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.