

# The Rules of Golf



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# In This Presentation

- Finding and Identifying Ball (Rule 7)
- Play the Course as You Find It (Rule 8)
- Playing the Ball as it Lies (Rule 9)
- Ball in Motion Deflected (Rule 11)



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# Finding & Identifying Ball

## (Rule 7)



# How to Fairly Search for Ball

A player is responsible for finding their ball *in play* after each *stroke*.

The player may fairly search for the ball by taking reasonable actions to find and identify it, such as:

- moving sand and water, and
- moving or bending grass, bushes, tree branches and other growing or attached natural objects,
- and also breaking such objects, **but** only if such breaking is a result of other reasonable actions taken to find or identify the ball.





# How to Fairly Search for Ball

If taking such reasonable actions as part of a fair search **improves the conditions affecting the stroke:**

- There is no penalty under Rule 8.1a if the *improvement* results from a fair search.
- **But** if the *improvement* results from actions that exceeded what was reasonable for a fair search,
  - the player get the **general penalty** for breach of Rule 8.1a.







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# How to Identify Ball

A player's ball at rest may be identified in any one of these ways:

- By the player or anyone else seeing a ball come to rest where it is known to be the player's ball.
- By seeing the player's identifying mark on the ball...
- By finding a ball with the same brand, model, number and condition as the player's ball in an area where the player's ball is expected to be...

If an identical ball is in the same area and there is no way to know which one is the player's ball, these do not apply.



# Lifting Ball to Identify It

If a ball might be a player's ball but cannot be identified as it lies:

- The player may lift the ball to identify it (including by rotating it), **but:**
- The spot of the **ball must first be marked**, and the ball must not be cleaned more than needed to identify it (**except** on the putting green)



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# Lifting Ball to Identify It

If the player

- lifts their ball under this Rule when not reasonably necessary to identify it (**except** on the putting green),
- fails to *mark* the spot of the ball before lifting it or
- cleans it when not allowed,

the player gets **one penalty stroke**.



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# Ball Accidentally Moved During Search



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There is no penalty if the player's ball is **accidentally moved** by:

- the player,
- *opponent* or
- anyone else

while trying to find or identify it.

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



# Questions



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# Course Played as It is Found

## (Rule 8)

# Conditions Affecting the Stroke (CATS)

1. The lie of the player's ball at rest,
2. The area of intended stance,
3. The area of intended swing,
4. The line of play, and
5. The relief area where the player will *drop or place a ball*





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# Definition of Improve

To alter one or more of the *conditions affecting the stroke* or other physical conditions affecting play so that a player **gains a potential advantage** for a *stroke*.

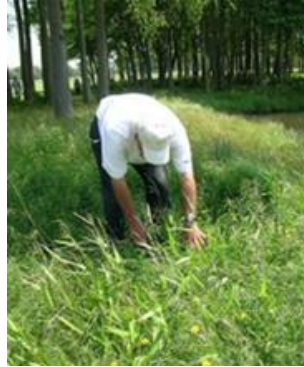






# Allowed Actions

- Fairly search for your ball.
- Remove movable objects.
- Mark, lift, and replace ball.
- Ground your club lightly.
- Firmly place your feet to take a stance.
- Fairly take a stance.





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# Allowed Actions

- Make a stroke (includes backswing)
- Make improvements in the teeing area.
- Smooth sand in bunker after playing from it.
- Make certain improvements on putting green.
- Move a natural object to see if it is loose.





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# Prohibited Actions

## Fixable

- Moving, bending, or breaking any fixed natural or artificial object.
- Moving a movable object into place.



## Not Fixable

- Altering the surface of the ground.
- Removing or pressing down sand or loose soil.
- Removing dew, frost, or water.



# Prohibited Actions

## How you may fix...

- by restoring the **original object** back to its **original position** (e.g. boundary stake, tree branch) so that the created improvement is eliminated.
- removing the object that was moved into position.



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# Questions



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# Ball Played as it Lies

## (Rule 9)



# Definition of 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 its original spot.





# Deciding Whether Ball Moved

A Player's ball at rest is treated as having *moved* if it is **known or virtually certain** that it did.

*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.





# Deciding What Caused Ball to Move

Four Possible Causes:

1. **Natural Forces**

- Wind, water, or the forces of gravity

2. **The Player**

- Including player's caddie, partner, or partner's caddie

3. **The Opponent**

- Including opponent's caddie

4. **Outside Influence**

- Another player in stroke play, an animal, a spectator or anything else





# What to Do & Possible Penalties

## 1. Natural Forces

- No penalty, play the ball from its new spot
- Two exceptions

## 2. The Player

- **One penalty stroke**, must *replace* the ball on its original spot
- Five exceptions

## 3. The Opponent

- Opponent receives **one penalty stroke**, must *replace* the ball on its original spot.

## 4. Outside Influence

- No penalty, must *replace* the ball on its original spot





# Exceptions for Player Causing Movement

## 5 Exceptions Where Player Would Avoid Penalty:

- Player Allowed to Lift or Move Ball
- Accidental Movement in Trying to Find or Identify Ball
- Accidental Movement on Putting Green
- Accidental Movement Anywhere Except on Putting Green While Applying Rule
- Ball Moves After Coming to Rest Against Player or Equipment



# What to Do & Possible Penalties

## 1. Natural Forces

- No penalty, play the ball from its new spot
- Two exceptions

## 2. The Player

- **One penalty stroke**, must *replace* the ball on its original spot
- Five exceptions

## 3. The Opponent

- Opponent receives **one penalty stroke**, must *replace* the ball on its original spot.
- Three exceptions

## 4. Outside Influence

- No penalty, must *replace* the ball on its original spot

# Questions



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# Ball in Motion Deflected

## (Rule 11)



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# Rule 11 Overview

**Rule 11.1** – Accidents Happen

**Rule 11.2** – Deliberately Putting Things in the Way

**Rule 11.3** – Deliberately Taking Things Out of the Way





# 11.1 – Accidents Happen

## Place from Where Ball Must Be Played

If played from OFF the Putting Green: No penalty – Play the ball as it lies (few exceptions)

If played from ON the Putting Green – No penalty (with exception) and...

Cancel and replay the stroke if it strikes:

- An animal (not defined as loose impediment)
- Another person
- A movable obstruction (including a ball in motion)



Play the ball as it lies if it strikes:

- An animal defined as a loose impediment (i.e. worms or insects)
- A loose impediment
- The player
- The player's club used to make the stroke
- A ball in play at rest
- The flagstick or flagstick attendant
- A ball marker





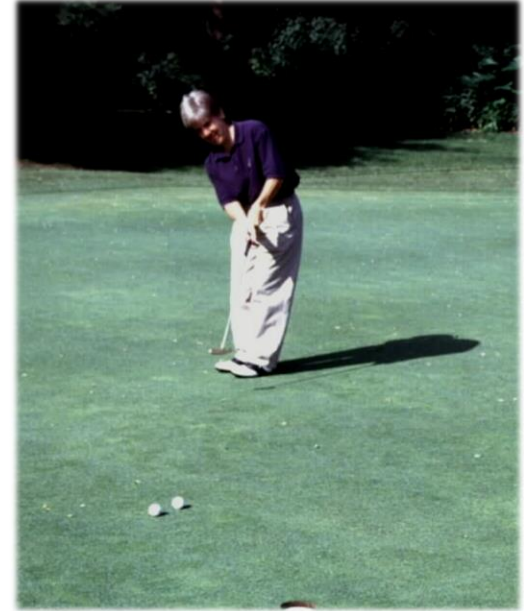
# 11.1 – Accidents Happen

## Exception – Ball Played on Putting Green In Stroke Play

If the player's ball in motion

- hits another ball at rest on the *putting green*
- and both balls were on the *putting green* before the *stroke*,

the player gets the ***general penalty (two penalty strokes)***.





# Rule 11.2 – Deliberately Putting Things in the Way

## When Rule Applies

This rule applies when it is *known or virtually certain* that a player's ball in motion was **deliberately deflected or stopped by a person**, which is when:

- A person deliberately touches the ball in motion, or
- The ball in motion hits any
  - equipment or other object or
  - any person

that **a player deliberately positioned or left in a particular location** so that the *equipment*, object or person might deflect or stop the ball in motion.





# Rule 11.2 – Deliberately Putting Things in the Way

## When Penalty Applies to a Player

A player gets the **general penalty** if they deliberately deflect or stop any ball in motion.

This is true whether it is

- the player's own ball or
- a ball played by an *opponent* or
- a ball played by another player in stroke play.

If an object is used to stop or deflect the ball, the player must have intent and the ball must hit the object to receive the **general penalty**.



# Rule 11.2 – Deliberately Putting Things in the Way



## Place from Where Ball Must Be Played

Ball played from OFF the Putting Green:

- Ball played from where it most likely would have come to rest using one club-length relief area in correct area of the course.
- If the ball would have come to rest out of bounds, the only option is *stroke-and-distance*.

Ball played from ON the Putting Green:

- Cancel and replay the stroke

# Rule 11.3 – Deliberately Taking Things Out of the Way



When a ball is in motion,

- a player must not deliberately take any of these actions to affect where that ball might come to rest:
  - Alter physical conditions by taking any of the actions listed in Rule 8.1a, or
  - Lift or remove a *loose impediment* or a *movable obstruction*.

A player would receive the **general penalty** for taking any of these actions, even if does not affect where the ball comes to rest.





# Rule 11.3 – Deliberately Taking Things Out of the Way



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## Exceptions Where Player Would Not Receive Penalty

This rule does not prohibit a player from lifting or moving:

- A removed *flagstick*,
- A ball at rest on the *putting green*, or
- *Equipment* belonging to any player.



# Questions



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Thank you!