

Rule 6 – Notable Changes

- Any time a ball is in the teeing area, there is no penalty for accidentally or deliberately moving the ball when it is in play, including moving it somewhere else in the teeing area.
- Use of non-conforming tee or way not allowed is now a general penalty for first breach, then DQ for second breach.
- Recommendations for prompt pace of play, including encouraging “ready golf”.
- Option to invite opponent to play first to save time.

Rule 6 – Key Concepts

6.1 Starting Play of a Hole

- Ball must be played from inside the teeing area
 - Match Play = Opponent may cancel stroke
 - Stroke Play = General Penalty & Must correct mistake or DQ

6.2 Teeing Area Rules

- Ball must be played from ground or tee in ground.
 - Use of non-conforming tee or way not allowed = two tier penalty.
- Conditions affecting stroke may be improved in certain ways in teeing area, but
 - Not by moving tee-marker before stroke is made.
- When ball is in play in teeing area, it can still be moved and played from elsewhere in the teeing area, including re-teeing.

Rule 6 – Key Concepts

6.4 Order of Play When Playing Hole

- Honour on first teeing area determined by draw. Honour on other holes by winner of hole, lowest gross score or previous honour.
- Ball farthest from hole is played first during hole.
- No penalty for playing out of turn in either form of play but
 - Match Play: Opponent may cancel stroke.
- Order of Play in Relief situations:
 - When required to play from previous spot = order determined by previous spot
 - When an option to play as lies or elsewhere = order determined by current spot or estimated current spot
- Provisional Ball:
 - Order of play on teeing area: After other players, then in same order if needed.
 - Elsewhere: Once decision to play provisional is made, determined by spot where provisional will be played from.

6.5 Completing Play of a Hole

- Match Play: Ball holed or result decided by score, penalty or concession; Stroke Play: When ball is holed.