

Rule 5 – Notable Changes

- Players may practice on the course after they have completed play for that day, even between consecutive rounds of stroke play.
- Penalty for first breach of “unreasonable delay” is now one stroke in both match and stroke play.
- An individual may “stop play” on his or her own only because of lightning – stopping due to sudden illness or to get a ruling are now addressed under the unreasonable delay Rule.

Rule 5 – Key Concepts

5.1 Meaning of Round

- A tied match is extended as the same round, a stroke play play-off is a new round.

5.3 Starting and Ending Round

- Must be ready to play at time set by Committee.
- Early or late within 5 minutes = general penalty.

5.4 Playing in Groups

- Must stay in the match/group set by Committee

Rule 5 – Key Concepts

5.2 Practising on Course Before or Between Rounds

- Match Play = OK, Stroke Play = After completing last round of the day
- Tiered Penalty

5.5 Practising During Round or While Play Is Stopped

- No practice during a hole.
- Between holes putting/chipping ok on previous putting green, next teeing area or practice green.

5.6 Unreasonable Delay; Prompt Pace of Play

- Unreasonable delay a three tiered penalty in match play and stroke play.
- Prompt Pace of Play Encouraged
- Inviting opponent to play first in match play OK.

Rule 5 – Key Concepts

5.7 Stopping Play; Resuming Play

- Must stop when suspended by Committee, may stop by agreement in match play or because of lightning.
- Immediate Suspension = no further strokes, Normal Suspension = may continue to end of current hole.
- Must Resume from original spot and when Committee resumes.
- May lift (after marking) when play suspended.
- Replace original or another ball on original (or estimated) spot when play resumed.
- Restoring worsened conditions during suspension covered by Rule 8.1d.