

Golf Rules Quick Reference

A practical guide for Classy Niners league play

Use this summary during league play to handle common situations, maintain pace, and protect the course. When a situation is uncertain, follow the proper procedure and consult the Pro Shop or Committee before returning the scorecard.

Teeing Area

- Tee your ball between the tee markers and no more than two club-lengths behind them.
- An intentional swing that misses the ball counts as a stroke.
- If the ball remains inside the teeing area after your stroke, you may re-tee it before your next stroke. The first stroke still counts.

General Play

- Play the ball as it lies unless a rule permits relief.
- Do not improve your lie, stance, swing area, or line of play by moving or bending grass, branches, sand, or other natural objects.
- You may remove loose impediments, including leaves, sticks, and loose stones.
- If removing a loose impediment causes your ball to move, replace it. A one-stroke penalty normally applies, except in certain areas such as the putting green.

Lost Ball or Out of Bounds

- You may search for a ball for up to three minutes.
- Take a one-stroke penalty and play another ball from the location of your previous stroke. This is stroke-and-distance relief.
- If the ball may be lost or out of bounds, announce and play a provisional ball before leaving the original location.

Penalty Areas

- Penalty areas are identified by red or yellow stakes or lines. For a one-stroke penalty, you may:
 - Replay from the previous location.
 - Take back-on-the-line relief, keeping the crossing point between the hole and the drop location.
 - For a red penalty area only, take lateral relief within two club-lengths of the crossing point, no closer to the hole.

Bunkers

- Do not deliberately touch the sand to test its condition, ground the club directly in front of or behind the ball, or touch the sand during a practice swing or backswing.
- You may carefully remove loose impediments. If the ball moves, replace it and add a one-stroke penalty.

Unplayable Ball

- You may declare a ball unplayable anywhere on the course except in a penalty area.
- For a one-stroke penalty, choose one of the following:
 - Replay the previous stroke.
 - Drop within two club-lengths of the ball, no closer to the hole.
 - Take back-on-the-line relief, keeping the original ball location between the hole and the drop location.
- Additional restrictions apply when taking unplayable-ball relief from a bunker.

Putting Green

- You may mark, lift, and clean your ball; repair permitted damage; and remove loose impediments and movable obstructions.
- If a ball played from the putting green hits another ball that was already at rest on the green, the player receives a two-stroke penalty in stroke play.
- Replace the ball that was moved. Play the striking ball from where it comes to rest.

Flagstick

- You may leave the flagstick in the hole or have it removed before making your stroke.
- There is no penalty when a ball played from the putting green hits an unattended flagstick.
- A ball is holed when any part of it is below the surface of the putting green and within the edge of the hole.
- If the ball rests against the flagstick but no part is below the surface, it is not yet holed.

Free Relief

- Free relief may be available from cart paths, sprinkler heads, temporary water, and other immovable obstructions.
- Find the nearest point of complete relief and drop within one club-length, no closer to the hole.

Dropping a Ball

- Drop the ball straight down from knee height. It must first strike and come to rest inside the relief area.
- If it rolls outside the relief area, drop again. If it rolls out after the second drop, place it where the second drop first touched the ground.

Ready Golf and Pace of Play

- Play when ready, provided it is safe and respectful.
- Be ready while others are playing and limit ball searches to three minutes.
- Keep pace with the group ahead.
- Move away from the putting green before recording scores.
- Save longer conversations for after the round.

Classy Niners Scoring Basics

- Count every stroke and penalty until you reach the maximum score allowed for the hole.
- Your maximum score is Par + 2 + the handicap strokes or dots you receive on that hole.
- Pick up your ball when you reach your maximum and record that score on the card.
- Record your actual gross score in GHIN, subject to the applicable maximum-hole-score adjustment.
- **Stroke Play:** The player with the lowest total score wins.
- **Match Play:** Players compete to win individual holes.

Common Penalties

Situation	Penalty
Lost ball or out of bounds	One-stroke penalty plus distance
Optional local rule for a lost or OB ball	Two-stroke penalty
Penalty area	One-stroke penalty
Unplayable ball	One-stroke penalty
Playing the wrong ball	Two-stroke penalty in stroke play
Improving conditions affecting the stroke	Two-stroke penalty in stroke play

When You Are Unsure

- Do not guess or take an unauthorized drop.
- In stroke play, you may use the proper second-ball procedure when genuinely uncertain how to proceed.
- Before playing either ball, announce that you are playing two balls and state which ball you want to count.
- Report the situation to the Pro Shop or Committee before returning your scorecard.
- For assistance, call the Pro Shop at 239-732-1220.

PLAY READY GOLF | PROTECT THE COURSE | KEEP PACE | ENJOY THE ROUND