



## **BASIC GOLF RULES**

### ***Introduction***

The intent of the “Basic Golf Rules” is to reduce the potential for intimidation of documenting a handicap and/or playing with golfers we do not know well. While there is an extensive rule book that golf professionals all over the world may refer to, it is our intention to provide very basic rules and etiquette that keep the game fun and you can play with anyone. These are also more commonly the rules that players ask questions about.

If there are additional questions, please ask any of our golf professionals or any of the executive. While we may not know the answers; we will get them for you and share with everyone, (if applicable).

### ***DO's***

- Identify your ball - before 1st shot. All players should state and/or mark their ball (2 stroke penalty for playing wrong ball);
- Be ready; arrive at the 1st tee box 10 minutes prior to the tee time.
- Play ready golf and try to keep up with the group in front of you;
- Repair ball marks, replace divots and rake bunkers - place rake back into bunkers; and
- After each round complete your input of your score into the Golf Canada-handicap website ([golfcanada.ca](http://golfcanada.ca)) and remember that handicaps create an equal and competitive playing field for everyone;
- There are maximum scores that all of us can take based on our handicap and use them to your advantage. These maximums are as follows:
  - ✓ Player Handicap less than 9 cannot take a score greater than “2” over par.
  - ✓ Player Handicap between 10 to 19 cannot take a score greater than “7” on any hole.
  - ✓ Player Handicap between 20 to 29 cannot take a score greater than “8” on any hole.
  - ✓ Player Handicap between 30 to 39 cannot take a score greater than “9” on any hole.
  - ✓ Player Handicap at 40 and greater cannot take a score greater than 10 on any one hole.

You can choose to play out the hole if time is allowing you or you can pick up your ball and move on but can still track your score to be able to accomplish having a handicap.



### ***DON'Ts***

- Move or talk while someone in your group is getting ready to hit the ball;
- Walk across the line of another player's putt on the green; and
- Have more than 14 clubs in your bag.

### ***LET 'S PLAY GOLF***

- Proper placement of the ball on tee box must be placed between the markers and up to 2 club lengths extending back - stance can be outside of this area (2 stroke penalty for hitting outside of perimeters);
- Immovable natural structures - ball must be played as it lies (2 stroke penalty); if ball cannot be played where it lies ball may be declared "unplayable" and refer to "unplayable lies" in the next section.
- Loose natural objects - can be removed but if ball moves must be put back (1stroke penalty if ball moves);
- Other items on course not natural (garbage, signs, stakes, rope boundaries -exception of white stakes which are out of bounds) can be removed, if ball moves must be placed back but no penalty incurred;
- Bunkers - must not ground club(2 stroke penalty) please rake sand after shot and place rake in trap; and
- Putting green - once on green may mark ball and pick up to clean - may pick up debris on green - please repair ball marks.

### ***How to Score Common Golf Penalty Shots***

#### ***Out of bounds - white stakes***

- 1-stroke penalty plus distance. Replay the ball from where it was just played (or tee up again if it was your first shot).

#### ***Unplayable lies***

- 1-stroke penalty. Drop the ball within two club lengths of the original spot, no nearer to the hole or drop the ball as far back as you want, as long as you keep the original unplayable lie point between you and the hole. You may also return to the spot from which you played your original shot if you prefer.



***Water hazard - (yellow stakes)***

- 1-stroke penalty. Play the ball as near as possible to the place from which the original shot was hit or drop a ball behind the water, as long as you keep the point at which the original ball crossed the edge of the water hazard directly between the hole and the spot on which the ball is dropped. There is no limit to how far behind the water hazard you can go with the ball.

***Lateral hazard - can be water, marsh, trees, bushes or sensitive nature areas (red stakes)***

- 1 stroke penalty. Drop a ball outside the lateral hazard within two club lengths of where the ball went in, but not nearer to the hole or keep a point on the opposite edge of the water hazard equal distant from the hole; and
- Ground club in any hazard- 2 stroke penalty.

***Cart Path***

Free relief from path if ball come to rest on path or if player's swing or stance is inhibited by the path. Player must find nearest point of relief, but no closer to the hole; mark the spot with a tee. You are then allowed one club length, mark this with another tee. Player drops the ball from shoulder height at any point between these two tees and no penalty is incurred.