2019 Rules of Golf

Fundamentals of the Game (Rules 1-4)

Rule 1 - The Game, Player Conduct and the Rules
1.1 The Game of Golf
1.2 Standards of Player Conduct
1.3 Playing by the Rules

Rule 2 – The Course
2.1 Course Boundaries and Out of Bounds
2.2 Defined Areas of the Course
2.3 Objects or Conditions that Can Interfere with Play
2.4 No Play Zones

Rule 3 – The Competition
3.1 Central Elements of Every Competition
3.2 Match Play
3.3 Stroke Play

Rule 4 - The Player’s Equipment
4.1 Clubs
4.2 Balls
4.3 Use of Equipment

II. Playing the Round and a Hole (Rules 5-6)

Rule 5 – Playing the Round
5.1 Meaning of Round
5.2 Practicing on Course Before or Between Rounds
5.3 Starting and Ending A Round
5.4 Playing in Groups
5.5 Practice During Round or While Play Is Stopped
5.6 Unreasonable Delay; Prompt Pace of Play
5.7 Stopping Play; Resuming Play

Rule 6 – Playing a Hole
6.1 Starting Play of a Hole
6.2 Playing Ball from Teeing Area
6.3 Ball Used in Play of Hole
6.4 Order of Play When Playing Hole
6.5 Completing Play of a Hole
III. Playing the Ball (Rules 7-11)

Rule 7 – Ball Search: Finding and Identifying Ball
7.1 How to Fairly Search for Ball
7.2 How to Identify Ball
7.3 Lifting Ball to Identify It
7.4 Ball Moved During Search or Identification

Rule 8 – Course Played as It Is Found
8.1 Player Actions That Improve Conditions Affecting the Stroke
8.2 Player’s Deliberate Actions to Alter Other Physical Conditions to Affect the Player’s Own Ball at Rest or Stroke to Be Made
8.3 Player’s Deliberate Actions to Alter Physical Conditions to Affect Another Player’s Ball at Rest or Stroke to Be Played

Rule 9 – Ball Played as It Lies; Ball at Rest Lifted or Moved
9.1 Ball Played as It Lies
9.2 Deciding Whether Ball Moved and What Caused It to Move
9.3 Ball Moved by Natural Forces
9.4 Ball Lifted or Moved by Player
9.5 Ball Lifted or Moved by Opponent in Match Play
9.6 Ball Lifted or Moved by Outside Influence
9.7 Ball-Marker Moved or Lifted

Rule 10 – Preparing for and Making a Stroke; Advice, Help; Caddies
10.1 Making a Stroke
10.2 Advice and Other Help
10.3 Caddie

Rule 11 – Ball in Motion After Stroke Hits Person, Animal or Object
11.1 Ball in Motion Accidentally Hits Person or Outside Influence
11.2 Ball in Motion Deliberately Deflected or Stopped by Person
11.3 Deliberately Moving Objects or Altering Conditions to Affect Ball in Motion

IV. Specific Rules for Bunkers and Putting Greens

Rule 12 – Bunkers
12.1 When Ball Lies in Bunker
12.2 Playing Ball in Bunker
12.3 Specific Rules for Relief for Ball in Bunker

Rule 13 – Putting Greens
13.1 Actions Allowed or Required on Putting Greens
13.2 The Flagstick
13.3 Ball Overhanging Hole
V. Lifting and Returning Ball to Play

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

14.1 Marking, Lifting and Cleaning Ball
14.2 Replacing Ball on Spot
14.3 Dropping Ball in Relief Area
14.4 When Player’s Ball is Back in Play after Original Ball Was Out of Play
14.5 Correcting Mistake Made in Substituting, Replacing, Dropping or Placing Ball
14.6 Making Next Stroke from Where Previous Stroke Made
14.7 Playing from Wrong Place

VI. Free Relief (Rules 15-16)

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

15.1 Loose Impediments
15.2 Movable Obstructions
15.3 Ball or Ball-Marker Helping or Interfering with Play

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

16.1 Abnormal Course Conditions (Including Immovable Obstructions)
16.2 Dangerous Animal Condition
16.3 Embedded Ball
16.4 Lifting Ball to See If It Lies in Condition Where Relief Allowed

VII. Penalty Relief (Rules 17-19)

**Rule 17 – Penalty Areas**

17.1 Options for Ball in Penalty Area
17.2 Options After Playing Ball from Penalty Area
17.3 No Relief under Other Rules for Ball in Penalty Area

**Rule 18 – Stroke-and-Distance Relief, Ball Lost or Out of Bounds, Provisional Ball**

18.1 Relief under Penalty of Stroke and Distance Allowed at any Time
18.2 Ball Lost
18.3 Provisional Ball

**Rule 19 – Ball Unplayable**

19.1 Player May Decide to Take Unplayable Ball Relief Anywhere Except Penalty Area
19.2 Relief Options for Unplayable Ball in General Area or on Putting Green
19.3 Relief Options for Unplayable Ball in Bunker
VIII. Procedures for Players and Committee When Issues Arise in Applying the Rules (Rule 20)

Rule 20 – Resolving Rules Issues During Round; Rulings by Referee and Committee
20.1 Resolving Rules Issues During Round
20.2 Rulings on Issues under the Rules
20.3 Situations Not Covered by the Rules

IX. Other Forms of Play (Rules 21-24)

Rule 21 – Other Forms of Individual Stroke Play and Match Play
21.1 Stableford
21.2 Maximum Score
21.3 Par/Bogey
21.4 Three-Ball Match Play
21.5 Other Forms of Playing Golf

Rule 22 – Foursomes and Threesomes
22.1 Overview of Foursomes and Threesomes
22.2 Either Partner May Act for Side
22.3 Side Must Alternate in Making Strokes
22.4 Starting the Round
22.5 Partners May Share Clubs

Rule 23 – Four-Ball
23.1 Overview of Four-Ball
23.2 Scoring in Four-Ball
23.3 When Round Starts and Ends; When Hole Is Completed
23.4 One or Both Partners May Represent the Side
23.5 Player’s Actions Affecting Partner’s Play
23.6 Side’s Order of Play
23.7 Partners May Share Clubs
23.8 When Penalty Applies to One Partner Only or Applies to Both Partners

Rule 24 – Team Competitions
24.1 Overview of Team Competitions
24.2 Terms of Team Competition
24.3 Team Captain
24.4 Advice