

# 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