

Rules of Golf Seminar

Areas of the Course



WHY IS IT IMPORTANT?

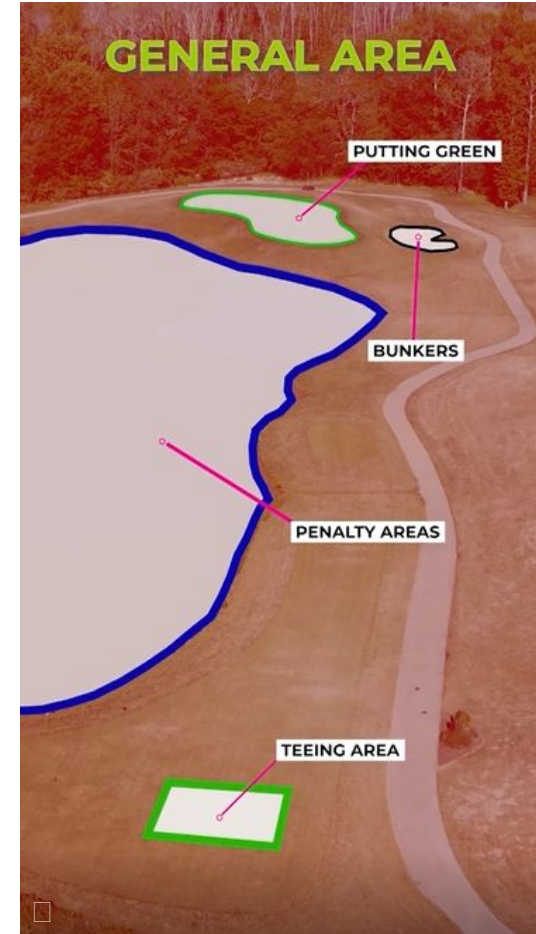
It is important to know

- the area of the course where the ball lies and
- the status of any interfering objects and conditions,

because they often affect the player's options for playing the ball or taking relief.

The 5 Areas of the Course

1. General Area
2. Teeing Area of the hole being played
3. Penalty Areas
4. Bunkers
5. Putting Green of the hole being played



1. General Area

It is called the “general area” because:

- It covers most of the course and is where a player’s ball will most often be played until the ball reaches the putting green.
- It includes every type of ground and growing or attached objects found in that area, such as fairway, rough and trees.
- It covers all of the course except the four defined areas:
 - the teeing area of the hole being played
 - penalty areas
 - bunkers
 - the putting green of the hole the player is playing
- This includes all other teeing areas and wrong greens on the course

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



2. Teeing Area

The teeing area falls under the following conditions:

1. Must be the hole the player is playing
2. Must be from the tees the player is playing
3. Within the two tee-markers and no further than two club-lengths backwards from the outside front edge of the tee markers

*all other teeing areas on the hole being played are
general area*

*all other teeing areas on other holes on the course are
general area*

- Example: If a player is playing hole #5 from the Blue tees; the teeing area is a rectangle that is in between the two blue tee markers and two club-lengths deep from the outside edge of those blue tee markers



3. Penalty Areas

- Penalty areas can be anywhere on the course
 - Any body of water on the course or an area marked by the Committee
- Either **YELLOW** or **RED**
- Can play your ball as it lies
- Can take relief for one penalty stroke:
 - Stroke and Distance
 - Back on the Line
 - Two-Club Lengths (**RED ONLY**)
- Edge of the penalty area extends above and below the ground
- Can remove loose impediments
- Can move movable obstructions

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



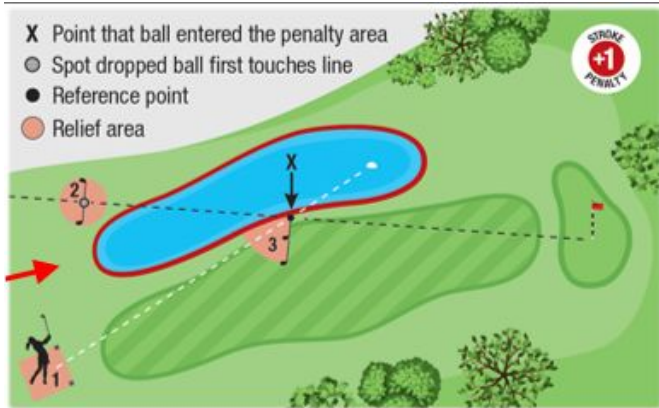
3. Penalty Areas

17.1a When Ball Is in Penalty Areas

A ball is in a *penalty area* when any part of the ball:

- Lies on or touches the ground or anything else (such as any natural or artificial object) inside the edge of the *penalty area*

- Is above the edge or any other part of the *penalty area*.

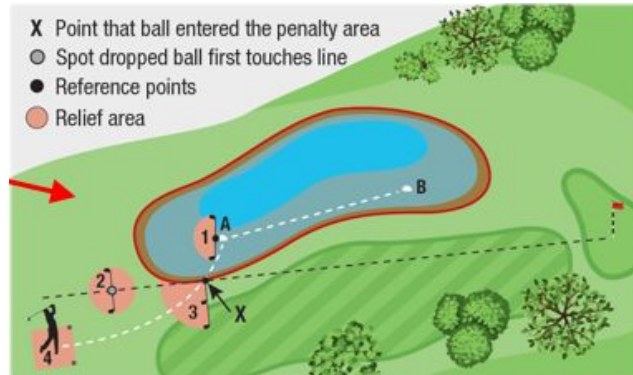


17.1b Player May Play Ball as It Lies in Penalty Area or Take Penalty Relief

The player may:

- Play the ball as it lies without penalty, under the same Rules that apply to a ball in the *general area*...

- Play a ball from outside the *penalty area* by taking penalty relief



17.1c Relief for Ball Not Found but in Penalty Area

If a player's ball has not been found and it is known or virtually certain that the ball came to rest in a *penalty area*:

The player may take penalty area relief

Once the player puts another ball in play to take relief the original ball is no longer in play and cannot be played even if the original ball is found.

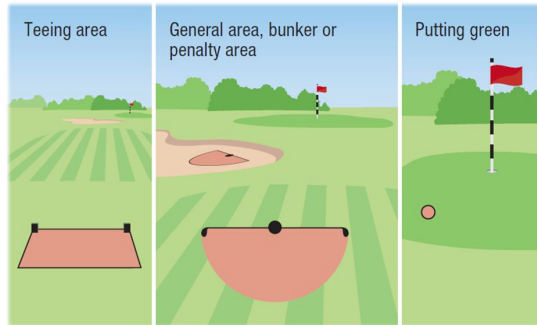
3. Penalty Areas

Yellow Penalty Area Relief Options:

1. Stroke-and-Distance Relief

The player may play

- the original ball or another ball
- from where the previous *stroke* was made



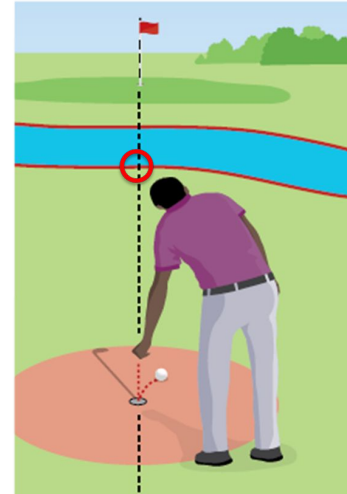
(2) Back-on-the-Line Relief.

The player may

- *drop* the original ball or another ball outside the *penalty area*, keeping the estimated point where the original ball last crossed the edge of the *penalty area* between the *hole* and the spot where the ball is *dropped* (with no limit as to how far back the ball may be *dropped*).

- The spot on the line where the ball first touches the ground when *dropped* creates a relief area that is one club-length in any direction from that point. but with these limits:

- Must not be nearer the *hole* than the estimated point where the original ball last crossed the edge of the *penalty area*, and
- May be in any *area of the course* except the same *penalty area*, **but**
- Must be in the same *area of the course* that the ball first touched when *dropped*



3. Penalty Areas

Red Penalty Area Relief Options:

1. Stroke & Distance
2. Back on the Line

3. Lateral Relief (Only for Red Penalty Area).

When the ball last crossed the edge of a red *penalty area*, the player may *drop* the original ball or another ball in this lateral *relief area*

- Reference Point: The estimated point where the original ball last crossed the edge of the red *penalty area*.

- Size of Relief Area Measured from Reference Point:

Two *club-lengths*, **but** with these limits...

- Limits on Location of Relief Area:

- » Must not be nearer the *hole* than the reference point, and

- » May be in any *area of the course* except the same *penalty area*, **but**

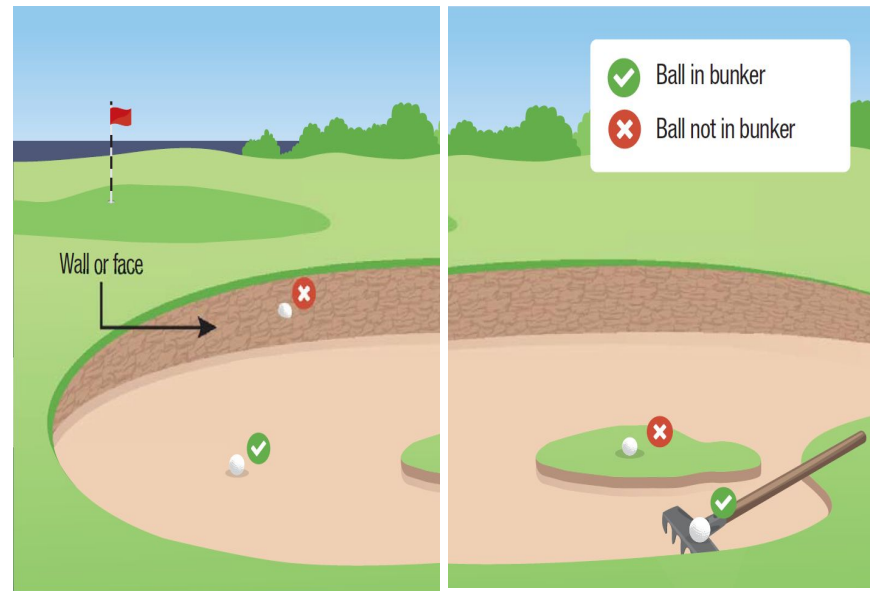
- » If more than one *area of the course* is located within two *club-lengths* of the reference point,

- the ball must come to rest in the *relief area* in the same *area of the course* that the ball first touched when *dropped* in the *relief area*.



4. Bunkers

- Bunkers can be anywhere on the course
 - Any specially prepared area of sand, which is hollow from which turf or soil was removed
- Does not include:
 - The lip, wall, face at the edge of prepared area and consisting of soil, grass, stacked turf or artificial materials
 - Soil or any growing or attached natural objects inside the edge of a prepared area
 - Sand that has spilled over or is outside the edge of prepared area
 - All other areas of sand on the course that are not inside the edge of prepared area
- Cannot touch sand in the bunker with your club in your backswing or making practice swings
- Can remove loose impediments



5. Putting Green

- The putting green must be the green of the hole the player is playing.
- The putting green is specially prepared for putting with a hole that players are playing their ball to.

all other putting greens on other holes on the course are general area, including practice greens

- Can mark, lift and clean ball on the putting green
- Can remove loose impediments
- Can remove sand and loose soil
- Can repair damage
- No penalty if you accidentally move your ball or ball marker



BALL LIES IN MORE THAN ONE AREA?

If your ball lies in more than one area of the course we use the following order to determine which area of the course your ball is in:

1. Penalty Area
2. Bunker
3. Putting Green
4. General Area



FREE RELIEF



LOOSE IMPEDIMENTS

- Any unattached natural object

Examples: Stones, loose grass, leaves branches and sticks, dead animals, animal waste, worms, insects and similar animals that can be removed easily and the mounds they build, and clumps of compact soil.

15.1a Removal of Loose Impediment

Without penalty, a player may remove a *loose impediment* anywhere on or off the *course*, and may do so in any way

- >using a hand or foot,
- >using a club or other *equipment*,
- >getting help from others or
- >breaking off part of a *loose impediment*

Exception 1 – Removing Loose Impediment Where Ball Must Be Replaced:

Before *replacing* a ball that was lifted or *moved* from anywhere except the *putting green*:

- A player must not deliberately remove a *loose impediment*
 - that, if moved before the ball was lifted or moved,
 - would have been likely to have caused the ball to move.
- If the player does so,
 - they get **one penalty stroke**,
 - but** the removed *loose impediment* does not need to be replaced.

•**Exception 2 – Restrictions on Deliberately Removing Loose Impediments to Affect Ball in Motion (see Rule 11.3).**

15.1b Ball Moved When Removing Loose Impediment

If a player's removal of a *loose impediment* causes their ball to *move*:

The ball must be *replaced* on its original spot which if not known must be estimated

If the *moved* ball had been at rest anywhere, except

- on the putting green or
- in the teeing area the player gets **one penalty stroke**

MOVEABLE OBSTRUCTIONS

An *obstruction* that can be moved

1. with reasonable effort and

2. without damaging the *obstruction* or the *course*.

15.2a Relief from Movable Obstruction

Removal of Movable Obstruction **without penalty**, a player may remove a *movable obstruction* anywhere on or off the *course* and may do so in any way.

Exception 1 – Tee Markers Must Not Be Moved When Ball Will Be Played from Teeing Area

Exception 2 – Restrictions on Deliberately Removing Movable Obstruction to Affect a Ball in Motion

Relief When Ball Is in or on Movable Obstruction on Putting Green.

The player may take free relief by:

Lifting the ball and removing the *movable obstruction*, and placing the original ball or another ball on the estimated spot right under where the ball was at rest in or on the *movable obstruction*, using the procedures for *replacing* a ball.

If a player's ball *moves* while they are removing a *movable obstruction*:

There is no penalty, and

The ball must be replaced on its original spot

Relief When Ball Is in or on Movable Obstruction Anywhere on Course Except on Putting Green.

The player may take free relief by

- lifting the ball,
- removing the *movable obstruction* and
- *dropping* the original ball or another ball in this *relief area*

• Reference Point: The estimated point right under where the ball was at rest in or on the *movable obstruction*.

• Size of Relief Area Measured from Reference Point: One *club-length*, **but** with these limits:

• Limits on Location of Relief Area:

- » Must be in the same *area of the course* as the reference point, and
- » Must not be nearer the *hole* than the reference point.

PENALTY RELIEF



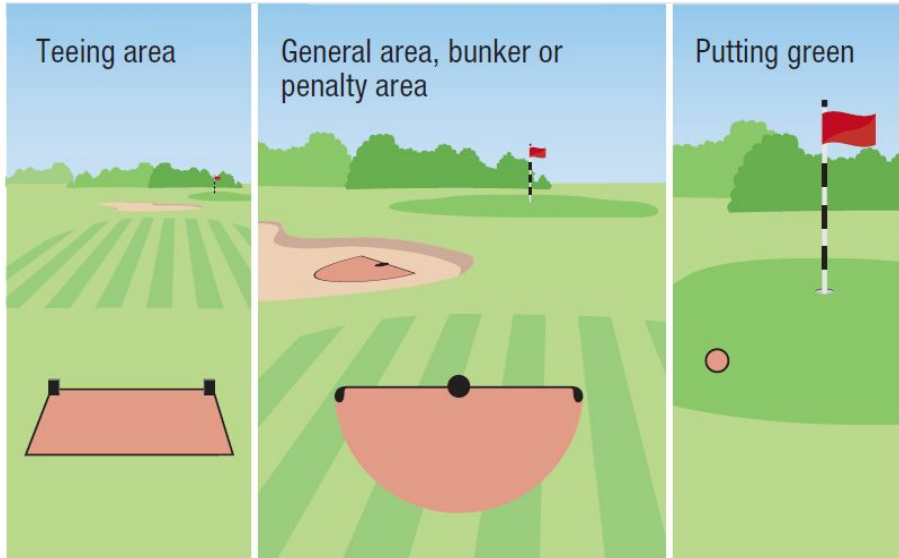
STROKE & DISTANCE

At any time, a player may take *stroke-and-distance* relief

- by adding **one penalty stroke** and playing the original ball or another ball from where the previous *stroke* was made

The player **ALWAYS** has this *stroke-and-distance* relief option:

- No matter where the player's ball is on the *course*



Once the player puts another ball in play under penalty of *stroke and distance*:

- The original ball is no longer in play and must not be played
- This is true even if the original ball is then found on the *course* before the end of the three-minute search time

LOST BALL/OUT OF BOUNDS

18.2a When Ball Is Lost or Out of Bounds

When Ball Is Lost.

A ball is *lost* if not found in three minutes after the player or their *caddie* begins to search for it.

If a ball is found in that time but it is uncertain whether it is the player's ball:

- The player must promptly attempt to identify the ball and is allowed a reasonable time to do so, even if that happens after the three-minute search time has ended.

If the player does not identify their ball in that reasonable time, the ball is *lost*.

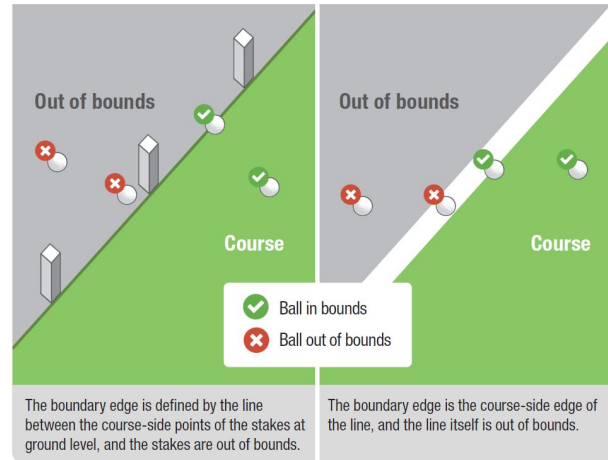


When Ball Is Out of Bounds.

A ball at rest is *out of bounds* only when all of it is outside the boundary edge of the *course*.

A ball is in bounds when any part of the ball:

- Lies on or touches the ground or anything else (such as any natural or artificial object) inside the boundary edge or is above the boundary edge or any other part of the *course*.



If a ball is lost or out of bounds,

- The player must take stroke and distance for **one penalty stroke**

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 played to save time by a player playing another ball under the penalty of stroke and distance

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

Before the *stroke* is made, the player must announce to someone that they are going to play a *provisional ball*

- It is not enough for the player only to say that they
 - are playing another ball or
 - are playing again.
- The player must use the word “provisional” or otherwise clearly indicate that they are playing the ball provisionally under Rule 18.3

If a player makes a *stroke* from where the previous *stroke* was made with the intent of playing a *provisional ball*

but a *provisional ball* was not allowed or there is no announcement of playing a provisional ball:

the ball played is the player's ball in play under penalty of stroke and distance

The provisional ball must be abandoned if the original ball is found within the 3-minute search time or it is known or virtually certain that the original ball is in a penalty area.

☐	Ball might be lost outside a penalty area
☒	Ball might be out of bounds
☒	Announcement made

UNPLAYABLE BALL

Unplayable ball relief is allowed

- anywhere on the *course*,
- **except** in a *penalty area*.

A player may take unplayable ball relief using one of the three options in each case adding **one penalty stroke**

3 Options:

- Stroke and Distance
- Back on the Line (must find original ball)
- Two Club Lengths (must find original ball)

*unplayable in a bunker must stay
in bunker for options b and c*

