

RULES SITUATION QUICK REFERENCE GUIDE		RULES SITUATION QUICK REFERENCE GUIDE	
COMMON RULES SITUATION		PROCEDURES AND PENALTIES	
Out of Bounds or Lost Ball	D, K		
Unplayable Ball	D,E,H	A	Two Stroke Penalty - Stroke Play General Penalty
Ball in Yellow Penalty Area	C,D, or F	B	Loss of Hole - Match Play General Penalty
Ball in Red Penalty Area	C,D,F, or I	C	No Penalty - Play the ball as it lies.
Hitting the Wrong Ball	A or B	D	One Stroke Penalty - and replay from where the ball was last played
Grounding Club in Penalty Area	C	E	One Stroke Penalty - drop back-on-the-line relief from hole through original spot of ball.
Ball in Bunker - Intentionally Grounding Club/Touching Sand Before Making a Stroke	A or B	F	One Stroke Penalty and drop back-on-the-line relief from hole through where the ball last crossed the edge of the penalty area.
Giving or Asking Advice	A or B	G	No Penalty - Drop the ball within one club length of the nearest point of complete relief, no closer to the hole.
Ball on Cart Path or in Abnormal Course Condition (ground under repair, immovable obstruction, temporary water, animal holes)	C,G	H	One Stroke and drop a ball within two club lengths of where the ball lies, no closer to the hole.
Agreeing to Waive a Rule	J	I	One Stroke and drop a ball within two club lengths closest to where the ball last crossed the edge of the red penalty area, no closer to the hole.
As of 1/1/2019 you are able to substitute a ball when taking a drop		J	Disqualification
Rule 19 Update: Relief for Unplayable Ball In Bunker		K	New Local Rule - Option allows the player to drop within 2 clubs length from the side of the fairway where the ball is estimated to have been lost or gone out of bounds. No nearer to the hole - 2 Stroke Penalty
For a total of 2 Strokes the player may take back-on-the-line relief <u>OUTSIDE</u> the bunker - based on a line going straight back from the hole through the spot of the original ball			