## **2019 Major Changes to Rules of Golf**

New USGA Rules of Golf take effect on January 1, 2019. There are many substantive changes and the entire Rules book has been reorganized. There are now 24 Rules in place of the current 33, and many rules now use illustrations to explain what must be done.

You need to become familiar with these new Rules as they define how the game is played and you are expected to recognize when you have breached a Rule and are subject to a penalty. Rules 1.2 & 1.3.

There is abbreviated "Player's Edition of the Rules" that eliminates various rules and information used to administer golf competitions. Copies of the Player's Edition are available in the Golf Shop or from the USGA. Both the Player's Edition and the Full Rules and Rules Interpretations are available on the USGA web site (under Playing). You can also access the Rules via Android and iOS <u>mobile apps</u> available from the usual Google/Apple sources.

The USGA web site also includes may helpful resources, including very short videos, assist you in learning about the new rules. See, for example,

http://www.usga.org/content/usga/home-page/rules-hub/rules-modernization/major-changes/major-changes.html

There also are some videos on Youtube.com, including this 9-minute video on the 20 most important changes:

https://www.youtube.com/watch?v=chPOtfLUHC0&feature=youtu.be

To help get you up to speed, the following is a guide to the major changes in the new Rules:

#### A. Areas of Course

Parts of the golf course have been renamed as follows:

**General Area:** All areas of the course **except** (1) the *teeing area* you must play from in starting the hole you are playing, (2) all *penalty areas*, (3) all *bunkers*, and (4) the *putting green* of the hole you are playing. Rule 2.2 and Definitions.

**Penalty Area:** Red staked or lined areas from which relief with a one-stroke penalty is allowed if your ball comes to rest there. Penalty areas are no longer limited to water hazards and may include areas previously marked as out of bounds or desert areas. Relief is under Rule 17. See Rule 17 and Definitions. (Note – The Rules provide for yellow staked penalty areas, but the SaddleBrooke One Golf Committee has decided to eliminate those in favor of red staked relief areas.)

**No Play Zone:** Part of the course from which play is <u>prohibited</u>. Rule 2.4 and Definitions. Relief from no play zones may be without penalty or with a one stroke penalty, depending on how the no play zone is marked. No play zones are usually marked by **blue** stakes or lines. If the stakes are <u>entirely blue</u>, or <u>blue with</u> a <u>green top</u>, relief is *without penalty* under Rule 16.1a & 16.1b. If the stakes are <u>red</u> with a <u>green top</u>, relief is under Rule 17.1d or 17.2, with a *one stroke penalty*.

**Relief Area:** The area where you must drop a ball when taking relief under a Rule. The size of this relief area is always based on a "Reference Point," such as where the ball last crossed the edge of a penalty area or went out of bounds.

#### B. New Option for Ball Lost or Out of Bounds--By Local Rule

When your ball is known or virtually certain to be out of bounds or is lost anywhere <u>other</u> than in a <u>penalty area</u>, you may proceed under this Local Rule in place of stroke-and-distance relief. But you cannot use this rule if a provisional ball has been played.

For **two** penalty strokes, you may take relief by dropping a ball in a relief area no closer to the hole than (A) where the original ball is estimated to have come to rest on the course or gone out of bounds and (B) the *nearest edge of the fairway* which is no closer to the hole than A, as shown below:



The width of the relief area is defined by lines from the hole through points A and B plus two club-lengths outside those lines (e.g., an additional two club-lengths into

the fairway.) Three additional diagrams, including one for a ball lost or out of bounds around a green, are on pages 9-11 at the end of this document.

# C. Pace of Play

Rule 5.6 expressly states that golf should be played at a prompt pace. Specifically:

- It is recommended that you make a stroke in no more than 40 seconds (and usually in less time) after you are (or should be) able to play without interference or distraction.
- In stroke play, play "ready golf" in a safe and responsible way (i.e., you may play out of turn if it is safe to do so.)
- In match play, you and your opponent may agree that one of you will play out of turn to save time.
- If you unreasonably delay play, you may be assessed penalty strokes, or ultimately be disqualified. Rule 5.6a

#### D. Reasonable Judgement

When you need to make an estimate, your "reasonable" judgement will be accepted. Rule 1.3. Examples include where your ball crossed the edge of a penalty area, where to replace your ball, when taking relief, or the location of your knee when dropping a ball.

#### E. <u>Time to Search for a Ball</u>

The maximum time allowed to search for a lost ball is **three** minutes after you begin to search for it. After that is deemed lost. Rule 18.2a

# F. Procedures for Taking Relief

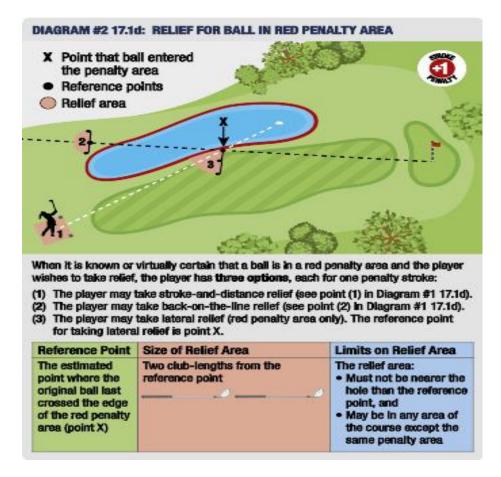
- 1. The one or two club length relief area for dropping a ball is measured using the *longest club in your bag* other than a putter. See Definition of Club-Length.
- 2. The ball must be dropped from knee height when standing. Rule 14.3b
- 3. The ball must be dropped in the *relief area* (Rule 14.3b) and come to rest in the *relief area* (Rule 14.3c).
- 4. When taking relief (free relief or under penalty) you may *substitute a ball* (or use the original ball). Rule 14.3a and Rules 15-19. Note--If your ball must be *replaced* after it was lifted or moved, you must use the <u>original ball</u> unless there is an exception under Rule 14.2a.
- 5. Any ball that is *virtually certain* to have come to rest in a No Play Zone <u>cannot</u> be played as it lies and is to be played under Rule 16.1. See Rule 16.1e and Local Rules.

## **G.** Penalty Areas (Rule 17)

1. If your ball has not been found and it is known or *virtually certain* that it came to rest in a penalty area, you do not have to take stroke-and-distance relief (and return to where the previous stroke was taken). Rule 17.1c.

- 2. If you decide to play your ball from the penalty area, you will be <u>allowed</u> to (a) touch or move loose impediments and (b) touch the ground with a hand or a <u>club</u> (such as grounding the club right behind the ball) for any reason, subject only to the prohibition on improving conditions for the stroke (see Rule 8.1a).
- 3. There is no penalty if you make a stroke at a ball moving in water. Rule 10.1d, exception 3.
- 4. Relief options for a ball in a **red** staked penalty area are generally the same as under the previous rules <u>except</u> the opposite side relief option has been <u>eliminated</u> under new Rule 17. Your three options for a ball in a **red** staked penalty area are:
  - Take lateral relief within two club lengths of the estimated reference point where the ball last crossed the edge of the red penalty area, but not neared the hole than the reference point.
  - Take back-on-the-line relief using the hole and the point where the ball last crossed the edge of the red penalty area.
  - Take stroke-and-distance relief by returning to the place where you hit the previous shot.

Rule 17.1d Diagram # 2, reproduced below:



5. Note--When your ball is in a penalty area, there is no relief for interference by an abnormal ground condition (Rule 16.1), an embedded ball (Rule 16.3) or an unplayable ball (Rule 17). Your only relief option is under Rule 17. Rule 17.3.

## H. Bunkers (Rule 12)

- 1. Under Rules 12.2a and 12.2b, the player will be <u>allowed to touch or move loose</u> <u>impediments in a bunker</u> and will be generally allowed to touch the sand with a hand or club; but a limited prohibition continues so that the player must not:
  - Deliberately touch the sand in a bunker with a hand, club, rake or other object to test the condition of the sand to learn information for the stroke, or
  - Touch the sand in a bunker with a club in making a practice swing, in grounding the club right in front of or behind the ball, or in making the backswing for a stroke.
- 2. Actions you are allowed to do in a bunker, such as (a) smoothing the bunker to care for the course, (b) placing your clubs or equipment in the bunker, and (c) leaning on a club to rest, stay balanced, or prevent a fall, are listed in Rule 12.2b.

3. If your ball in a bunker is unplayable, there is an additional relief option to take back-on-the-line relief outside the bunker for <u>two</u> penalty strokes. Rule 19.3, option 4.

## I. Ball at Rest Moved

- 1. There is <u>no penalty</u> if a ball is accidentally moved while trying to find or identify it. If this happens, ball must be replaced in original spot (or estimated spot if original spot not known). Rule 7.4
- 2. There is <u>no penalty</u> if a ball begins to move only after you begin the backswing for a stroke. Rule 10.1d, exception 1.
- 3. On the putting green, there is <u>no penalty</u> if a ball or ball marker is accidentally moved. The ball must be replaced on the original spot (or estimated one if original spot not known). Rule 13.1d.
- 3. On the putting green, if <u>natural forces</u> cause your ball to move, the ball must be replaced <u>if</u> you have **already lifted and replaced** the ball. If the ball has <u>not</u> been lifted and replaced, the ball must be played from its new spot. Rule 13.1d.
- 4. There is a <u>new standard</u> for determining whether a ball at rest moved -- A player, opponent or outside influence will be treated as having caused the ball to move <u>only if</u> it was **known or virtually certain** to be the case; otherwise it will be assumed that natural forces caused it to move. Rule 9.2
- 5. When replacing a ball on its original spot, that spot may be estimated if the original spot is unknown. Rule 14.2c

#### J. Ball in Motion

- 1. There is <u>no penalty</u> if, when making a stroke, your club accidentally hits the ball more than once. Rule 10.1a
- 2. There is <u>no penalty</u> if your ball in motion *accidentally* hits any person or *outside influence* (defined term). Rule 11.1a. If this happens, the ball must be played as it lies, except:
  - a. When your ball played from anywhere except the putting green comes to rest on any person, animal, or moving outside influence.
  - b. When your ball played from the putting green accidently hits any person, animal, or moving obstruction (including another ball on motion) on the putting green. Rule 11.1b.
- 2. If a ball in motion has been deliberately deflected or stopped by a player or it hits equipment that has been <u>deliberately positioned</u>, there is normally a penalty and the ball must not be played as it lies. Rule 11.2

3. When a ball is in motion, you must not deliberately alter physical conditions or lift or move a loose impediment or movable obstruction to affect where the ball might come to rest. Except, you may move a removed flagstick, a ball at rest on the putting green, or another player's equipment (other than a ball at rest anywhere except the putting green or a ball-marker anywhere on the course.) Rule 11.3

#### K. The Putting Green (Rule 13)

- 1. There is <u>no penalty</u> if a ball played from the putting green hits a flagstick left in the hole. Rule 13.2a. If your ball comes to rest against a flagstick left in the hole, and any part of your ball is in the hole <u>below</u> the surface of the putting green, your ball is treated as holed. Rule 13.2c.
- 2. There is <u>no penalty</u> for merely touching the line of play on the putting green. See Rule 13.
- 3. Under Rule 13.1c, you can now repair any damage on the putting green, including shoe damage and spike marks, <u>except</u> damage due to:
  - Normal maintenance practices such as aeration holes and grooves from vertical mowing,
  - Natural surface imperfections such as weeds, diseased or bare areas or areas of uneven growth,
  - Irrigation, rain, or natural forces, or
  - Natural wear of the hole.
- 4. You may <u>not</u> set down an object, such as a club, on or off the putting green to show your line of play on the green. Rule 10.2b
- 5. As noted above, on the putting green:
  - There is no penalty if a ball or ball marker is accidentally moved. The ball must be replaced on original spot (or estimated one if original spot not known. Rule 13.1d.
  - If natural forces cause your ball to move, the ball must be replaced if you have *already lifted and replaced* the ball. If the ball has <u>not</u> been lifted and replaced, the ball must be played from its new spot. Rule 13.1d.

#### L. <u>Embedded Ball</u>

You may take relief without penalty for a ball **embedded** in its own pitch mark **anywhere** in the **General Area** <u>except</u> if (a) it is embedded in sand in a part of the General Area that is not cut to fairway height or less, or (b) when interference makes your stroke clearly unreasonable (e.g., when a bush or tree makes a stroke unreasonable). Rule 16.3a.

# M. Equipment

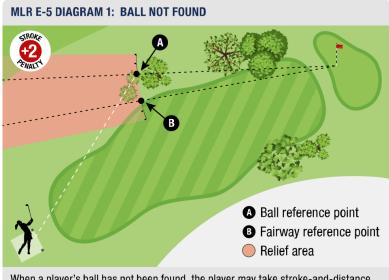
 A player is allowed to keep using and/or to repair any club <u>damaged</u> during the round, no matter what the damage and even if the player damaged it in anger. Rule 4.1a.

- 2. A player is <u>not</u> allowed to <u>replace</u> a damaged club, <u>except</u> when it is damaged during the round by an outside influence or natural forces or by someone other than the player or his or her caddie. Full Rule 4.1b.
- 3. Distance measuring devices are now allowed unless there is a Local Rule prohibiting their use. Rule 4.3 in the Full Rules. There is no such Local Rule at SaddleBrooke.

#### N. Misc.

- 1. If you need to lift your ball to identify it, you no longer need to announce your intention to another person or give that person a chance to observe that process. See Rules 4.2c, 7.3, and 16.4.
- 2. If your ball ends up on the wrong putting green, your feet must now be off the green before you determine your relief area. See Rule 13.1f, diagram.

# Local Rule Ball Lost or Out of Bounds Ball Not Found

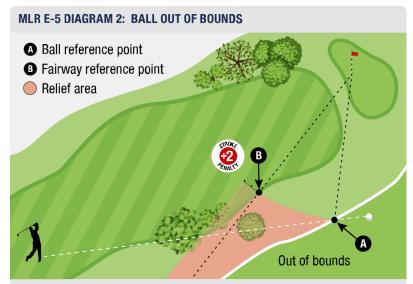


When a player's ball has not been found, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Points	Size of Relief Area	Limits on Relief Area
A. Ball Reference Point:	Anywhere between:	The relief area:
The point where the original	A line from the hole	<ul> <li>Must not be nearer</li> </ul>
ball is estimated to have	through the ball	the hole than the ball
come to rest on the course	reference point (point	reference point, and
(point A)	A) (and within two	Must be in the
	club-lengths to the	general area
B. Fairway Reference Point:	outside of that line),	
The point of fairway of the	and	
hole being played (point B)	A line from the hole	
that is nearest to the ball	through the fairway	
reference point, but is not	reference point (point	
nearer the hole than the ball	B) (and within two	
reference point	club-lengths to the	
	fairway side of that	
	line)	
Player Notes:		II

As the relief area is likely to be very large, the ball could roll a considerable distance from the spot where it first strikes the ground and not need to be dropped again.

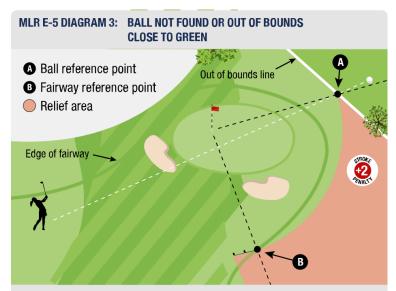
# **Ball Out of Bounds**



When a player's ball is known or virtually certain to be out of bounds, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Refere	ence Point	Size of Relief Area	Limits on Relief Area
A. Ball	Reference Point:	Anywhere between:	The relief area:
The po	int where the	A line from the hole	<ul> <li>Must not be nearer</li> </ul>
origina	I ball is estimated to	through the ball	the hole than the ball
have la	ast crossed the edge	reference point (point	reference point, and
of the	course boundary to	A) (and within two club-	Must be in the
go out	of bounds (point A)	lengths to the outside of	general area
		that line but still on the	
B. Fair	way Reference Point:	course), and	
The po	int of fairway of the	A line from the hole	
hole be	eing played (point B)	through the fairway	
that is	nearest to the ball	reference point (point B)	
referei	nce point, but is not	(and within two	
nearer	the hole than the	club-lengths to the	
ball re	ference point	fairway side of that line)	
As the	•	e very large, the ball could rol rikes the ground and not need	

# **Ball Lost or Out of Bounds Close to Green**



When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Points	Size of Relief Area	Limits on Relief Area
A. Ball Reference Point:	Anywhere between:	The relief area:
The point where the original	A line from the hole	Must not be nearer
ball is estimated to have	through the ball	the hole than the ball
come to rest on the course	reference point (point	reference point, and
or last crossed the edge of	A) (and within two	Must be in the
the course boundary to go	club-lengths to the	general area
out of bounds (point A)	outside of that line),	
	and	
B. Fairway Reference Point:	A line from the hole	
The point of fairway of the	through the fairway	
hole being played (point B)	reference point (point	
that is nearest to the ball	B) (and within two	
reference point, but is not	club-lengths to the	
nearer the hole than the ball	fairway side of that	
reference point	line)	
Player Notes: As the relief area is likely to be	very large, the ball could ro	ll a considerable distance