point of Complete Relief

It is the estimated point where the ball would lie that is:

- Nearest to the ball's original spot,
but not nearer the *hole* than that spot,
- In the required *area of the course*...



Nearest Point of Complete Relief

It is the estimated point where the ball would lie that is:

- Nearest to the ball's original spot, **but** not nearer the *hole* than that spot,
- In the required *area of the course*, and
- Where the condition does not interfere
 - with the *stroke* the player would have made
 - from the original spot
 - if the condition was not there.



Nearest Point of Complete Relief

It is the estimated point where the ball would lie that is:

- Nearest to the ball's original spot, **but** not nearer the *hole* than that spot,
- In the required *area of the course*, and
- Where the condition does not interfere
 - with the *stroke* the player would have made
 - from the original spot
 - if the condition was not there.



Nearest Point of Complete Relief

Estimating this reference point requires the player to identify the

- choice of club,
- *stance*,
- swing and
- *line of play*

he or she would have used for that *stroke*.



Nearest Point of Complete Relief

The player does not need to simulate that *stroke*

- by taking an actual *stance* and swinging
- with the chosen club

(**but** it is recommended that the player normally do this to help in making an accurate estimate).



Nearest Point of Complete Relief

The *nearest point of complete relief* relates

- solely to the particular condition from which relief is being taken and
- may be in a location where there is interference by something else...



Free Relief, No Relief & Reference Points

- Abnormal Course Condition
 - Animal Hole
 - Animal
 - Ground Under Repair
 - Temporary Water
 - Embedded
 - Obstruction
 - Movable Obstruction
 - Immovable Obstruction
 - Loose Impediments
 - Boundary Object
 - Integral Object
 - Nearest Point of Complete Relief
- Free Relief
- No Relief
-

Section 3

Status of the Ball Procedures

2019 Rules of Golf: Definitions

Definitions – Status of the Ball and Procedures

- In Play
- Substitute
- Lost
- Wrong Ball
- Ball-Marker
- Mark
- Replace
- Drop
- Relief Area
- Club-Length
- Wrong Place
- Serious Breach
- Stroke and Distance
- Provisional Ball

In Play

The status of a player's ball

- when it lies on the *course* and
- is being used in the play of a hole...



In Play

- A ball first becomes *in play* on a hole:
 - » When the player
 - makes a *stroke* at it
 - from inside the *teeing area*...



In Play

- A ball first becomes *in play* on a hole:
 - » When the player
 - makes a *stroke* at it
 - from inside the *teeing area*, or
 - » In *match play*, when the player makes a *stroke* at it
 - from outside the *teeing area*
 - and the *opponent* does not cancel the *stroke* under Rule 6.1b.



In Play

- That ball remains *in play* until it is *holed*...



In Play

- That ball remains *in play* until it is *holed*, **except** that it is no longer *in play*:
 - » When it is lifted from the *course*...



In Play

- That ball remains *in play* until it is *holed*, **except** that it is no longer *in play*:
 - » When it is lifted from the *course*,
 - » When it is
 - *lost* (even if it is at rest on the *course*) OR
 - comes to rest *out of bounds*...



In Play

- That ball remains *in play* until it is *holed*, **except** that it is no longer *in play*:
 - » When it is lifted from the *course*,
 - » When it is
 - *lost* (even if it is at rest on the *course*) OR
 - comes to rest *out of bounds*...
 - » When another
 - ball has been *substituted* for it,
 - even if not allowed by a Rule.



In Play

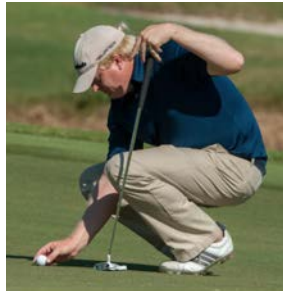
- That ball remains *in play* until it is *holed*, **except** that it is no longer *in play*:
 - » When it is lifted from the *course*,
 - » When it is
 - *lost* (even if it is at rest on the *course*) OR
 - comes to rest *out of bounds*...
 - » When another
 - ball has been *substituted* for it,
 - even if not allowed by a Rule.

A ball that is not in play is a **wrong ball**.



In Play

The player cannot have more than one ball *in play* at any time....



In Play

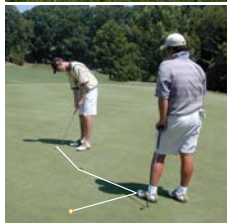
The player cannot have more than one ball *in play* at any time.

(See Rule 6.3d for the limited cases when a player may play more than one ball at the same time on a hole.)



In Play

When the Rules refer to a ball
- at rest or
- in motion,
this means a ball that is *in play*.



In Play

When a *ball-marker* is in place to mark the spot of a ball *in play*:
• If the ball has not been lifted, it [the ball] is still *in play*....



In Play

When a *ball-marker* is in place to mark the spot of a ball *in play*:

- If the ball has not been lifted, it is still *in play*, and
- If the ball has been lifted and *replaced*, it is *in play* even if the *ball-marker* has not been removed.



Substitute

A *substituted* ball is the player's ball *in play* even if:

- It was *replaced*, *dropped* or placed in a wrong way or *wrong place*...



Substitute

A *substituted* ball is the player's ball *in play* even if:

- It was *replaced, dropped* or placed in a *wrong way* or *wrong place*, or
- The player was required under the Rules
 - to put the original ball back *in play*
 - rather than to *substitute* another ball.



Lost

The status of a ball that is not found in three minutes

- after the player or his or her *caddie*
(or the player's *partner* or *partner's caddie*),
- begins to search for it.



Lost

If the search begins and is then temporarily interrupted

- for a good reason (such as when the player
 - > stops searching when play is suspended or
 - > needs to stand aside to wait for another player to play)



Lost

If the search begins and is then temporarily interrupted

- for a good reason (such as when the player
 - > stops searching when play is suspended or
 - > needs to stand aside to wait for another player to play) or
- when the player has mistakenly identified a *wrong ball*



Lost

If the search begins and is then temporarily interrupted

- for a good reason (such as when the player
 - > stops searching when play is suspended or
 - > needs to stand aside to wait for another player to play) or
- when the player has mistakenly identified a *wrong ball*

- The time between
 - the interruption and
 - when the search resumesdoes not count....



Lost

If the search begins and is then temporarily interrupted

- for a good reason (such as when the player
 - > stops searching when play is suspended or
 - > needs to stand aside to wait for another player to play) or
- when the player has mistakenly identified a *wrong ball*

- The time between
 - the interruption and
 - when the search resumesdoes not count, and
- The time allowed for search is three minutes in total, counting the search time both before the interruption and after the search resumes.



Wrong Ball

Any ball other than the player's:

- **Ball *in play*** (whether
 - the original ball or
 - a *substituted* ball),
- **Provisional ball**
(before it is abandoned under Rule 18.3c), or
- **Second ball in *stroke play*** played under
 - Rule 14.7b or
 - [\[Rule\]](#) 20.1c.



Wrong Ball

Examples of a *wrong ball* are:

- Another player's ball *in play*.
- A stray ball.
- The player's own ball that
 - is *out of bounds*,
 - has become *lost* or
 - has been lifted and not yet put back *in play*.



Ball-Marker

An artificial object when used to *mark* the spot of a ball to be lifted, such as

- a *tee*,
- a coin,
- an object made to be a *ball-marker* or
- another small piece of *equipment*....



Ball-Marker

An artificial object when used to *mark* the spot of a ball to be lifted, such as

- a *tee*,
- a coin,
- an object made to be a *ball-marker* or
- another small piece of *equipment*.

When a Rule refers to a *ball-marker being moved*, this means

- a *ball-marker* in place on the *course*
- to *mark* the spot of a ball
- that has been lifted and not yet *replaced*.



Mark

To show the spot where a ball is at rest by either:

- Placing a **ball-marker**
 - > right behind or
 - > right next to the ball...



This is done to show the spot where the ball must be *replaced* after it is lifted.

Mark

To show the spot where a ball is at rest by either:

- Placing a **ball-marker**
 - > right behind or
 - > right next to the ball, or
- Holding a **club** on the ground right behind or right next to the ball.



This is done to show the spot where the ball must be *replaced* after it is lifted.

Replace

To place a ball

- by setting it down and
- letting it go,

with the intent for it to be *in play*....



Replace

To place a ball

- by setting it down and
- letting it go,

with the intent for it to be *in play*.

If the player sets a ball down

- without intending it to be in play,
- the ball has not been *replaced*
- and is not *in play* (see Rule 14.4)....

Replace

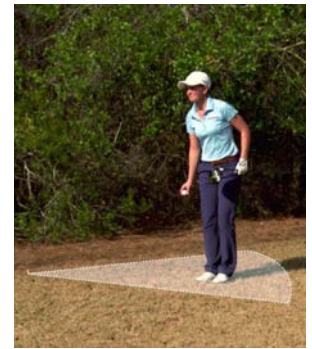
- Whenever a Rule requires a ball to be *replaced*,
- the Rule involved identifies a specific spot
 - where the ball must be *replaced*.



Drop

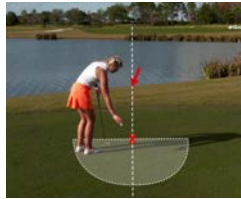
- To hold the ball and
- let go of it
 - so that it falls through the air,
- with the intent for the ball to be *in play*.

- If the player lets go of a ball
- without intending it to be *in play*,
 - the ball has not been *dropped* and
 - is not *in play* (see Rule 14.4).



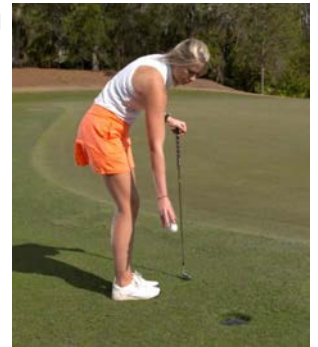
Drop

- Each relief Rule identifies a specific relief area
- where the ball must be *dropped*
 - and come to rest.



Drop

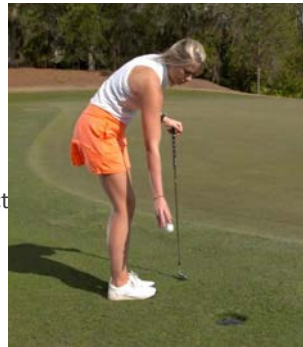
- In taking relief, the player must let go of the ball from a location at knee height..



Drop

In taking relief, the player must let go of the ball from a location at knee height so that the ball:

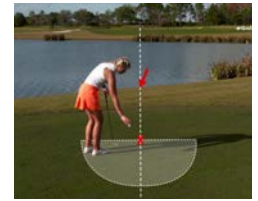
- Falls straight down, without the player
 - throwing,
 - spinning or
 - rolling it or
 - using any other motion that might affect where the ball will come to rest, and
- Does not touch any part of the player's
 - body or
 - *equipment*before it hits the ground (see Rule 14.3b).



Relief Area

The area where a player must

- *drop* a ball
- when taking relief under a Rule...

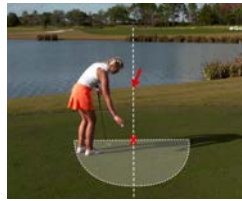


Relief Area

Each relief Rule requires the player

- to use a specific relief area
- whose size and location are based on these three factors:

- Reference Point:
- Size of Relief Area Measured from Reference Point:
- Limits on Location of Relief Area:

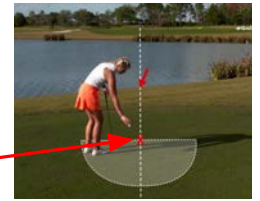


Relief Area

Each relief Rule requires the player

- to use a specific relief area
- whose size and location are based on these three factors:

- Reference Point:
The point from which the size of relief area is measured.



Relief Area

Each relief Rule requires the player

- to use a specific relief area
- whose size and location are based on these three factors:

- Reference Point:

- Size of Relief Area Measured from Reference Point:

The *relief area* is

- either one or two club-lengths
- from the reference point,
- **but** with certain limits.



Relief Area

Each relief Rule requires the player

- to use a specific relief area
- whose size and location are based on these three factors:

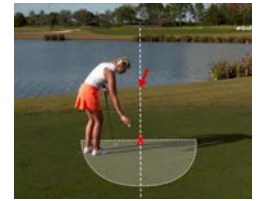
- Reference Point:

- Size of Relief Area Measured from Reference Point:

- Limits on Location of Relief Area:

The location of the *relief area* may be limited in one or more ways so that, for example,

- 1 of 3 » It is only in certain defined *areas of the course*, such as
 - only in the *general area*, or
 - not in a *bunker* or a *penalty area*.



Relief Area

Each relief Rule requires the player

- to use a specific relief area
- whose size and location are based on these three factors:

- Reference Point:

- Size of Relief Area Measured from Reference Point:

- Limits on Location of Relief Area:

The location of the *relief area* may be limited in one or more ways so that, for example.

2 of 3 » It

- is not nearer the *hole* than the reference point or
- must be outside a *penalty area* or a *bunker* from which relief is being taken



Relief Area

Each relief Rule requires the player

- to use a specific relief area
- whose size and location are based on these three factors:

- Reference Point:

- Size of Relief Area Measured from Reference Point:

- Limits on Location of Relief Area:

The location of the *relief area* may be limited in one or more ways so that, for example.

3 of 3 » It is where

- there is no interference (as defined in the particular Rule)
- from the condition from which relief is being taken.



Relief Area

In using *club-lengths* to determine the size of a *relief area*, the player may measure

- directly across a ditch, hole or similar thing, and
- directly across or through an object
(such as a tree, fence, wall, tunnel, drain or sprinkler head)...



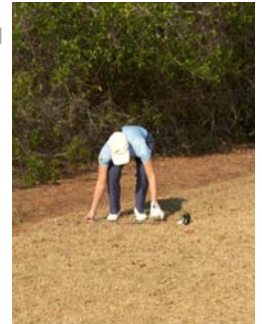
Relief Area

In using *club-lengths* to determine the size of a *relief area*, the player may measure

- directly across a ditch, hole or similar thing, and
- directly across or through an object
(such as a tree, fence, wall, tunnel, drain or sprinkler head),

but is not allowed to measure

- through ground
- that naturally slopes up and down.



Relief Area

See Committee Procedures, Section 2I

(Committee may choose to allow or require the player to use a [dropping zone](#) as a *relief area* when taking certain relief).

Club-Length

The length of the **longest club**
of the 14 (or fewer) clubs

- the player has during the *round* (as allowed by Rule 4.1b(1))...



Club-Length

The length of the longest club of the 14 (or fewer) clubs

- the player has during the *round* (as allowed by Rule 4.1b(1)),
- other than a putter.



Club-Length

The length of the longest club of the 14 (or fewer) clubs

- the player has during the *round* (as allowed by Rule 4.1b(1)),
- other than a putter.



For example, if the longest club (other than a putter) a player has during a round is a 43-inch (109.22 cm) driver, a club-length is 43 inches for that player for that *round*.

Club-Length

The length of the **longest club** of the 14 (or fewer) clubs

- the player has during the *round* (as allowed by Rule 4.1b(1)),
- other than a putter.



For example, if the longest club (other than a putter) a player has during a round is a 43-inch (109.22 cm) driver, a club-length is 43 inches for that *round*.

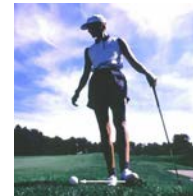
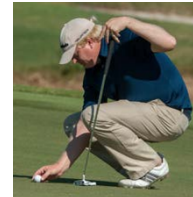
Club-lengths are used

- in defining the player's teeing area on each hole and
- in determining the size of the player's relief area when taking relief under a Rule.

Wrong Place

Any place on the *course* **other than**

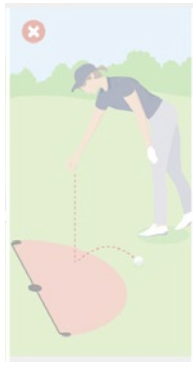
- where the player is required or allowed
- to play his or her ball under the Rules.



Wrong Place

Examples of playing from a *wrong place* are:

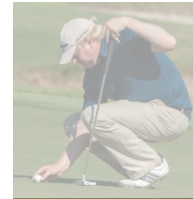
- Playing a ball
 - after *replacing* it on the wrong spot or
 - without *replacing* it when required by the Rules.



Wrong Place

Examples of playing from a *wrong place* are:

- Playing a ball
 - after *replacing* it on the wrong spot or
 - without *replacing* it when required by the Rules.
- Playing a *dropped* ball from outside the required *relief area*.



Serious Breach [Stroke Play Only]

In *stroke play*, when playing from a *wrong place*

- could give the player a significant advantage
- compared to the *stroke* to be made from the right place.

In making this comparison to decide if there was a *serious breach*, the factors to be taken into account include:

- The difficulty of the *stroke*,
- The distance of the ball from the *hole*,
- The effect of obstacles on the *line of play*, and
- The *conditions affecting the stroke*.

Serious Breach [Stroke Play Only]

The concept of a *serious breach*

- does not apply in *match play*,
- because a player loses the hole if he or she plays from a *wrong place*.



Stroke and Distance

The procedure and penalty when a player takes relief under Rules

- 17 - Penalty Areas,
- 18 - Ball Lost or Out of Bounds
- 19 - Unplayable Ball

by playing a ball from where the previous *stroke* was made (see Rule 14.6).

Stroke and Distance

The procedure and penalty when a player takes relief under Rules

- 17,
- 18 or
- 19

by playing a ball from where the previous *stroke* was made (see Rule 14.6).

The term *stroke and distance* means that the player both:

- Gets one penalty stroke, and
- Loses the benefit of
 - any gain of distance towards the *hole*
 - from the spot where the previous *stroke* was made.

Provisional Ball

Another ball played in case the ball just played by the player may be:

- *Out of bounds*, or
- Lost outside a *penalty area*.



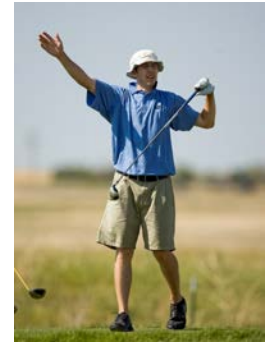
Provisional Ball

Another ball played in case the ball just played by the player may be:

- *Out of bounds*, or
- Lost outside a *penalty area*.

A *provisional ball*

- is not the player's ball *in play*,
- unless it becomes the ball *in play* under Rule 18.3c.



Definitions – Status of the Ball and Procedures

- In Play
- Substitute
- Lost
- Wrong Ball
- Ball-Marker
- Mark
- Replace
- Drop
- Relief Area
- Club-Length
- Wrong Place
- Serious Breach
- Stroke and Distance
- Provisional Ball



General Information

Additional Resources to Learn the Rules

- [USGA.org/rules](https://www.usga.org/rules)
- [TheRovingOfficial.com](https://www.therovingofficial.com)
- [GeneralArea.org](https://www.generalarea.org)

Delaware Junior Golf Scholarship Fund

Due Date: May 1, 2022
(Letters of Reference Required)

Youth on Course

\$5 or less for juniors to play at select courses nationwide

In Delaware:

Delcastle, Ed Oliver, Rock Manor
Garrisons Lake, Jonathans Landing
Newark CC and Mulligans Pointe

GAP/DSGA Events

Delaware Junior* - July 6-7
GAP Junior Boys
Hussey Memorial*
Jock Mackenzie Memorial*
The Christman Cup
USGA Junior Qualifiers*

Other Tours to Check Out

[Philadelphia PGA Junior Tour](#)
[Eastern Shore Junior Golf Tour](#)
[Peggy Kirk Bell Junior Tour \(Girls Only\)](#)