

RULES CADDY

RULING	PENALTY	OPTIONS
Red Penalty Area	1 stroke	A, B, C, D
Yellow Penalty Area	1 stroke	A, B, C
Out of Bounds & Lost Ball	1 stroke	A
Unplayable Lie	1 stroke	A, E, F... Play the ball
Grounding a Club in a Bunker	2 strokes	as it lies
Artificial Immovable Obstruction, Casual Water, Ground Under Repair, Cart Path, or Animal Hole	None	G
Embedded Ball	None	H

OPTIONS:

- A** Replay the ball from the location it was last hit
- B** Play the ball as it lies (1 stroke penalty is avoided under this option)
- C** Draw a line between the flag and the spot where the ball last crossed the hazard. Drop your ball on this line as far back as you want. It may roll up to one club in any direction.
- D** Drop the ball within two club lengths from where the ball last crossed the hazard, no closer to the hole
- E** Drop the ball within two club lengths from where it lies, no closer to the hole
- F** Draw a line between the flag and the ball. Drop your ball on this line as far back as you want. It may roll up to one club length in any direction.
- G** Find the nearest point of relief for your swing and drop within one club length, no closer to the hole
- H** Relief can be taken (except in sand) by dropping the ball within one club length right behind where the ball was embedded

RULES CADDY

RULING	PENALTY	OPTIONS
Red Penalty Area	1 stroke	A, B, C, D
Yellow Penalty Area	1 stroke	A, B, C
Out of Bounds & Lost Ball	1 stroke	A
Unplayable Lie	1 stroke	A, E, F... Play the ball
Grounding a Club in a Bunker	2 strokes	as it lies
Artificial Immovable Obstruction, Casual Water, Ground Under Repair, Cart Path, or Animal Hole	None	G
Embedded Ball	None	H

OPTIONS:

- A** Replay the ball from the location it was last hit
- B** Play the ball as it lies (1 stroke penalty is avoided under this option)
- C** Draw a line between the flag and the spot where the ball last crossed the hazard. Drop your ball on this line as far back as you want. It may roll up to one club in any direction.
- D** Drop the ball within two club lengths from where the ball last crossed the hazard, no closer to the hole
- E** Drop the ball within two club lengths from where it lies, no closer to the hole
- F** Draw a line between the flag and the ball. Drop your ball on this line as far back as you want. It may roll up to one club length in any direction.
- G** Find the nearest point of relief for your swing and drop within one club length, no closer to the hole
- H** Relief can be taken (except in sand) by dropping the ball within one club length right behind where the ball was embedded

RULES CADDY

RULING	PENALTY	OPTIONS
Red Penalty Area	1 stroke	A, B, C, D
Yellow Penalty Area	1 stroke	A, B, C
Out of Bounds & Lost Ball	1 stroke	A
Unplayable Lie	1 stroke	A, E, F... Play the ball
Grounding a Club in a Bunker	2 strokes	as it lies
Artificial Immovable Obstruction, Casual Water, Ground Under Repair, Cart Path, or Animal Hole	None	G
Embedded Ball	None	H

OPTIONS:

- A** Replay the ball from the location it was last hit
- B** Play the ball as it lies (1 stroke penalty is avoided under this option)
- C** Draw a line between the flag and the spot where the ball last crossed the hazard. Drop your ball on this line as far back as you want. It may roll up to one club in any direction.
- D** Drop the ball within two club lengths from where the ball last crossed the hazard, no closer to the hole
- E** Drop the ball within two club lengths from where it lies, no closer to the hole
- F** Draw a line between the flag and the ball. Drop your ball on this line as far back as you want. It may roll up to one club length in any direction.
- G** Find the nearest point of relief for your swing and drop within one club length, no closer to the hole
- H** Relief can be taken (except in sand) by dropping the ball within one club length right behind where the ball was embedded

IMPORTANT RULES:

- All drops are taken from knee height
 - There is a 3 minute limit when searching for a lost ball
 - A club can be grounded in red and yellow penalty areas
 - Loose impediments may be moved in bunkers & penalty areas
 - After taking relief, if a ball at rest rolls into another area of the course due to natural causes, there is no penalty & the ball must be replaced
 - The longest club in your bag, not counting your putter, may be used when taking club length relief
 - Accidental double hit: no penalty and play the ball as it lies
 - You can putt with the flag in on the green
 - Replace the ball without penalty if you accidentally cause it to move on the green or when searching for it
 - Spike marks and other damage may be repaired in your line on the green
 - No penalty if your ball accidentally deflects off you, your equipment or your caddie. Play the ball as it lies
 - If a marker or ball moves on the green after being marked, replace it without penalty
 - Damaged clubs may be used no matter how it occurred
 - Giving or Asking Advice is a 2 stroke penalty in Stroke Play and Loss of hole in Match Play
-

IMPORTANT RULES:

- All drops are taken from knee height
 - There is a 3 minute limit when searching for a lost ball
 - A club can be grounded in red and yellow penalty areas
 - Loose impediments may be moved in bunkers & penalty areas
 - After taking relief, if a ball at rest rolls into another area of the course due to natural causes, there is no penalty & the ball must be replaced
 - The longest club in your bag, not counting your putter, may be used when taking club length relief
 - Accidental double hit: no penalty and play the ball as it lies
 - You can putt with the flag in on the green
 - Replace the ball without penalty if you accidentally cause it to move on the green or when searching for it
 - Spike marks and other damage may be repaired in your line on the green
 - No penalty if your ball accidentally deflects off you, your equipment or your caddie. Play the ball as it lies
 - If a marker or ball moves on the green after being marked, replace it without penalty
 - Damaged clubs may be used no matter how it occurred
 - Giving or Asking Advice is a 2 stroke penalty in Stroke Play and Loss of hole in Match Play
-

IMPORTANT RULES:

- All drops are taken from knee height
- There is a 3 minute limit when searching for a lost ball
- A club can be grounded in red and yellow penalty areas
- Loose impediments may be moved in bunkers & penalty areas
- After taking relief, if a ball at rest rolls into another area of the course due to natural causes, there is no penalty & the ball must be replaced
- The longest club in your bag, not counting your putter, may be used when taking club length relief
- Accidental double hit: no penalty and play the ball as it lies
- You can putt with the flag in on the green
- Replace the ball without penalty if you accidentally cause it to move on the green or when searching for it
- Spike marks and other damage may be repaired in your line on the green
- No penalty if your ball accidentally deflects off you, your equipment or your caddie. Play the ball as it lies
- If a marker or ball moves on the green after being marked, replace it without penalty
- Damaged clubs may be used no matter how it occurred
- Giving or Asking Advice is a 2 stroke penalty in Stroke Play and Loss of hole in Match Play