

CHATANOOGA INDUSTRIAL GOLF LEAGUE RULES

2026 Season Rules

We urge players in the league to get familiar with the **RULES of GOLF** and adhere to them. Remember that golf is a sport of honor, and each player should do their best to know the **RULES of GOLF** and adhere to them. Should you not have a copy, the golf course has a copy available for reference during normal business hours. Several USGA rules have been changed/updated for 2019, so read them and be informed!!!

Since all players are riding, there is no reason why we can't play nine holes in 2 to 2 ½ hours. Even so, too many of you watch WAY TOO MUCH TV and act like you are playing for a **MILLION DOLLAR purse**. **Two of the reasons** are that we are **not starting on time** and some players **continue to play the hole out even though a point cannot be scored**. **We have rules to cover this** (see League Rules Governing Slow Play) and we urge you to **follow them and call a rules violation on those who don't**. When possible league officials or Brainerd Golf Course (BGC) management will marshal the course and assist with enforcement of these rules.

Another reason we get behind is that some of you take entirely too much time to line up their putts. None of us are professionals nor are we playing for big cash purses. **Don't confuse being competitive with slow play. PLAY READY GOLF!!!!!!**

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The RANGER will be monitoring the pace of play throughout the course. If a foursome has more than one full hole open in front of them, the ranger will issue a warning to that group. He will check back on that group within 10-15 minutes. **If there is still more than one full hole open in front of the group, the ranger will pull that group aside and allow all remaining IGL players to play through that group and they will be allowed to complete their round at the end of the IGL playing groups**. We realize that this is a STIFF PENALTY, but hopefully all players will realize the need to maintain their play so they don't leave gaps in front of them.

CARTS ON PATH: Whenever the sign is displayed to keep carts on path, ALL carts must keep ALL FOUR TIRES ON THE PATH. If the ranger finds a cart off the path, that cart's players will be escorted to the clubhouse and their match will be forfeited. The ranger will note the players names on the scorecard and also report them to course management.

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Lets all try to be more considerate of those that are following and play faster. KEEP UP WITH THE GROUP IN FRONT OF YOU!!!! PLAY READY GOLF!!!!

The game of golf has RULES for a reason, to make the game fair and equitable to ALL that are playing. It is NOT acceptable for players in matches to mutually agree to forego any part of the rules for the duration of their match. KNOW the RULES and PLAY by the RULES!!!

GENERAL RULES:

Rules of the U.S. Golf Association govern all play, except as modified below or by the local rules of the Brainerd Golf Course. All disputes (see Rules Covering Protest and Disputes) shall be referred to the scorekeeper (for the division in question) for settlement. This decision may be appealed to the Rules Committee (composed of the three scorekeepers & the Brainerd Golf Professional or his assistant, in an advisory capacity only) in writing. This decision shall be final. No one is exempt from the rules. Agreement to depart from the rules will result in penalty to both players &/or teams. Lack of familiarity or ignorance of the rules is not an excuse. The same rules apply to all.

MODIFICATIONS OF THE U.S.G.A. RULES:

USGA rules have changed this year allowing you to tamp down spike marks (or other marks) on the putting surface!

All equipment must conform to USGA rules. This includes the ball and clubs. Nonconforming equipment will result in forfeit of match or tournament play. Use of Non USGA conforming equipment of any type is prohibited for league play.

The USGA has amended the lost ball and out of bounds ball to allow you to drop based on where the ball went out of bounds or was deemed lost. Refer to the USGA rules for details on where to drop. This will be added to the end of these rules. USGA stipulates a TWO stroke penalty, IGL will remain 1 stroke penalty

Rule Modification that was added for the 2013 season: You may lift rake and place in any bunker. Since we often are playing conditions where the bunkers are not being maintained, you can lift, rake and place your ball in the same location where it came to rest.

Rule Modification that was added for the 2014 season: Whenever the course mandates "Carts On Path" you may play Lift Clean and Place Through The Green. The ONLY applies to balls in the fairway through the green and NOT balls in the rough or hazards.

IGL rule amended for the 2019 season: If your ball comes to rest in a bunker, you can elect to drop it out of that bunker while keeping the bunker between the drop point and the flag. THIS WILL INCUR A 2 STROKE PENALTY for dropping out of the bunker. You may still elect to rake and place as amended in 2013 without a penalty stroke. This is consistent with the USGA rules of golf

LOCAL RULES OF BRAINERD GOLF COURSE:

1. A ball lying in any concrete ditch may be dropped two club lengths from the closest point of entry, but not closer to the hole being played, **without penalty. This is an exception to BGC rules which state the concrete (marked) ditches are to be played as a hazard (penalty stroke). In this case, it's not played as a lateral hazard, you must drop within two club lengths from the closest point of entry.**
2. **Perimeter fences & white stakes are out of bounds.** Refer to the USGA rules for determining where to drop when your ball goes out of bounds or is lost. This will be added to the end of these rules. **USGA stipulates a TWO stroke penalty, IGL will remain 1 stroke penalty**
3. A ball laying next to the fence, but not out of bounds, may be dropped two club lengths (but not closer to the hole) **with a one stroke penalty.**

New Changes for 2023 (implemented by BGC in mid season 2022)

4. Any ball in the Environmental Penalty areas (environmentally protected areas) is **NOT** to be played from there. You are to drop a ball with a one stroke penalty at the point of entry to any of these areas. You do not have to locate the ball "lost" in this area. Even IF you find the ball, it cannot be played from these areas and is a **ONE STROKE PENALTY**. These areas are marked with a Red Stake having a Green Top on them.

a Environmental Penalty areas are as follows:

- i Pine thicket right of #6 green and left of #5 tee box
- ii Pine thicket between #5 tee box and right of #7 fairway
- iii Area between #10 fairway, #12 green and #18 fairway
- iv Left of the #10 green (bordered on other side by 12 fairway)
- v Left of #11 tee box (pine thicket)
- vi Left of the #12 tee box
- vii) Left of the #13 green (that area between 13 green, 14 green and 15 fairway)
- viii Between cart path and fairway on #14

b Areas NOT marked with Green Topped Red markers are not a penalty area and receive a free drop. Those areas are as follows:

- i Right of #1 Green (that area between #1 green, #2 fairway and #3 tee box)
- ii Area behind #17 green
- iii Behind #15 green

c Areas marked with red, yellow or white markers are NOT environmental areas and are marked as HAZZARDS with appropriate penalties.

5. If your swing is restricted by any **interior** fence, bench or shed, you may have a **free drop** (permanent immovable obstruction rule) provided you don not **move the ball closer to the green or improve you line of flight**. These items are played as immovable objects; you are only allowed relief to your intended path of swing and stance, not line of flight. **You do NOT get relief from any exterior fences, they are course boundaries.**
6. A ball laying in the **fairway being played** may be improved with the club-head or hand, but no closer to the hole or be moved more than one club's length. **You cannot improve the line of flight, the playing surface or your stance. This is NOT "Lift Clean and Place" unless covered under the "Rules of Golf". IF "Lift Clean and Place" is going to be played, the starter will advise all players at the beginning of the round (see modification to rules for 2014). You cannot improve your lie in moving the ball. You cannot move from the fringe onto the green. You cannot move your ball any closer to the green.**
7. A ball lying in the rough must be played as is.
8. You may **drop** away two club lengths, **without penalty**, from all cart paths & roads. However, in doing so, you may not improve you line of flight.
9. A **ball lying on a putting green**, other than the one being played **must be dropped off** the green (no nearer the hole) **without penalty**.
10. Golf **carts must be kept** at least **30 feet from greens** & on cart paths near tees. **"Carts on path"**, when displayed, means just that, keep them on the path. Let's try to help with course conditions.
11. **Shirts** must be **worn** at all times.
12. In the past, we have had numerous situations where a foursome has agreed to deviate from the rules (example: early in the year when the fairways are not in the best condition, foursomes have agreed to "play everything as fair-way and improve your lie"). **This in not permitted and if reported and verified, will result in a 0-0 match.**
13. BGC does not allow outside beverages to be brought onto the course. Anyone doing so will be ejected from the course and will forfeit their match.
14. The clubhouse observes a "smoke-free" policy. No smoking is allowed anywhere inside the building.

LEAGUE RULES GOVERNING SLOW PLAY:

PLAY READY GOLF!!!!!!

Since everyone is riding, there is no reason why all matches shouldn't be completed in 2 to 2 ½ hours. We continue to be plagued with slow play on the part of some few players. Hopefully in order to eliminate this problem, the following rules are being put into effect:

You may not take any more strokes if you cannot score on the hole being played. In other words, on any par 3 you cannot take more than 4 strokes; on any par 4 you cannot take more than 5 strokes, and on any par 5, six strokes is the limit. You must pick-up and go on to the next hole. Failure to do so will result in a penalty of one point taken away for every stroke taken. If you observe an opponent violating this rule CALL THEM ON IT!! If we allow them to break the rules and play after they can't score, it contributes to SLOW PLAY!

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The RANGER will be monitoring the pace of play throughout the course. If a foursome has more than one full hole open in front of them, the ranger will issue a warning to that group. He will check back on that group within 10-15 minutes. If there is still more than one full hole open in front of the group, the ranger will pull that group aside and allow all remaining IGL players to play through that group and they will be allowed to complete their round at the end of the IGL playing groups. We realize that this is a STIFF PENALTY, but hopefully all players will realize the need to maintain their play so they don't leave gaps in front of them.

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It's your responsibility to keep up with the group ahead of you. If there is a "half hole" or more between your group and the one in front of you, you are playing TOO SLOW!

If for some reason, your group started with a gap in front of you (unless you are the very first group), it is your responsibility to "close the gap" and catch up!

LEAGUE RULES GOVERNING USE OF PICK-UP PLAYERS:

You may pick-up no more than **two** players. **However, any player(s) must be from the non-roster player pool or from another team in your division.** Such player(s) will play the position according to his/her quota. They no longer have to play the #3 or #4 positions. **Have the substitute player from a different team NOTE on the scorecard what their "Original" team name is (Score card for Adman Electric and sub player is from EPB#1, note EPB#1 after the player name).**

LEAGUE RULES GOVERNING USE OF ILLEGAL PLAYERS:

Any team using an illegal player (defined as not from the non-roster pool or not from your division of the league) will **forfeit the match resulting in a 24 – 0 score** in favor of your opponent. If both teams use illegal players, then **all match points will be forfeited, resulting in a 0 – 0 score.**

RULES COVERING PROTEST AND DISPUTES:

At any time during a match when a dispute arises, it is the responsibility of the team making the charge to inform the opposing team of the dispute and or protest. The scorecard must be marked showing the hole in question and annotated with the rule in question. The match will continue “under protest” and upon completion the scorekeeper will settle the matter in question. Any protest or disputes must be presented in writing to the scorekeeper.

Any protests or disputes must be brought up and registered with the opposing team as soon as they are discovered, once a hole has been completed, you cannot “go back” to register a protest or dispute.

TEE BOX ASSIGNMENTS:

- **All female players** will play from the RED Tees.
- **All male players** will play from the WHITE Tees with the following exceptions:
 1. **Players 60 years of age or older may DECLARE to be Senior Golfers and as such will qualify from and play from the GOLD Tees** (see Quotas later in the rules). These players will be noted on the team sheets with a “GT” at the end of their last name (John Doe – GT as an example).
 2. **Players 70 years of age or older may DECLARE to be Super Senior Golfers and as such will qualify from and play from the RED Tees** (see Quotas later in the rules). These players will be noted on the team sheets with a “RT” at the end of their last name (John Doe – RT as an example).
 3. **Players playing in the CHAMPIONSHIP FLIGHT in the end of year tournament will play from the BLUE Tees.**

TEAM CAPTAIN’S (OR HIS REPRESENTATIVE’S) RESPOSSIBILITIES:

Every team captain (or his/her representative) is responsible for the following:

1. It is the responsibility of the team captain to insure that all his team members are reasonably knowledgeable regarding the RULES of GOLF AND the rules of the Chattanooga Industrial Golf League.
 2. See that his/her team is on time.
 3. See that all cards are filled out properly with the full name and correct quota of those playing. If you complete the cards first, please leave them with the book so that you opponent can complete their part. It will then be his/her responsibility to bring them to the match.
 4. See that the cards are signed after the match is over.
 5. See that the cards are turned in for scoring and recording by the scorekeeper. Failure to turn in the cards will result in a 0 – 0 score for both teams. If one card is not turned in, then those 12 points will not be awarded. The other card will be scored and recorded.
1. In the absence of the team captain, his/her representative will be whomever he/she appoints. If he/she fails to appoint any one, the person playing in the number one position will automatically be considered the captain. . For the first person that reads the rules to this point and informs the scorekeeper, a slightly used golf ball will be given as a reward. ☺

TEAMS:

A team shall consist of four players and their respective quotas shall determine their positions on the team. The highest quota will play in the first position. In case two or more players have the same quota, the position being played **will be determined alphabetically based on their first name as it is set up in the computer program. These names are the ones printed in the scorebooks which come from the program.** In the absence of proper position designation on the score card, the order of **players paired will be based on quotas and the first names as shown in the scorebook.**

Rosters:

Each team's roster will consist of a minimum of 7 players and a maximum of 12 players. Changes to the roster may be made at any time during the first half of the season, but not after week 7.

For scoring purposes number one and two players will be paired with their like counterpart on the opposing team to constitute a match. Number three and four players are likewise paired and matched.

You must have at least 2 players in order to play a match. If this happens, you may pick-up two players from the non-roster pool or any other team that plays in your division. **You cannot pick-up players from a different division.**

If you have only one player, the match is automatically forfeited.

STARTING TIMES:

Starting times have been assigned. **Every team must be ready to tee off at the assigned time (according to the starter's watch). Inform the starter as soon as all members of your team are present. If both teams are present he may be able to get you started early and prevent any backlog of players. It is the decision of the starter whether you will start on hole #1 or hole #10.**

If a **complete** team is not ready at its assigned time, that team automatically forfeits.

If a team has two or three players ready at their assigned time & the other player(s) is(are) not there, the **opposing team captain** can allow his counterpart one of the following:

1. Pick up a player from the non-roster player pool or from another team **in the same division.**
2. Play the match & forfeit the points created by playing short, or—
3. Go ahead and start the match and let the absent player catch up with them when he/she shows up. If this is done, the player in question will not be allowed to play the holes that his/her foursome has already played. For interpretation of this rule, “holes that his foursome has already played” means all holes completed plus the hole being played when the player in question arrives or catches up with his/her group. The player in question will then have the “balance” of the nine holes to get his/her quota.

If the absent player doesn't show up and he is supposed to play any one of the first three positions, then each player below the position in question is automatically moved up and the last position(s) is(are) forfeited.

EXAMPLE: The absent player is supposed to play in the number two slot, The first foursome goes off as a threesome and the number two player doesn't show up. After the match is completed, the number three player is moved to the number two position and the number four player is moved to the number three

position. The number four position is then forfeited and the score is figured accordingly.

REGARDLESS OF WHAT OPTION IS SELECTED, YOU MUST START YOUR MATCH ON TIME, NO EXCEPTION TO THIS RULE!

RAINED OUT MATCHES:

The course management (in conjunction with the starter) will determine when a match is rained out. **HOWEVER, PLEASE DO NOT CALL BEFORE 3:30 P.M. TO FIND OUT IF WE ARE PLAYING.**

Once play has begun, it is the decision of BGC management to decide to suspend or “rainout” a match. If the warning horn is sounded, cease play immediately and seek shelter. BGC management will make this decision in the best interest of the player’s safety and the course conditions. “Suspended” play will be resumed (if possible) at the decision of BGC management. If at the time play is “rained- out”, any teams have completed their match, their scores will be entered into the score book and their match will be complete. Likewise if any team has completed at least five holes, their match will be deemed complete and the scores will be entered into the score book based on the scores attained through the completed holes. Any teams that have not completed at least five holes at the time play is “rained-out” may agree to enter a “12 –12 tie score” or have the match re-played at the time scheduled by the league. Again both teams must agree on the “tie score” or the match will be re-played.

When an entire match is rained out, it will be treated as a tie and each team will be awarded 12 points. **However, no league will have more than two rained out matches during the season (refer to above paragraph). If this happens in any league (or to any teams within a division of the league), these matches will be made up.** It will be the responsibility of both team captains to contact the scorekeeper for their division to find out when the match will be re-played. The scorekeepers and BGC management will do everything possible to make up the matches (beyond 2 rainouts) in as timely as possible manner.

IN THE EVENT that play has been suspended due to weather and has not officially been deemed to be a rainout by course management, DO NOT leave the course in the assumption that it will be deemed a rainout. If your team leaves ASSUMING that the match will be rained out, and it IS NOT, you will in effect forfeit the match (providing that your opponent remains at the course and completes their round).

Any match started must be completed the same day. Any time we are making up a rained out match, it will be a new match of 9 holes.

QUOTAS:

The minimum quota for any player is 3 points.

The point count is as follows:

(a) Bogie	1 point	(c) Birdie	3 points
(b) Par	2 points	(d) Eagle	4 points

Remember, if you cannot score on any hole PICK UP AND GO ON TO THE NEXT HOLE!!!!

Your quota will be determined by a combination of previous years quotas and a factor of your score in the tournament (if applicable). If you did not play in the tournament, your beginning quota will be determined by the average of points scored the previous year in conjunction with your highest and lowest attained quota for that year. If you played in the tournament, that score will also be factored in. See the scorekeeper for your division for an exact explanation of the system.

There is no restriction on how high quotas can be increased from one week to the next. However, quotas will not be lowered by more than one point from one week to the next. Quotas cannot be declared. A qualifying round (consisting of all 18 holes at Brainerd Golf Course) must be played prior to the start of the season (if you did not play in the league the previous year) in order to establish a quota. If an individual plays a match prior to qualifying, that position will be considered as a blind and the two "individual" points plus the eight "team" points will be forfeited. However, we will use the nine-hole score to establish that player's quota - - - thus making him/her eligible for play in the future.

FIGURING YOUR QUOTA:

Your quota is figured by taking your beginning quota, adding your first match's points and dividing by two. After you have played two matches, the total points scored plus your beginning quota is then divided by 3. Thereafter, it's the total points scored on the past three matches divided by three. Any fraction of $\frac{1}{2}$ or greater is rounded to the next highest number.

The minimum quota for any player is 3 points.

HOW MATCHES ARE SCORED:

Determining who is the most over or the least under their quota scores all matches. In each match there are 24 total points available. Each foursome is eligible for 8 points. These are comprised of 4 "card" points and 4 "individual" points (each pair of opponents are eligible for 2 "individual" points). There are then 8 "team" points awarded to the foursome that

exceeds their quota by the most points (both cards). Any player must score at least 1 point, or they forfeit (just as if they were not present).

EXAMPLE:

Team “A” vs. Team “B”. Their players have the following quotas and score the following points:

TEAM A				TEAM B		
Position	Quotas	Points		Quotas	Points	
		Scored	Difference		Scored	Difference
#1	15	12	-3	13	14	+1
#2	12 12 Even	12 11 -1	#3 8 11 +3 9 12 +3	#4 6 2 -4	4 0 -4	

The #1 position is won by the player from team B since he/she was one (+1) over his/her quota and their opponent was -3. This gives his/her team 2 “individual” points.

The #2 position is won by team A as he/she was even and their opponent as -1. This gives his/her team 2 “individual” points.

As a team, team A was -3 (-3 & even) while team B was even (+1 & -1). Therefore, team “B” wins the 4 “card” points and team “B” wins that match 6 to 2.

The #3 position is a tie as both players are 3 over their quota. Therefore, the two “individual” points are split 1 – 1.

The #4 position is won by team “A”. Even though both players were 4 points short of their quotas, the team “B” player failed to score a point and therefore, the two “individual” points as well as the 4 “card” points are forfeited. Therefore, team “A” wins this match 7 to 1.

For the Overall Score, we find that Team “A” failed to meet their total quota by 4 points and Team “B” forfeited an opportunity for the 8 team points due to player #4 not scoring any points. Overall, team “A” wins the match 17 to 7 (2 points from the first card, .7 points from the second card and the 8 team points for Team “A”, vs. 6 points from the first card plus 1 point for the second card).

NOTE THAT IF the #4 player on Team ”B” had scored at least one point, their team would have been “EVEN” against their combined quota and would have gotten the 8 “team” points, which would have resulted in the match being scored 15 to 9 in favor of Team “B” (2 points from the first card, .7 points from the second card Team “A”, vs. 6 points from the first card plus 1 point for the second card and the 8 team points for the overall match).

EXAMPLE 2:

Position	TEAM A				TEAM B		
	Quotas		Points Scored	Difference	Quotas	Points Scored	Difference
#1	9 7 -2 9 10 +1	#2	5 5 Even	9 7 -2			
#3	5		4	-1	8	8	Even
#4	3		0	-3	Forfeit	Forfeit	Forfeit

The #1 position is won by the player from team B since he/she was one (+1) over his/her quota and their opponent was -2. This gives his/her team 2 “individual” points.

The #2 position is won by team A as he/she was even and their opponent as -2. This gives his/her team 2 “individual” points.

As a team, team A was -2 (-2 & even) while team B was -1 (+1 & -2). Therefore, team “B” wins the 4 “card” points and team “B” wins that match 6 to 2.

The #3 position is won by team B as he/she was even and their opponent was -1. This gives his/her team 2 “individual” points.

In the #4 position, the player on team A did not score any points, but given that team B did not have a fourth player, team A gets 2 ‘individual” points for this match

For the Overall Score, we find that Team “A” was even against their combined quota and Team “B” was under their quota by 1 point. Overall, team “B” wins the match 9 to 7 (6 points from the first card, .3 points from the second card, with team “A” having 2 points from the first card plus 1 point for the second card).

Tournament and Playoff Quotas:

Each player’s tournament/playoff quota will be determined by a combination of their **highest attained quota during the season** and any previous tournament score (if any). This is being done in an attempt to eliminate or at least reduce “sand-bagging” as has been done in the past. The league currently has scores for the past two tournaments and will continue to track them into the future. Hopefully this method will prevent unsavory scores being attained more than once by any player.

End of Season Playoffs:

The winners from the first half (7 weeks of play) and the winners from the second half play each other in a single elimination match which is played on the Monday following the 14th (last) week of play. There are also 2 Wildcard teams which are determined by the two teams with the most total points for the 14 week season (and were not winners of either first or second half). The two Wildcard teams play a single elimination match on that same Monday.

The Playoff schedule is as follows:

Monday:

- @ 5:00 Monday First Half vs. Second Half
- @ 5:15 Tuesday First Half vs. Second Half
- @ 5:30 Thursday First Half vs. Second Half
- @ 5:45 Two Wildcard Teams

Tuesday:

- @ 5:00 Monday Winner from Monday's match vs. Tuesday's Winner
- @ 5:15 Thursday Winner from Monday's match vs. Wildcard Winner

Wednesday:

- @ 5:00 Winners from Tuesday Matches

Any Ties are broken by whichever team has the most total team points for the season.

USGA Updates:

- Dropping procedure: When taking relief (from an abnormal course condition or penalty area, for example), golfers will now drop from knee height. This will ensure consistency and simplicity in the dropping process while also preserving the randomness of the drop. (Key change: the proposed Rules released in 2017 suggested dropping from any height).^[1]_{SEP}
- Measuring in taking relief: The golfer's relief area will be measured by using the longest club in his/her bag (other than a putter) to measure one club-length or two club-lengths, depending on the situation, providing a consistent process for golfers to establish his/her relief area. (Key change: the proposed Rules released in 2017 suggested a 20-inch or 80-inch standard measurement).^[1]_{SEP}
- Removing the penalty for a double hit: The penalty stroke for accidentally striking the ball more than once in the course of a stroke has been removed. Golfers will simply count the one stroke they made to strike the ball. (Key change: the proposed Rules released in 2017 retained the existing one-stroke penalty).^[1]_{SEP}
- Balls Lost or Out of Bounds: Alternative to Stroke and Distance: A new Local Rule will now be available in January 2019, permitting committees to allow golfers the option to drop the ball in the vicinity of where the ball is lost or out of bounds (including the nearest fairway area), under a two-stroke penalty. It addresses concerns raised at the club level about the negative impact on pace of play when a player is required to go back under stroke and distance. The Local Rule is not intended for higher levels of play, such as professional or elite level competitions. (Key change: this is a new addition to support pace of play)

Elimination or reduction of "ball moved" penalties: There will be no penalty for accidentally moving a ball on the putting green or in searching for a ball; and a player will not be responsible for causing a ball to move unless it is "virtually certain" that he or she did so.

- Relaxed putting green rules: There will be no penalty if a ball played from the putting green hits an unattended flagstick in the hole; players may putt without having the flagstick attended or removed. Players may repair spike marks and other damage made by shoes, animal damage and other damage on the putting green and there is no penalty for merely touching the line of putt.
- Relaxed rules for “penalty areas” (currently called “water hazards”): Red- and yellow-marked penalty areas may cover areas of desert, jungle, lava rock, etc., in addition to areas of water; expanded use of red penalty areas where lateral relief is allowed; and there will be no penalty for moving loose impediments or touching the ground or water in a penalty area.
- Relaxed bunker rules: There will be no penalty for moving loose impediments in a bunker or for generally touching the sand with a hand or club. A limited set of restrictions (such as not grounding the club right next to the ball) is kept to preserve the challenge of playing from the sand; however, an extra relief option is added for an unplayable ball in a bunker, allowing the ball to be played from outside the bunker with a two-stroke penalty.
- Relying on player integrity: A player’s “reasonable judgment” when estimating or measuring a spot, point, line, area or distance will be upheld, even if video evidence later shows it to be wrong; and elimination of announcement procedures when lifting a ball to identify it or to see if it is damaged.
- Pace-of-play support: Reduced time for searching for a lost ball (from five minutes to three); affirmative encouragement of “ready golf” in stroke play; recommending that players take no more than 40 seconds to play a stroke and other changes intended to help with pace of play.