

GOLF RULES QUICK REFERENCE GUIDE

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1. Teeing Off:

- Place your ball within the tee markers.
- You may tee up your ball anywhere between the markers.

2. Fairway Play:

- Play the ball as it lies unless you're entitled to a free drop.
- No touching or moving the ball, except as allowed by the rules.

3. Hazards:

- Water hazards are marked by yellow stakes, lateral water hazards by red stakes.
- Know the options for dropping or playing from hazards.

4. Out of Bounds:

- A ball out of bounds must be played from where it last crossed the boundary.

5. Unplayable Lies:

- Declare your ball unplayable and choose one of the relief options.

6. Bunkers:

- No grounding your club in the sand before the shot.
- Smooth the sand after playing the shot.

7. Putting Green:

- Repair ball marks and old hole plugs.
- Flagstick can be attended, removed, or held.

8. Lost Ball:

- After 3 minutes of searching, declare the ball lost and take a penalty stroke.

9. Scoring:

- Count all strokes, including penalties.
- Record your score on the scorecard after each hole.

10. Match Play: - Win a hole by completing it in fewer strokes than your opponent. - The player winning the most holes wins the match.

Remember:

- Know local course rules.
- Respect pace of play.
- Stay aware of fellow golfers.