

# The 2019 Rules of Golf Major Changes



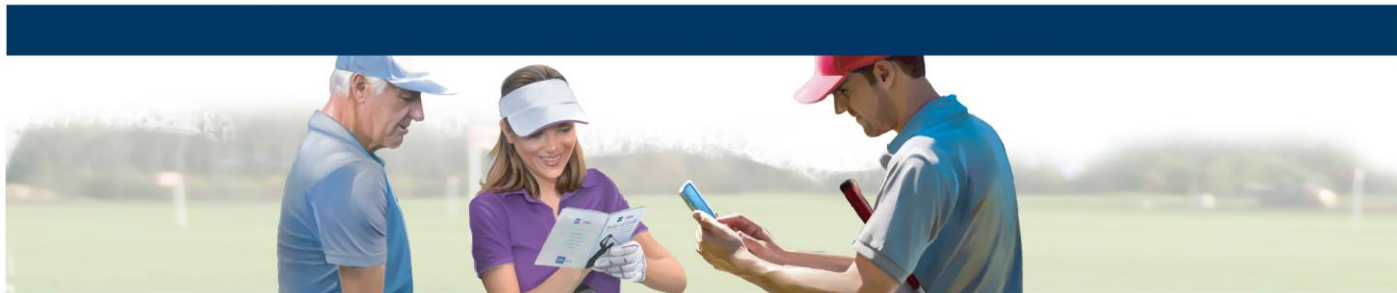
# Overview

- Publications
- Spirit of the Game / Etiquette
- The Five Areas of the Course
- Promoting Faster Pace of Play
- Relaxed Requirements and Reduced Penalties
- Simplified Dropping Procedures
- Free Relief
- Penalty Relief
- Advice and Help
- Equipment

# Publications

## GOLF'S NEW RULES: AT YOUR FINGERTIPS

The new Rules will be presented in a variety of digital and print formats.



### The Player's Edition of the Rules of Golf

#### Primary resource for players

- A shorter, more user-friendly version of the Rules of Golf, written for you, the player
- Includes explanatory images and diagrams
- Available digitally and as pocket-size print publication

### The Rules of Golf

#### Primary resource for officials

- Full version covering all the playing Rules
- Includes explanatory images and diagrams
- Available digitally and as large-size print publication

### The Official Guide to the Rules of Golf

#### Supplementary resource for officials

- Replaces Decisions book and provides long-form guidance to assist with officiating and administration
- Includes the Rules of Golf, Interpretations, Committee Procedures, and Modified Rules of Golf for Players with Disabilities
- Available digitally and as large-size print publication



# Spirit of the Game / Etiquette

All players are expected to play in the spirit of the game by:

- **Acting with integrity** – for example,
  - by following the Rules,
  - applying all penalties, and
  - being honest in all aspects of play.





# Spirit of the Game / Etiquette

All players are expected to play in the spirit of the game by:

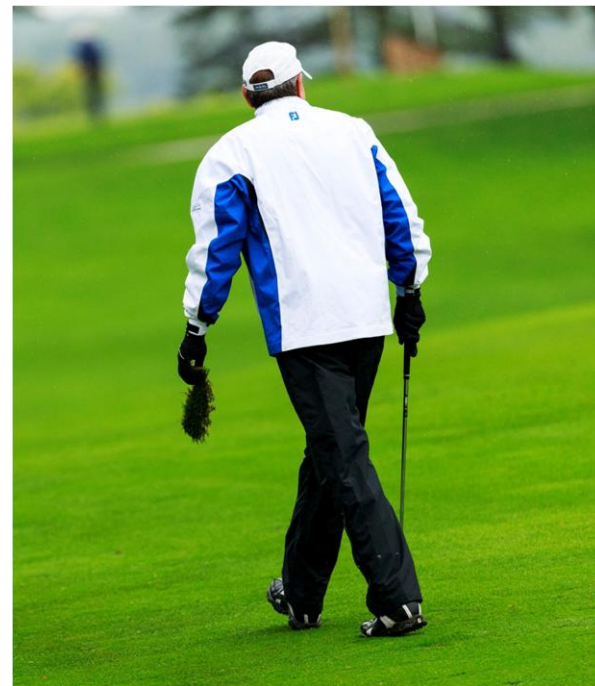
- Acting with integrity...
- **Showing consideration to others** – for example, by
  - playing at a prompt pace,
  - looking out for the safety of others, and
  - not distracting the play of another player.



# Spirit of the Game / Etiquette

All players are expected to play in the spirit of the game by:

- Acting with integrity...
- Showing consideration to others...
- **Taking good care of the course** –  
for example, by
  - replacing divots
  - smoothing *bunkers*
  - repairing ball-marks
  - not causing unnecessary damage to the *course*.



# The Five Defined Areas of the Course

# The Five Defined Areas of the Course (Rule 2.2)

It is important to know the **area of the course** where your ball lies.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



# The Five Defined Areas of the Course (Rule 2.2)

It is important to know the *area of the course* where your ball lies.

Where it lies can affect your options for playing it.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



# The Five Defined Areas of the Course (Rule 2.2)

There are **five areas of the course**.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE





# The Five Defined Areas of the Course (Rule 2.2)

The **General Area** covers the entire *course*...except

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



The **general area** covers the entire area of the course

# The Five Defined Areas of the Course (Rule 2.2)

The *General Area* covers the entire *course*...except for the other four *areas* of the course.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



# The Five Defined Areas of the Course (Rule 2.2)

The *General Area* covers the entire *course*...except for the other four *areas of the course*.

Special Rules apply specifically to the other four *areas of the course*.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE

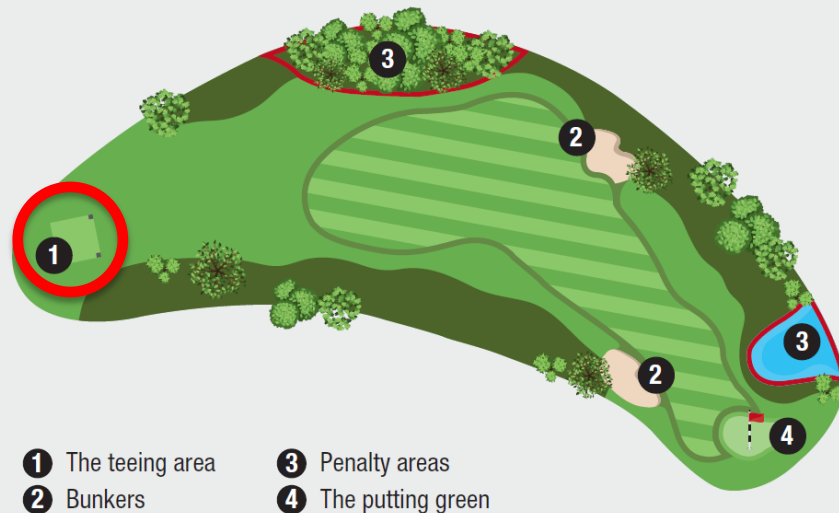


# The Five Defined Areas of the Course (Rule 2.2)

## The Four Other Areas

- 1 The **teeing area** the player must use in starting the hole he or she is playing.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



# The Five Defined Areas of the Course (Rule 2.2)

## The Four Other Areas

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# The Five Defined Areas of the Course (Rule 2.2)

## The Four Other Areas

- 1 The **teeing area** the player must use in starting the hole he or she is playing.

not any other teeing locations on the *course*

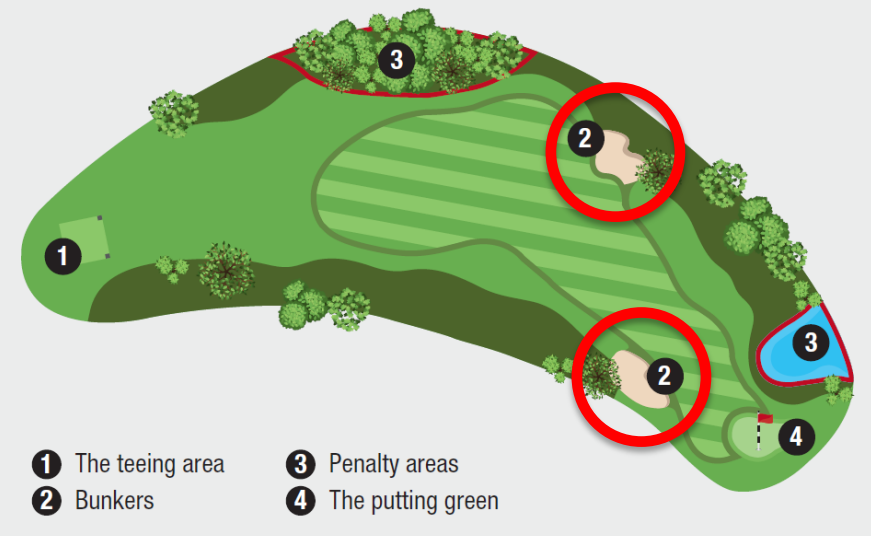


# The Five Defined Areas of the Course (Rule 2.2)

## The Four Other Areas

- 1 The *teeing area*
- 2 All **bunkers**

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE

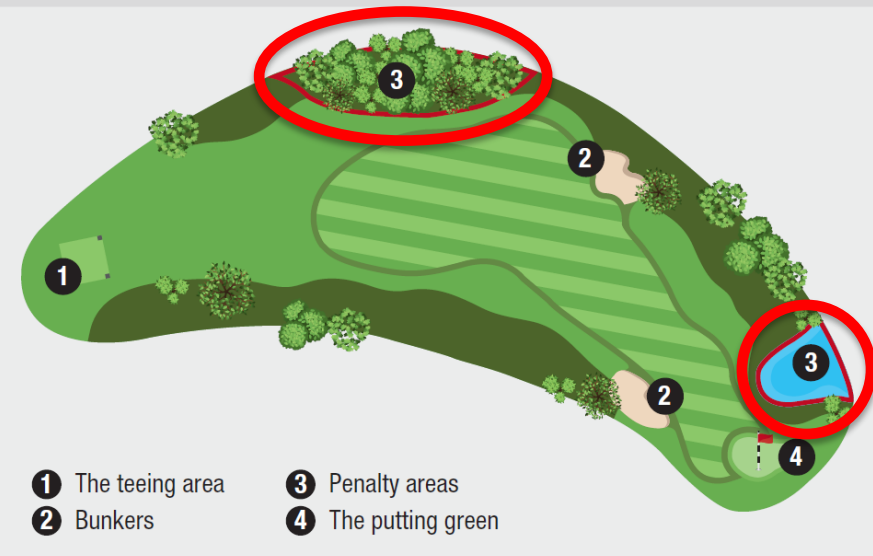


# The Five Defined Areas of the Course (Rule 2.2)

## The Four Other Areas

- 1 The *teeing area*
- 2 All *bunkers*
- 3 All *penalty areas*

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE

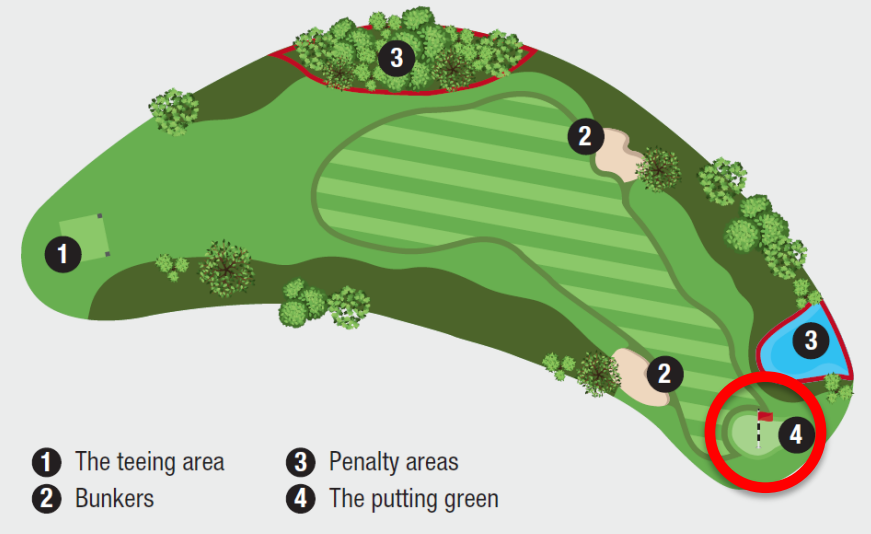


# The Five Defined Areas of the Course (Rule 2.2)

## The Four Other Areas

- 1 The *teeing area*
- 2 All bunkers
- 3 All *penalty areas*
- 4 The **putting green** of the hole the player is playing

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



# The Five Defined Areas of the Course (Rule 2.2)

## The General Area

The Teeing Area the player must use in starting the hole he or she is playing

All Bunkers

All Penalty Areas

The Putting Green of the hole the player is playing

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



# Promoting Faster Pace of Play



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- Prompt Pace of Play (Rule 5.6)



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- Prompt Pace of Play (Rule 5.6)
- Ready Golf encouraged (Rule 6.4)



# Promoting Faster Pace of Play

- Prompt Pace of Play (Rule 5.5)
- Ready Golf encouraged (Rule 5.4)
- Search Time reduced to 3 minutes (Rule 18.2)



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- Ready Golf encouraged (Rule 6.4)
- Search Time reduced to 3 minutes (Rule 18.2)
- Putting allowed with the flagstick in the *hole* (Rule 13.2)





# Promoting Faster Pace of Play

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- Ready Golf encouraged (Rule 6.4)
- Search Time reduced to 3 minutes (Rule 18.2)
- Putting allowed with the flagstick in the *hole* (Rule 13.2)
- Optional Local Rule for stroke and distance (CP E-5)



# Promoting Faster Pace of Play

- Prompt Pace of Play (Rule 5.6)
- Ready Golf encouraged (Rule 6.4)
- Search Time reduced to 3 minutes (Rule 18.2)
- Putting allowed with the flagstick in the *hole* (Rule 13.2)
- Optional Local Rule for stroke and distance (CP E-5)
- New Maximum Score stroke play format (Rule 21.2)

Hole	1	2	3	4	5	6	7	8	9	Out
Yardage	445	186	378	387	181	533	313	412	537	3372
Par	4	3	4	4	3	5	4	4	5	36
J.Smith	4	4	5	5	7	6		6	5	
Max.	8	6	8	8	6	10	8	8	10	72



# Relaxed Requirements and Reduced Penalties

# Relaxed Requirements and Reduced Penalties

- On the Putting Green
- In Bunkers
- Accidental Acts and Occurrences

# Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
  - Repair of Damage  
(Rule 13.1c)



# Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
  - Repair of Damage
  - Touching Line of Play (Rule 10.2b)



# Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
  - Repair of Damage
  - Touching Line of Play
  - Accidental movement of ball - no penalty (Rule 13.1d)



# Relaxed Requirements and Reduced Penalties

- **On the Putting Green**

- Repair of Damage
- Touching Line of Play
- Accidental movement of ball - no penalty
- After lifting & replacing, if your ball moves, it is always replaced (Rule 13.1d(2))





# Relaxed Requirements and Reduced Penalties

- **On the Putting Green**
  - No penalty if a putt strikes an unattended flagstick in the *hole* (Rule 13.2a)



# Relaxed Requirements and Reduced Penalties

- **On the Putting Green**

- No penalty if a putt strikes an unattended flagstick in the *hole*
- Ball resting against flagstick in the *hole* (Rule 13.2c)





# Relaxed Requirements and Reduced Penalties

- **In Bunkers**

- Loose Impediments may be moved without penalty (Rule 15.1)



# Relaxed Requirements and Reduced Penalties

- **In Bunkers**

- Loose Impediments may be moved without penalty
- Relaxed restrictions  
(Rule 12)



# Relaxed Requirements and Reduced Penalties

## • In Bunkers

- Loose Impediments may be without penalty
- Relaxed restrictions
- Remaining restrictions
  - testing
  - touching near your ball
  - touching during backswing
  - touching with practice swing (Rule 12.2)



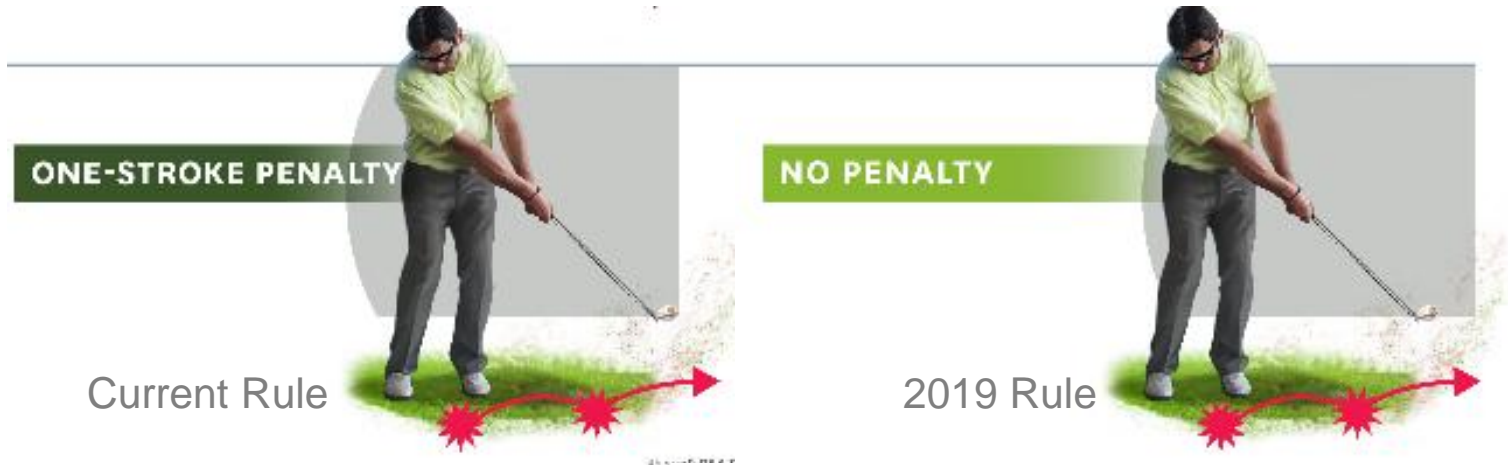
# Relaxed Requirements and Reduced Penalties

- **Accidental** Acts and Occurrences, No Penalty
  - Deflection of a Ball in Motion (Rule 11.1)



# Relaxed Requirements and Reduced Penalties

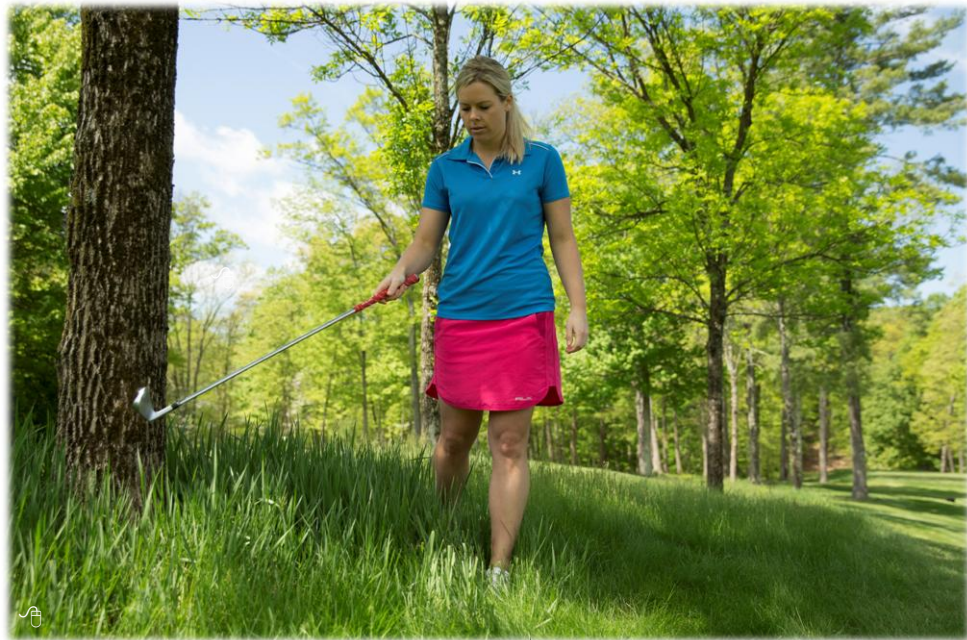
- **Accidental** Acts and Occurrences, No Penalty
  - Deflection of a Ball in Motion
  - Double hitting a ball (Rule 10.1a)





# Relaxed Requirements and Reduced Penalties

- **Accidental** Acts and Occurrences, No Penalty
  - Deflection of a Ball in Motion
  - Double hitting a ball
  - Moving your ball during search (Rule 7.4)



# Relaxed Requirements and Reduced Penalties

- **Accidental** Acts and Occurrences, No Penalty

- Deflection of a Ball in Motion
- Double hitting a ball
- Moving your ball during search
- When replacing a ball (Rule 14.2)
  - ball is always placed (never dropped)
  - Even when spot is not known (place ball on estimated spot)



# Relaxed Requirements and Reduced Penalties

Announcement **not required**  
before lifting ball (marking is required)

- **to identify** it (when necessary)  
(Rule 7.3)





# Relaxed Requirements and Reduced Penalties

Announcement **not required**  
before lifting ball (marking is required)

- to identify it (when necessary)
- to check for **cuts** or **cracks**  
(Rule 4.2)



# Relaxed Requirements and Reduced Penalties

Announcement **not required**  
before lifting ball (marking is required)

- to identify it (when necessary)
- to check for cuts or cracks
- to determine if free relief is available (Rule 16.4)
  - *embedded ball*
  - *abnormal course condition*
  - *movable obstruction*



# Relaxed Requirements and Reduced Penalties

## Announcing Play of Provisional Ball

- Announcing requirement relaxed, but still required (Rule 18.3)



# Relaxed Requirements and Reduced Penalties

## Announcing Play of Provisional Ball

- Before the *stroke* is made,
- the player **must announce** [to anyone] that he or she is going to play a *provisional ball*...

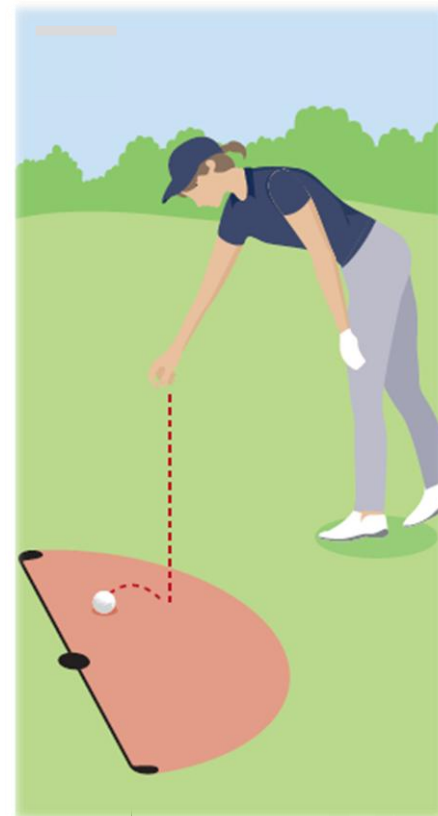
Provisional.



# Relaxed Requirements and Reduced Penalties

## Announcing Play of Provisional Ball

- Before the *stroke* is made,
- the player must announce [to anyone] that he or she is going to play a *provisional ball*:
- It is not good enough to say:
  - “I’m playing another ball” or
  - “I’m playing again.”



# Relaxed Requirements and Reduced Penalties

## Announcing Play of Provisional Ball

- Before the *stroke* is made,
- the player must announce [to anyone] that he or she is going to play a *provisional ball*:
- The player **must** either
  - use the word “provisional”...



# Relaxed Requirements and Reduced Penalties

## Announcing Play of Provisional Ball

- Before the *stroke* is made,
- the player must announce [to anyone] that he or she is going to play a *provisional ball*:

- The player **must** either
  - use the word “provisional”
  - otherwise clearly indicate that he or she is playing the ball provisionally under Rule 18.3.

“I’ll hit another, just in case my first one is lost.”



# Simplified Dropping Procedures



# Simplified Dropping Procedures

- Drop in the “right way”
  - Player must *drop*
  - Knee height
  - Straight down  
(no throw, spin or roll)
  - Must not hit player or player’s equipment before hitting the relief area
  - Ball must hit in the *relief area*



# Simplified Dropping Procedures

- **Club-Lengths**

- measured by player's longest club





# Simplified Dropping Procedures

- **Club-Lengths**

- measured by player's longest club
- other than a putter



# Simplified Dropping Procedures

- **Reference Point**

- the starting point for measuring a *relief area*

- **Relief Area**

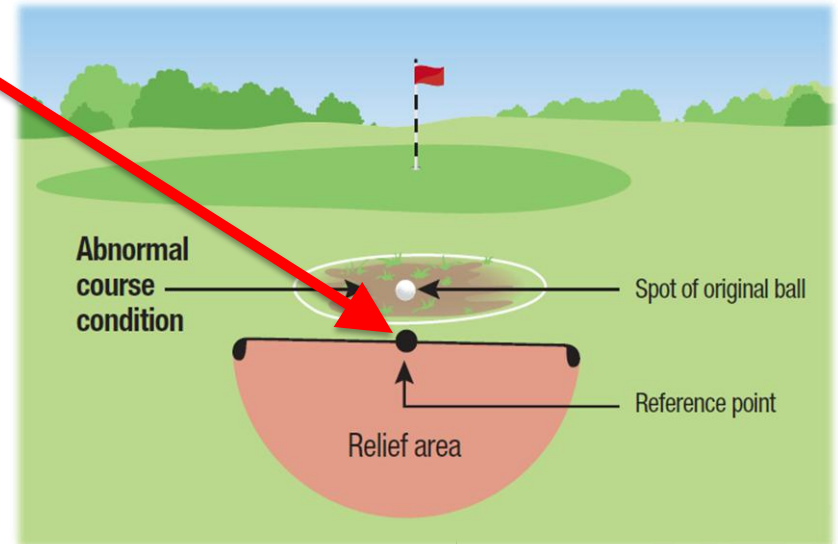
- where ball must be dropped and come to rest



# Simplified Dropping Procedures

- Reference Points - **examples**

- *nearest point of complete relief* (Rules 13.1f, 16)



# Simplified Dropping Procedures

- Reference Points - **examples**

- *nearest point of complete relief* (Rules 13.1f, 16)
- point original ball last crossed edge of *penalty area* (Rule 17)

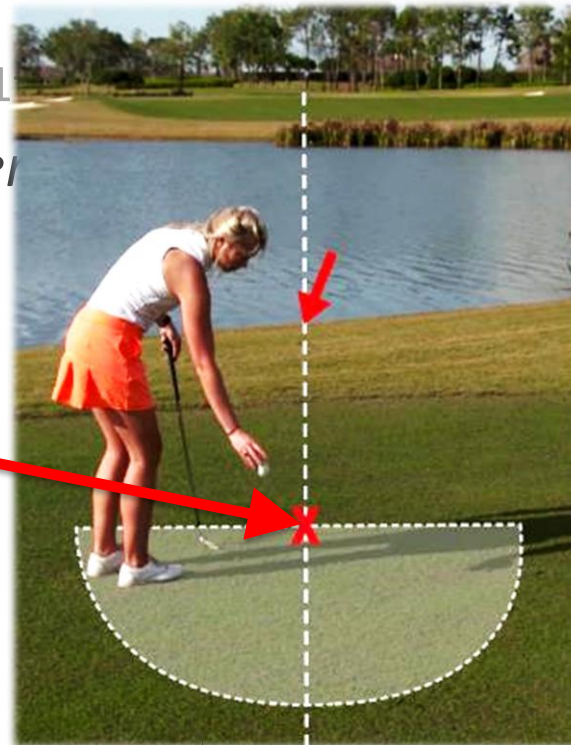




# Simplified Dropping Procedures

- Reference Points - **examples**

- *nearest point of complete relief* (Rules 13.1)
- point original ball last crossed edge of *per*
- player chosen point on reference line for back-on-the-line relief (Rules 16, 17, 19)

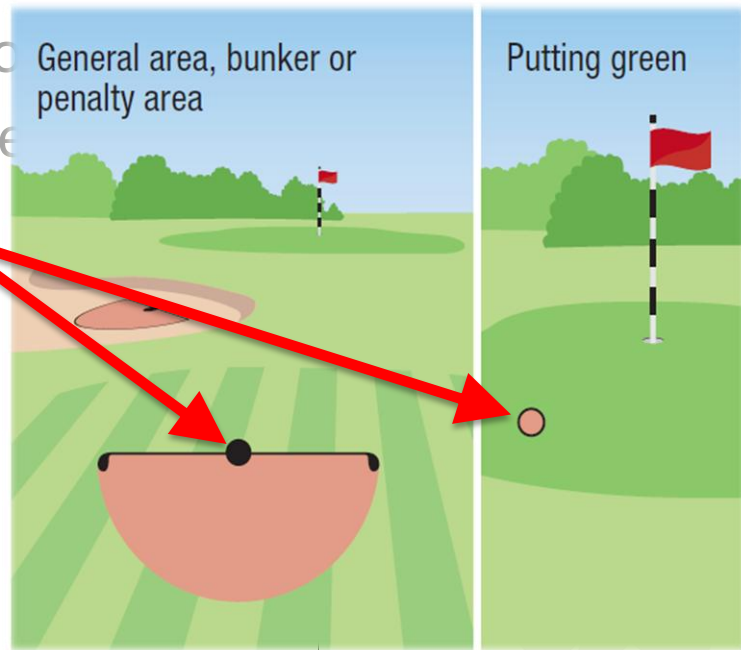




# Simplified Dropping Procedures

## • Reference Points - examples

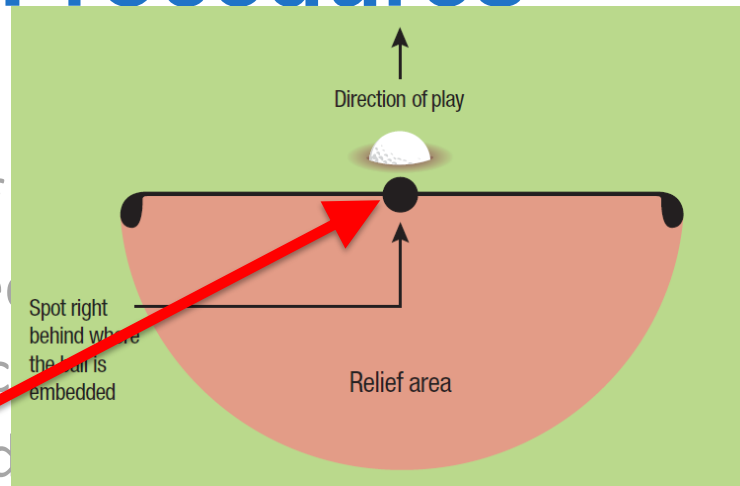
- *nearest point of complete relief* (Rules 13.1f, 16)
- point original ball last crossed edge of
- player chosen point on reference line
- spot where previous *stroke* made (Rules 17, 18, 19)



# Simplified Dropping Procedures

- Reference Points - **examples**

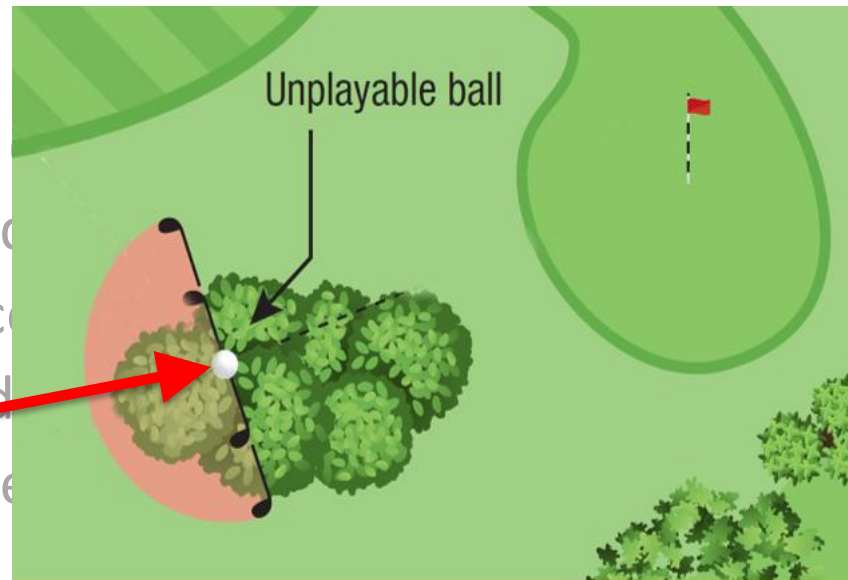
- *nearest point of complete relief*
- point original ball last crossed edge
- player chosen point on reference
- spot where previous *stroke* made
- point immediately behind where ball is *embedded* (Rule 16)



# Simplified Dropping Procedures

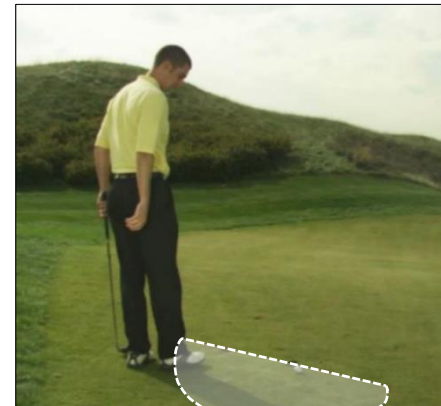
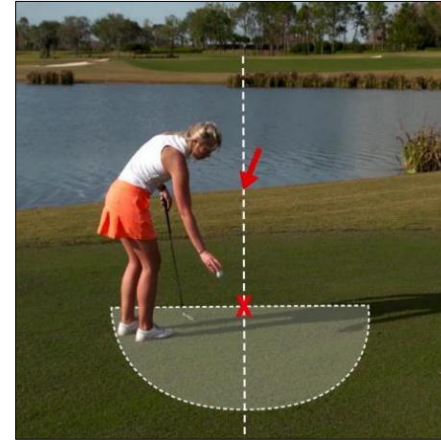
- Reference Points - **examples**

- *nearest point of complete relief*
- point original ball last crossed edge of obstruction
- player chosen point on reference line
- spot where previous *stroke* made
- point immediately behind where
- spot of the original ball (Rule 19)



# Simplified Dropping Procedures

- Reference Points
- **Relief Areas**
  - all measured ONE *club-length* from the reference point...



# Simplified Dropping Procedures

- Reference Points
- **Relief Areas**
  - all measured *ONE club-length* from the reference point
  - except Lateral Relief (2 club-lengths)
    - > from penalty area (Rule 17)
    - > for unplayable ball (Rule 19)



# Simplified Dropping Procedures

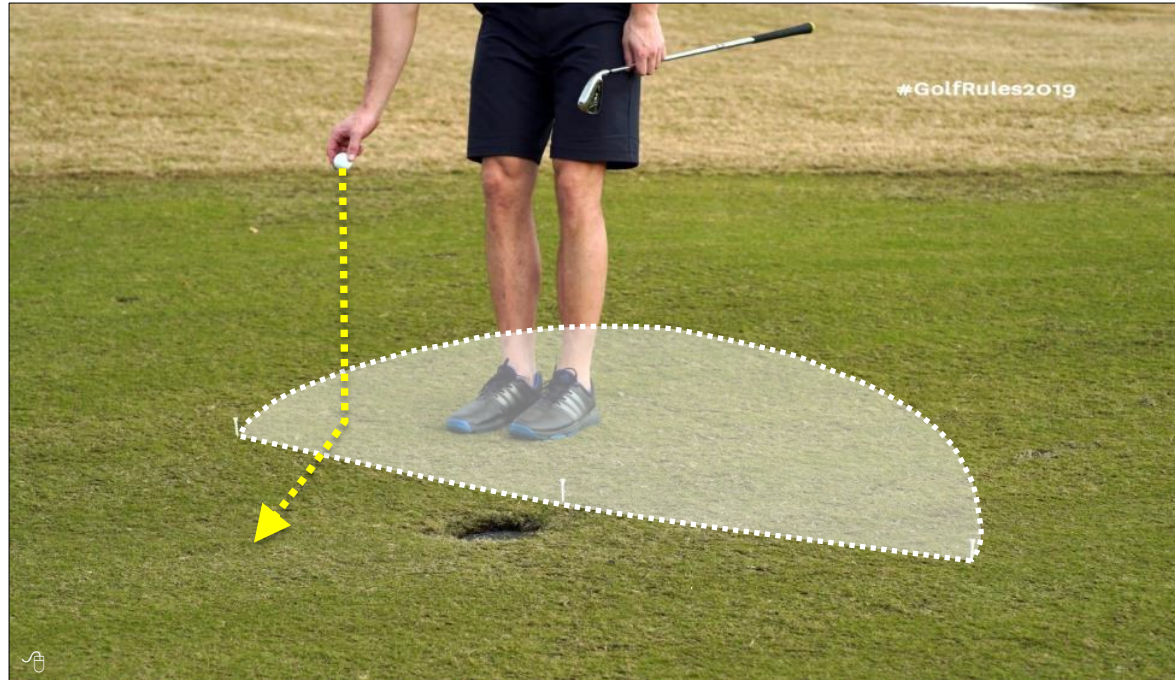
- Reference Points
- **Relief Areas**
  - all measured *ONE club-length* from the reference point
  - except Lateral Relief (2 club-lengths)
    - > from penalty area (Rule 17)
    - > for unplayable ball (Rule 19)
  - must not be nearer the *hole* than the reference point





# Simplified Dropping Procedures

- **When to Drop Again**
  - drop, drop, place





# Simplified Dropping Procedures

- **When to Drop Again**
  - drop, drop, place
  - “wrong way” drops (unlimited)
    - > not knee height



# Simplified Dropping Procedures

- **When to Drop Again**
  - drop, drop, place
  - “wrong way” drops (unlimited)
    - > not knee height
    - > hitting player or player’s *equipment* (before hitting ground)



# Simplified Dropping Procedures

- **When to Drop Again**
  - drop, drop, place
  - “wrong way” drops (unlimited)
    - > not knee height
    - > hitting player or player’s *equipment*
    - > does not hit *relief area* when dropped



# Simplified Dropping Procedures

- All *drops* allow original ball or another ball to be used
  - free relief and
  - penalty relief



# Abnormal Course Conditions



# Abnormal Course Conditions (Rule 16.1)

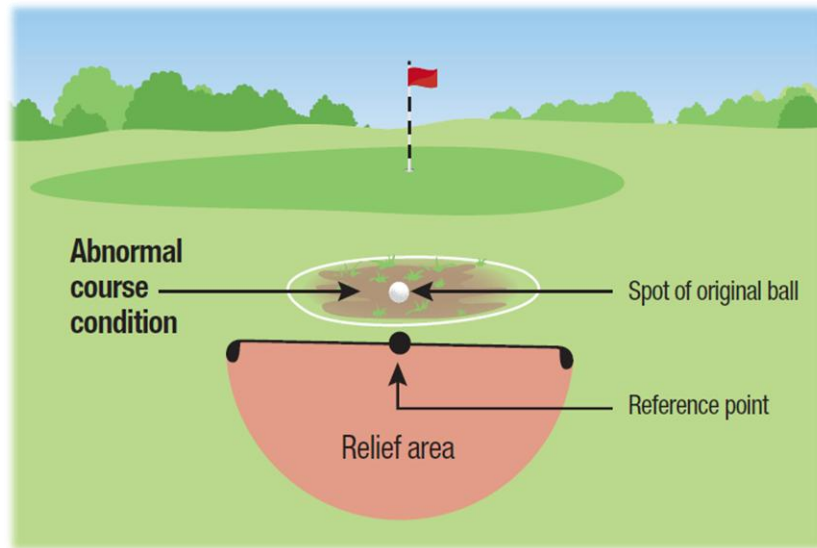
- *Immovable Obstructions*
- *Ground Under Repair*
- *Temporary Water*
- *Animal Holes*



# Abnormal Course Conditions (Rule 16.1)

## General Area Relief

- Free Relief
- Player may *drop* original ball or another ball

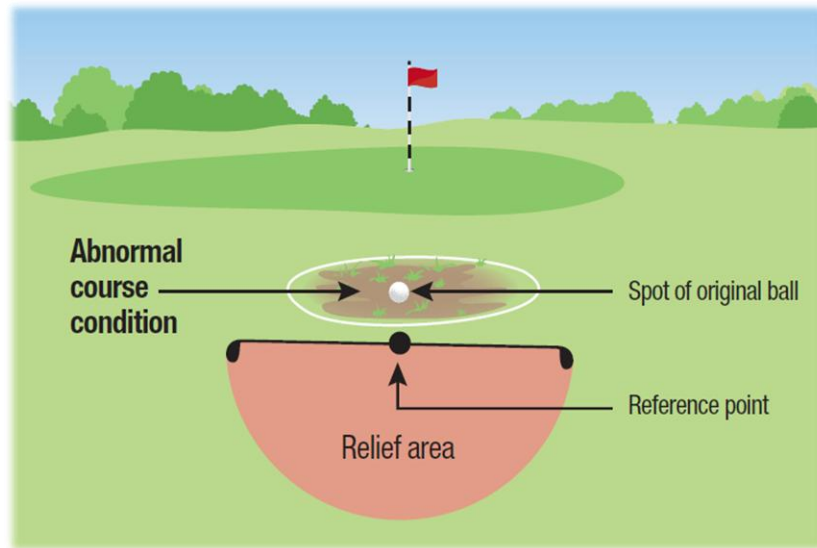




# Abnormal Course Conditions (Rule 16.1)

## General Area Relief

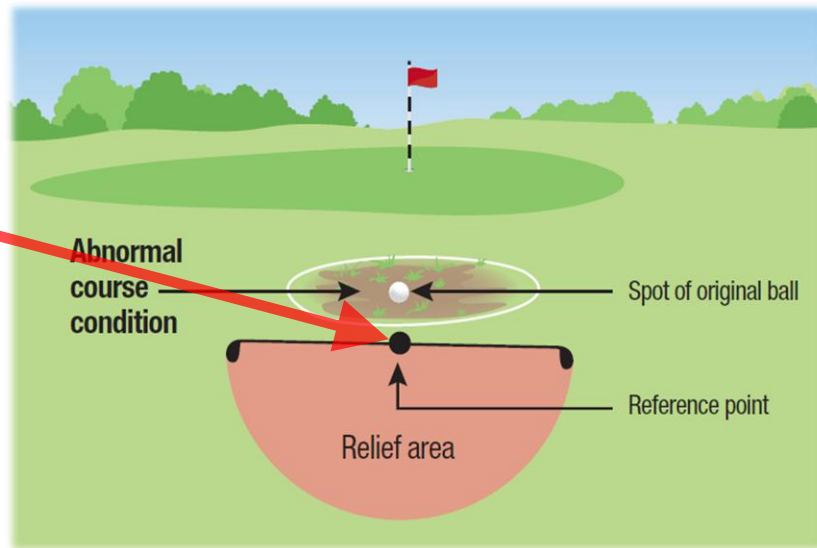
- Reference Point:
- Relief Area Size:
- Limits on Location of Relief Area:



# Abnormal Course Conditions (Rule 16.1)

## General Area Relief

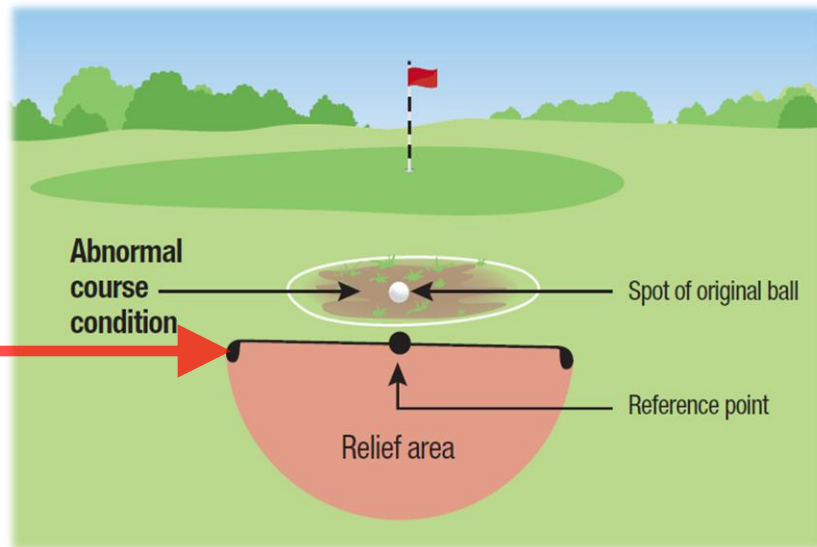
- Reference Point:
  - *nearest point of complete relief*
  - *must be in general area.*



# Abnormal Course Conditions (Rule 16.1)

## General Area Relief

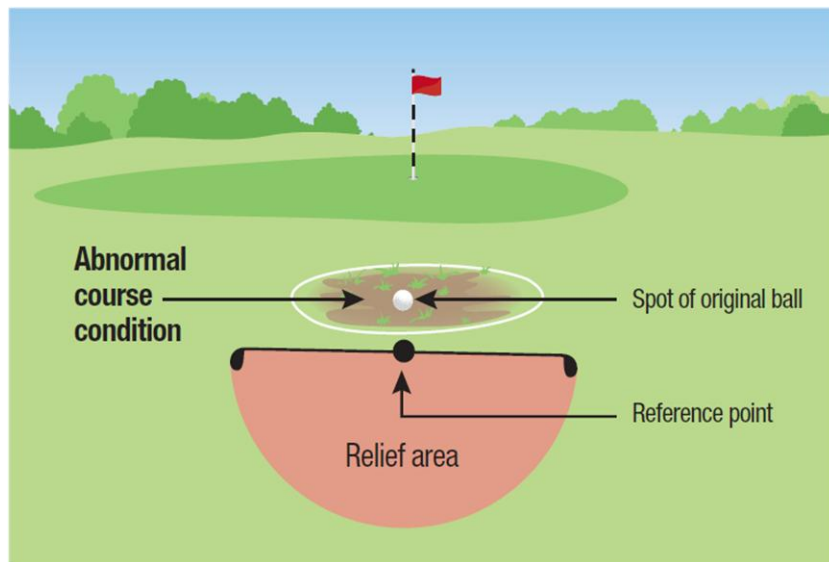
- Reference Point:
  - *nearest point of complete relief*
  - *must be in general area.*
- Relief Area Size:
  - *ONE club-length*
  - *measured from reference point*



# Abnormal Course Conditions (Rule 16.1)

## General Area Relief

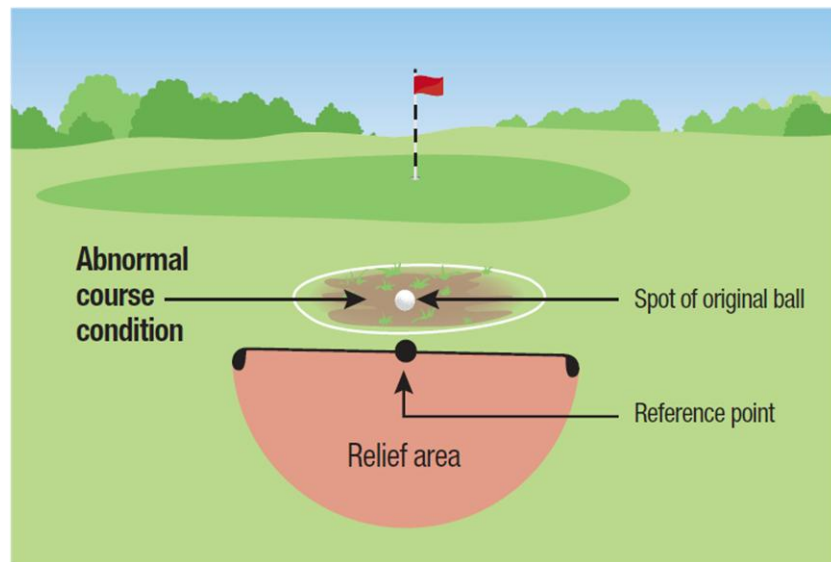
- Limits on Location of Relief Area:
  - not be nearer the *hole* than the reference point



# Abnormal Course Conditions (Rule 16.1)

## General Area Relief

- Limits on Location of Relief Area:
  - not be nearer the *hole* than the reference point
  - complete relief for
    - lie
    - stance
    - swing

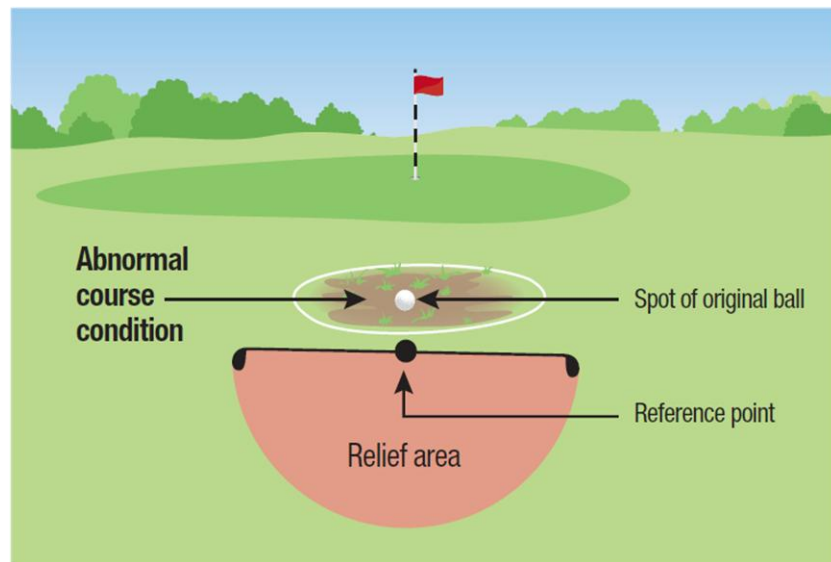


# Abnormal Course Conditions (Rule 16.1)

## General Area Relief

- Limits on Location of Relief Area:

- not be nearer the *hole* than the reference point
- complete relief for
  - lie
  - stance
  - swing
- must be in the *general area*



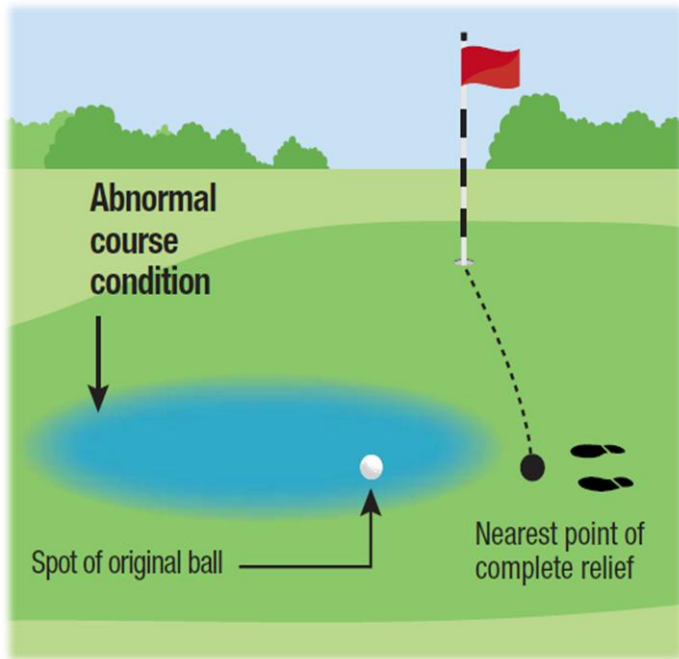


# Abnormal Course Conditions (Rule 16.1)

## Putting Green Relief

The player gets free relief

- place the original ball or another ball
- on the *nearest point of complete relief*



## Embedded Ball (Rule 16.3)

### Free Relief Available

- anywhere in the *general area*



## Embedded Ball (Rule 16.3)

### Free Relief Available

- anywhere in the *general area*
- on the **putting green**
  - mark and lift
  - repair pitch-mark



## Embedded Ball (Rule 16.3)

### Free Relief Available

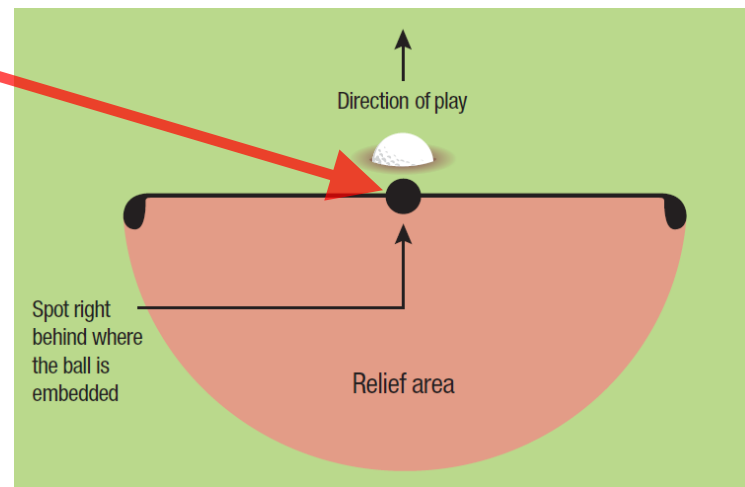
- anywhere in the *general area*
- on the *putting green*
  - mark and lift
  - repair pitch-mark
- no relief in **bunkers** or **penalty areas**



## Embedded Ball (Rule 16.3)

### Free Relief for Embedded Ball in General Area

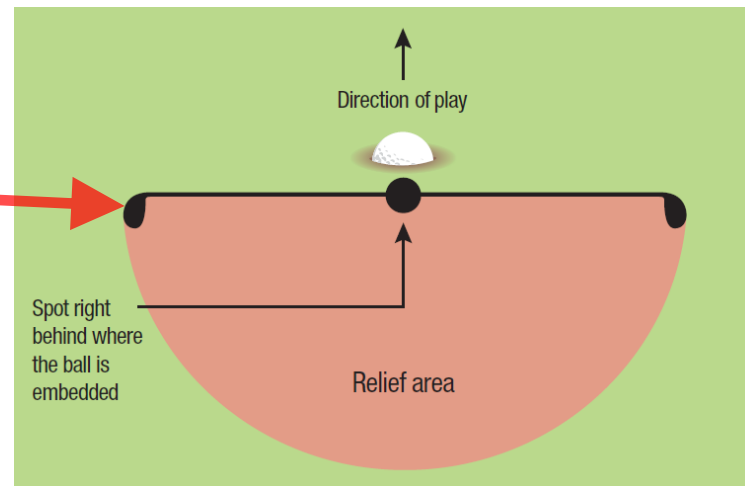
- Reference Point:  
The spot right behind where  
the ball is *embedded*.



# Embedded Ball (Rule 16.3)

## Free Relief for Embedded Ball in General Area

- Reference Point:  
The spot right behind where the ball is *embedded*.
- Relief Area Size:
  - ONE *club-length*
  - measured from the reference point

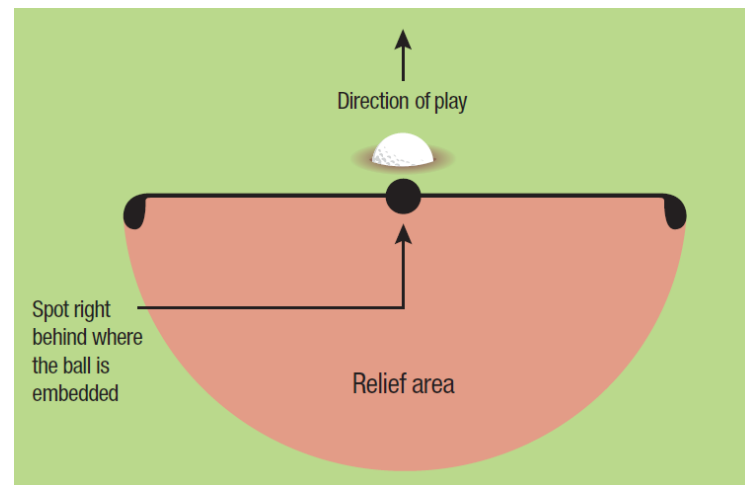




## Embedded Ball (Rule 16.3)

### Free Relief for Embedded Ball in General Area

- Limits on Location of Relief Area:
  - must be in the *general area*
  - not be nearer the *hole* than the reference point

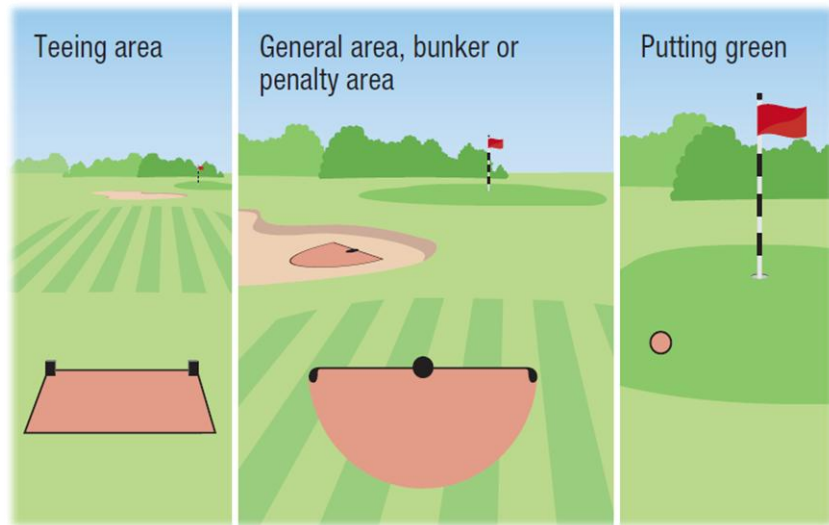


# Ball Lost or Out of Bounds

# Ball Lost or Out of Bounds (Rule 18.2)

## Relief Procedure

- *Stroke-and-Distance* relief required
- add **one penalty stroke**
- relief procedure depends on where previous *stroke* was played



# Stroke & Distance Alternative Local Rule

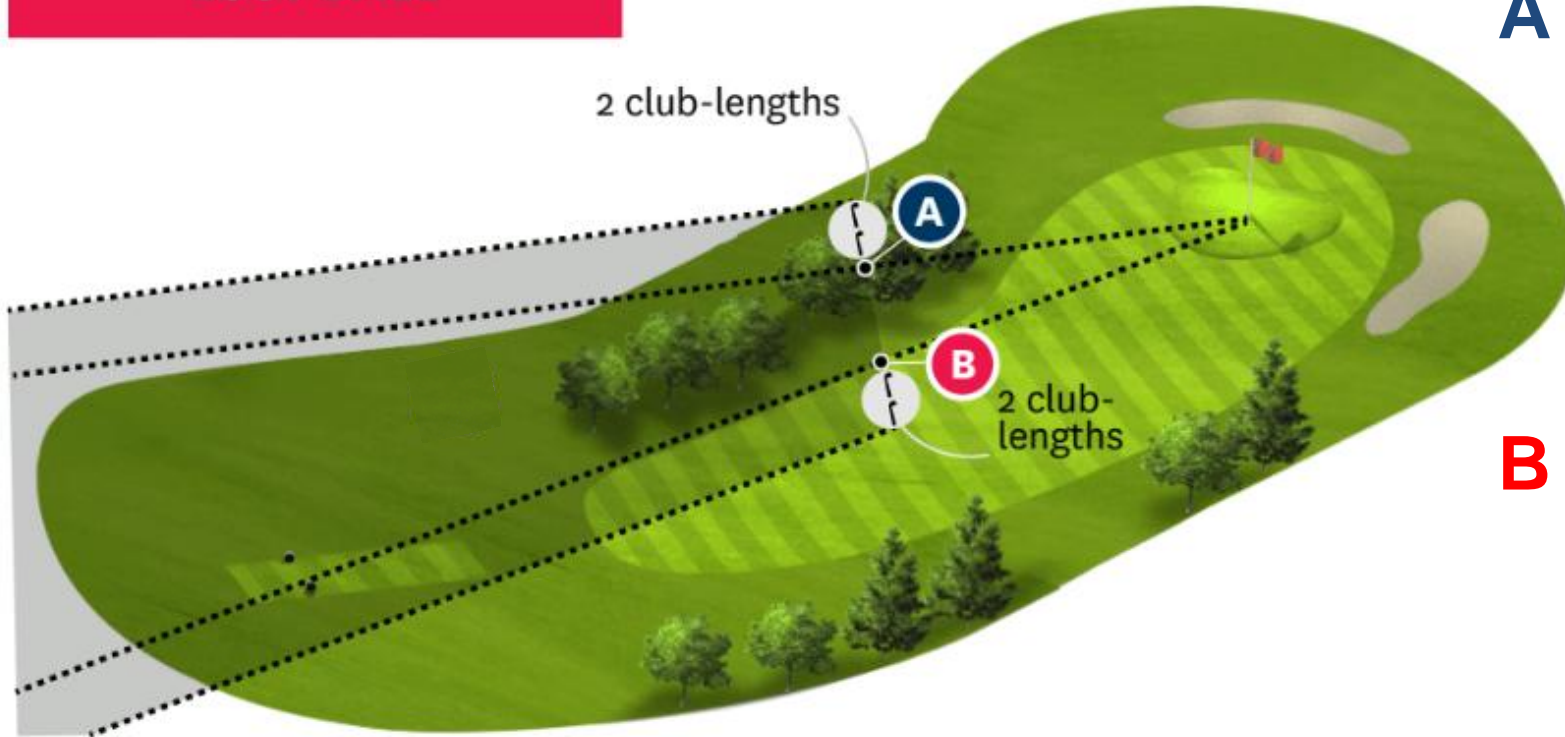
## Relief Procedure

- going back to the spot of last stroke not required
- add **two penalty strokes**
- drop and come to rest in very large relief area



# Stroke & Distance Alternative Local Rule

**LOST BALL**

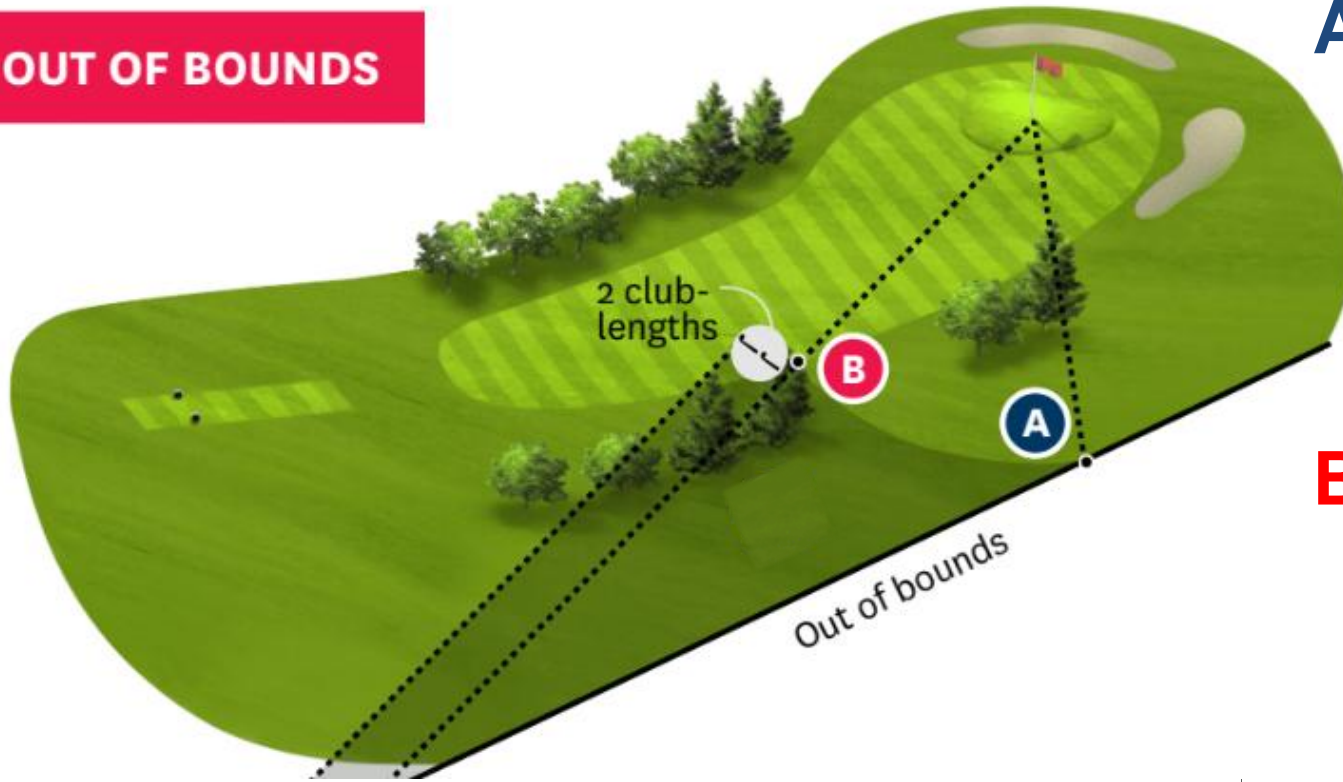


**A** Where you think your ball is lost

**B** Nearest fairway edge

# Stroke & Distance Alternative Local Rule

**BALL OUT OF BOUNDS**



**A** Where your ball went OB

**B** Nearest fairway edge



# Penalty Areas (Rule 17)

- What are they?



# Penalty Areas (Rule 17)

- What are they?
- Any *penalty area* can be marked **Red**



# Penalty Areas (Rule 17)

- What are they?
- Any *penalty area* can be marked Red
- Play from *penalty areas*
  - move *loose impediments*
  - make practice swings
  - ground your club
  - touch water





## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

Relief available when player's ball:

- is **found** in a *penalty area*



## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

Relief available when player's ball:

- is found in a *penalty area*
- is **known or virtually certain** to be in a *penalty area* (even though not found)



# Relief Options for Ball in Penalty Area (Rule 17.1d)

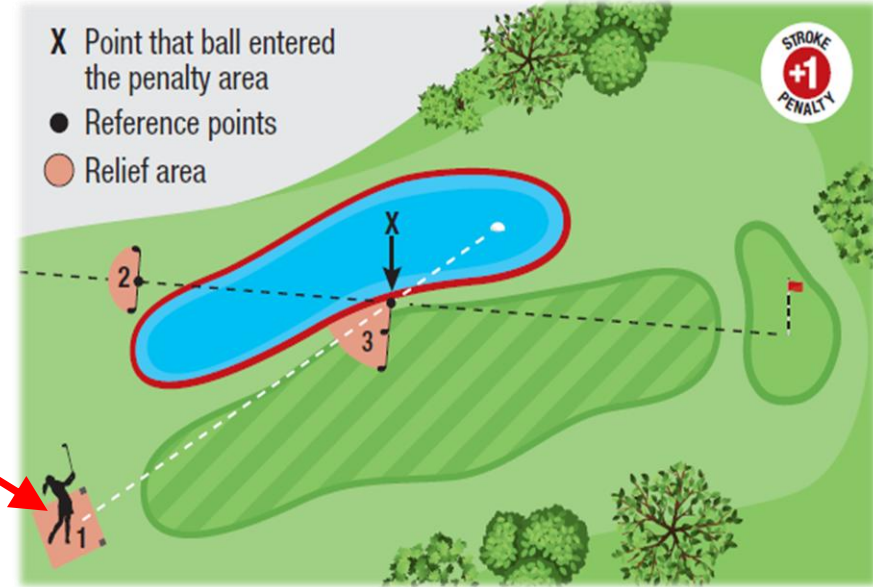
## Relief from Penalty Areas

... for **one penalty stroke**:

(1) Stroke-and-Distance Relief

(2)

(3)





## Relief Options for Ball in Penalty Area (Rule 17.1d)

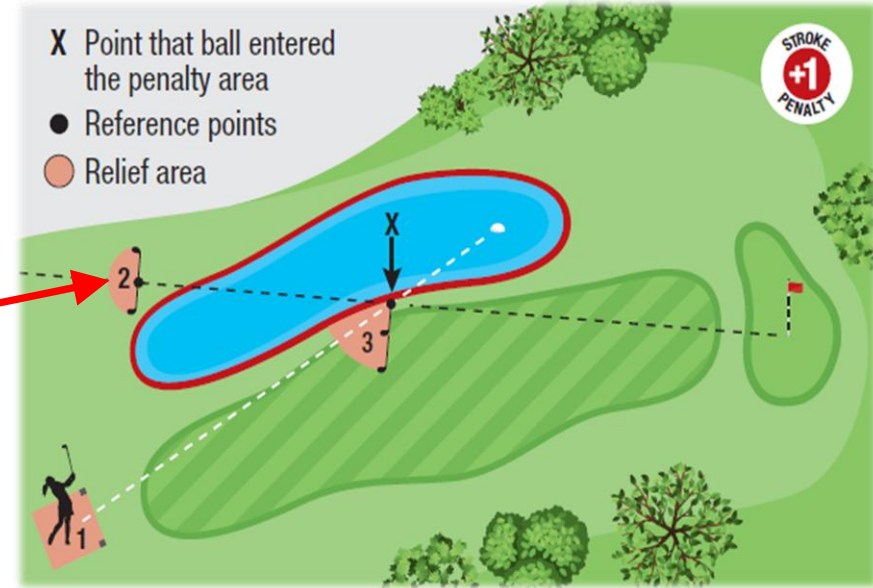
### Relief from Penalty Areas

... for **one penalty stroke**:

(1) Stroke-and-Distance Relief

(2) Back-On-the-Line Relief

(3)



## Relief Options for Ball in Penalty Area (Rule 17.1d)

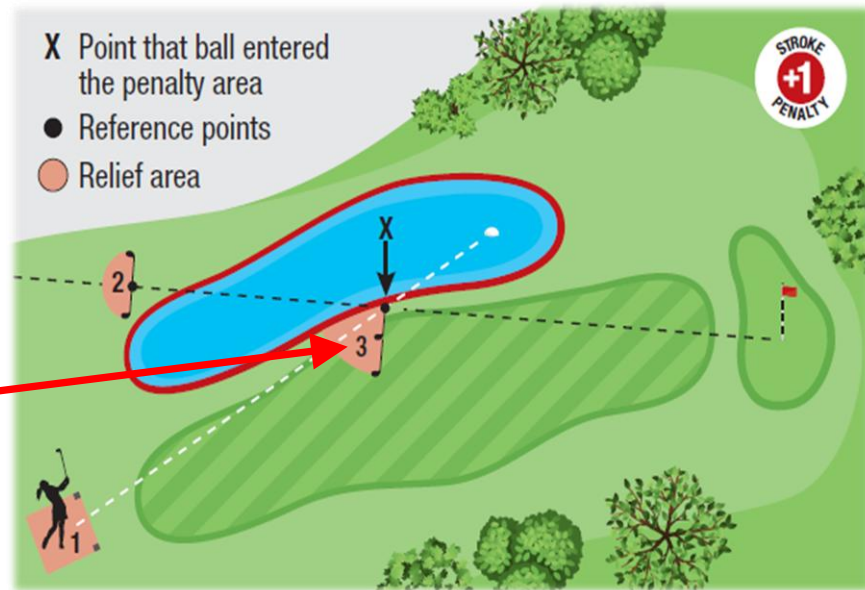
### Relief from Penalty Areas

... for **one penalty stroke**:

(1) Stroke-and-Distance Relief

(2) Back-On-the-Line Relief

(3) Lateral Relief  
**(Red Penalty Areas Only)**

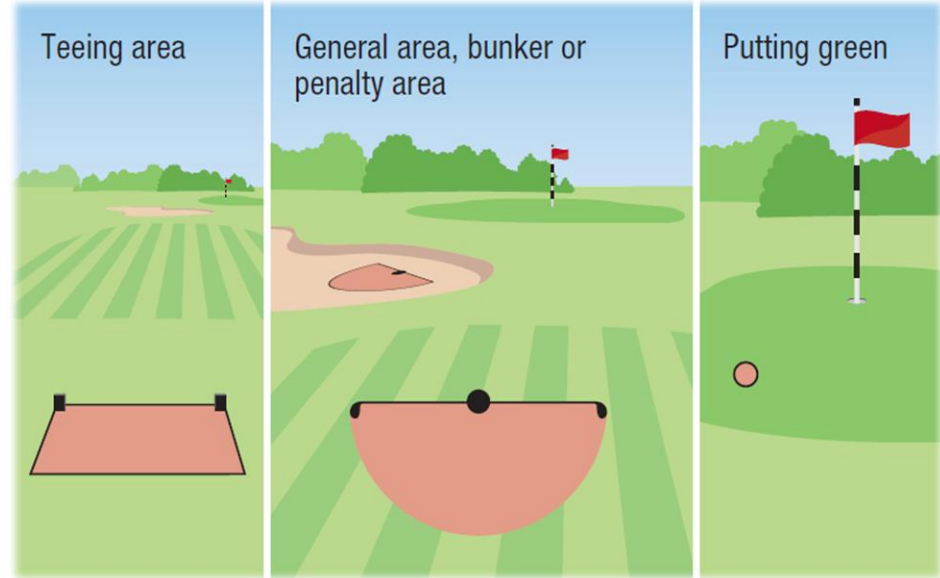


## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (1) Stroke-and-Distance Relief

available from **Red** or **Yellow** *penalty areas*



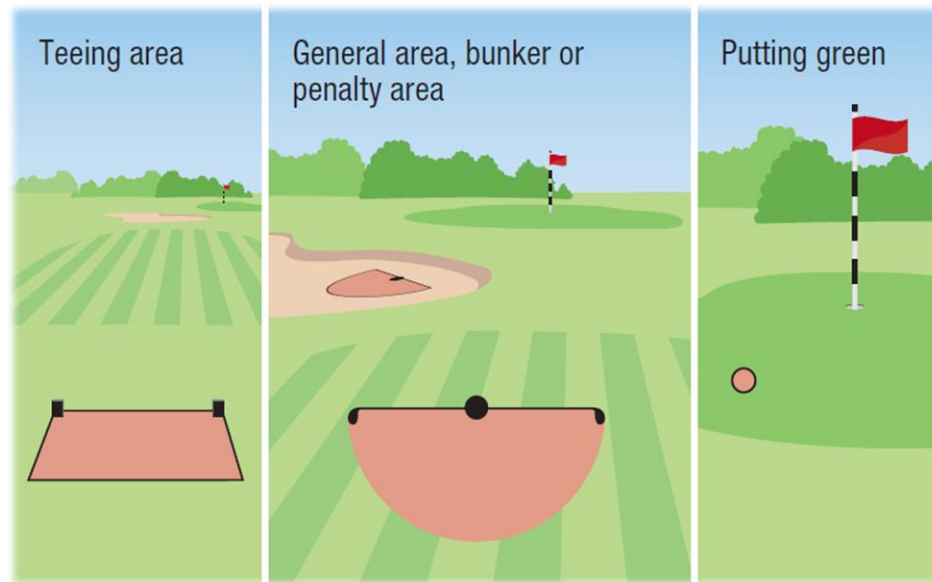
## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (1) Stroke-and-Distance Relief

available from **Red** or **Yellow** *penalty areas*

Play from where the **previous *stroke*** was made  
(see Rule 14.6)

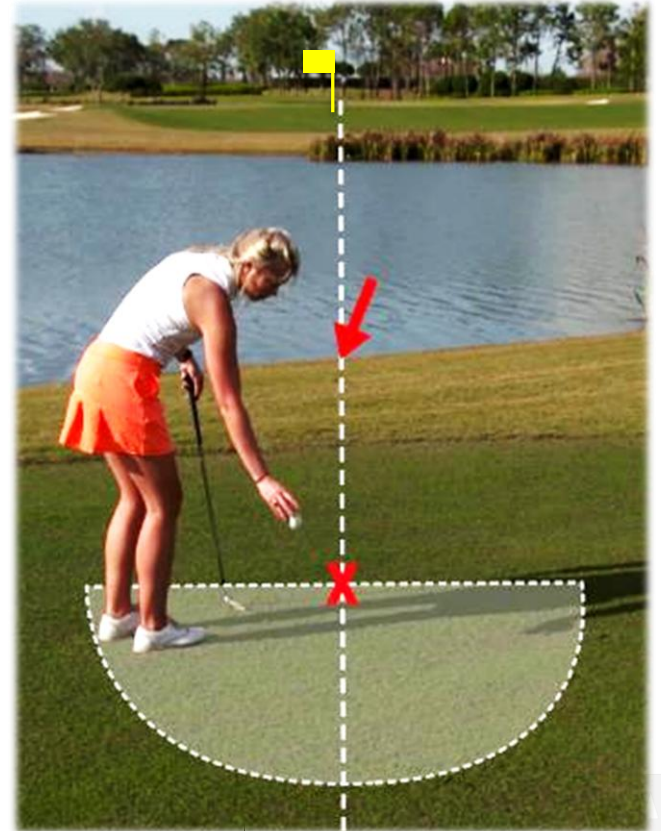


## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (2) Back-on-the-Line Relief

available from **Red** or **Yellow** *penalty areas*



## Relief Options for Ball in Penalty Area (Rule 17.1d)

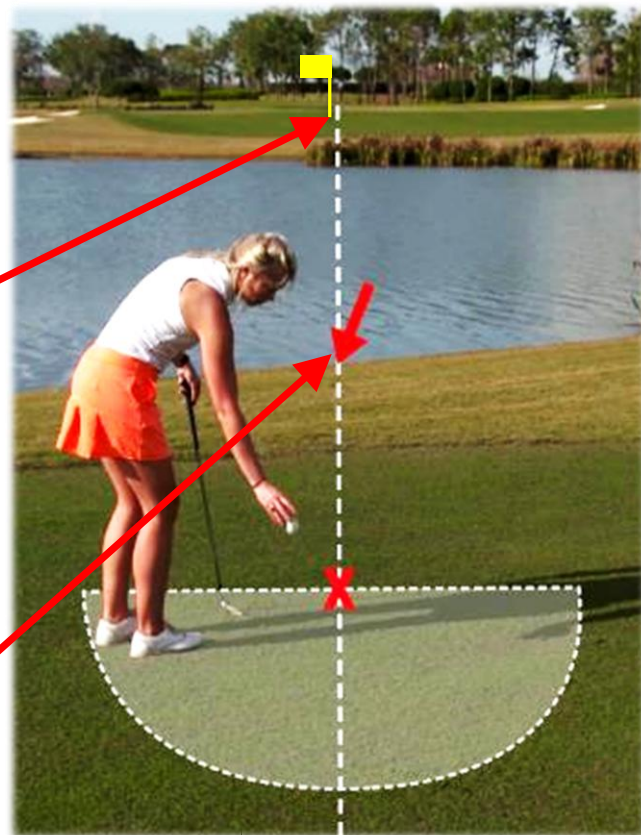
### Relief from Penalty Areas

#### (2) Back-on-the-Line Relief

available from Red or Yellow *penalty areas*

Start by creating a straight **reference line**

- from the *hole* through
- edge ball crosses when it entered





## Relief Options for Ball in Penalty Area (Rule 17.1d)

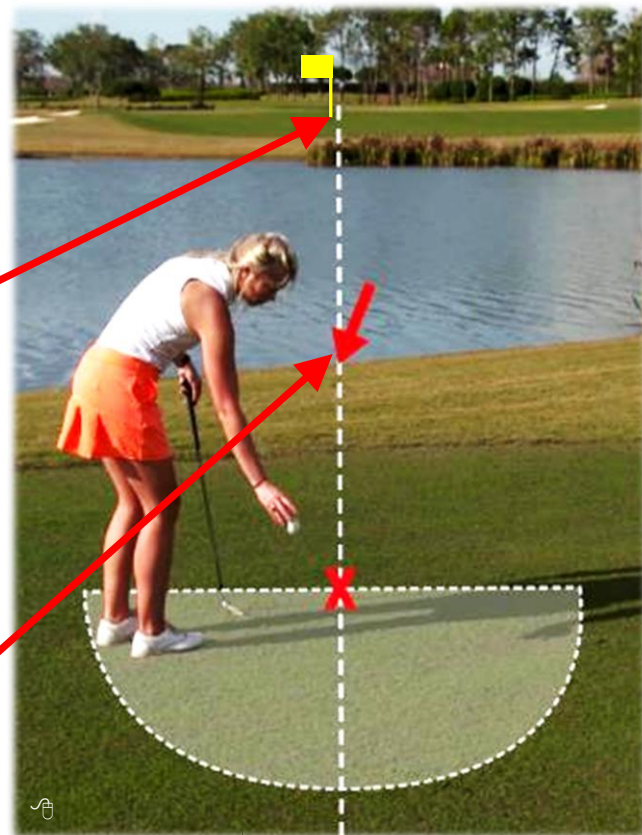
### Relief from Penalty Areas

#### (2) Back-on-the-Line Relief

available from Red or Yellow *penalty areas*

Start by creating a straight reference line

- from the *hole* through
- edge ball crosses when it entered
- no limit how far back line goes



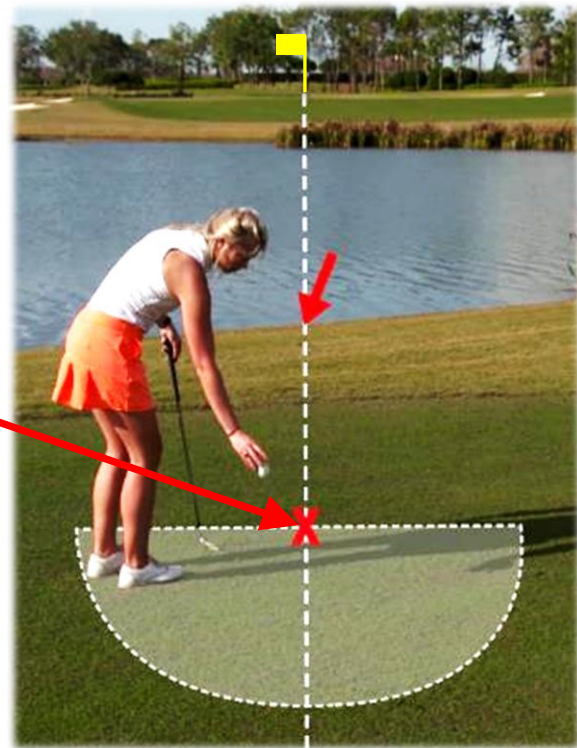
## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (2) Back-On-the-Line Relief

##### Reference Point:

- a point on the reference line
- chosen by the player



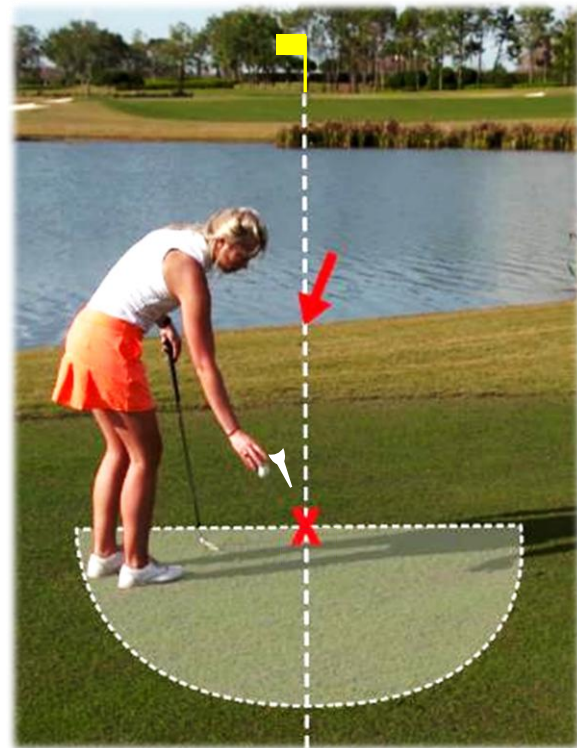
## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (2) Back-On-the-Line Relief

##### Reference Point:

- the player should choose the point by using an object (such as a tee).



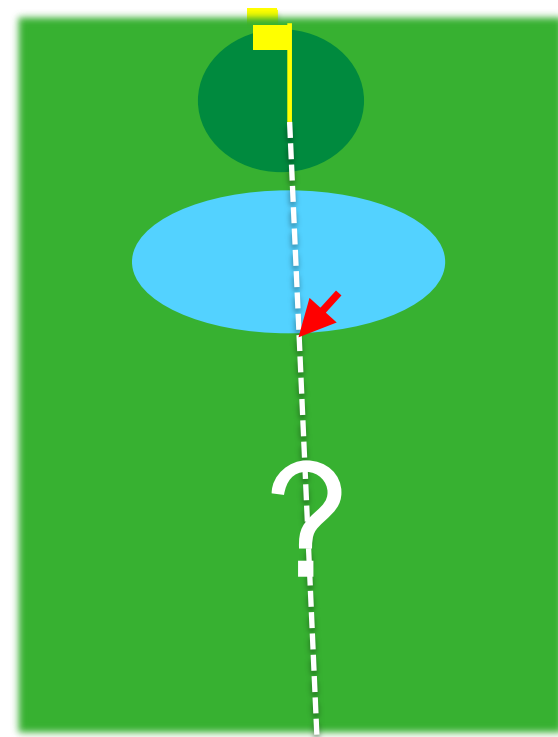
## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (2) Back-On-the-Line Relief

##### Reference Point:

- the player should choose the point by using an object (such as a tee).
- If the player doesn't choose...



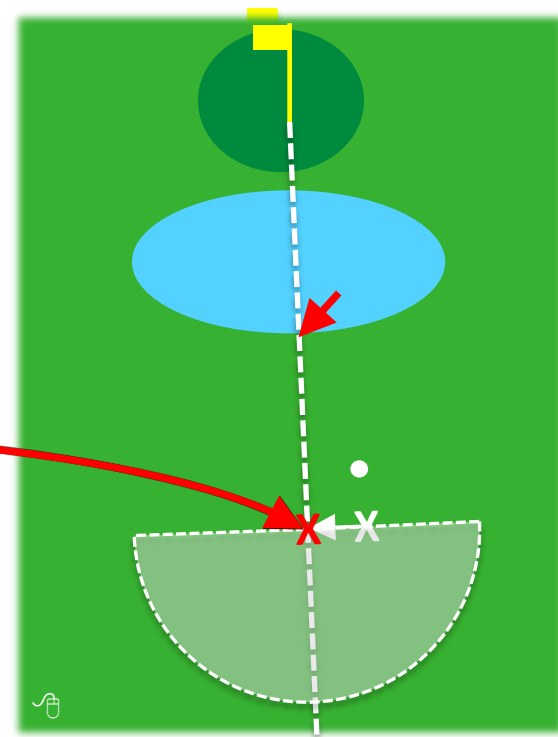
## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (2) Back-On-the-Line Relief

##### Reference Point:

- the player should choose the point by using an object (such as a tee).
- If the player doesn't choose, the reference point is the point on the line the same distance from the hole as the dropped ball hits the ground



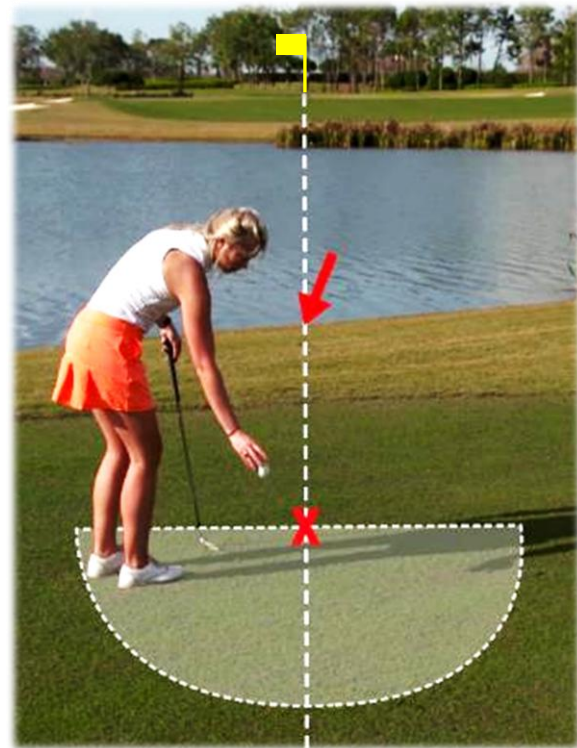
## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (2) Back-On-the-Line Relief

##### Relief Area Size:

- ONE club-length
- measured from the reference point





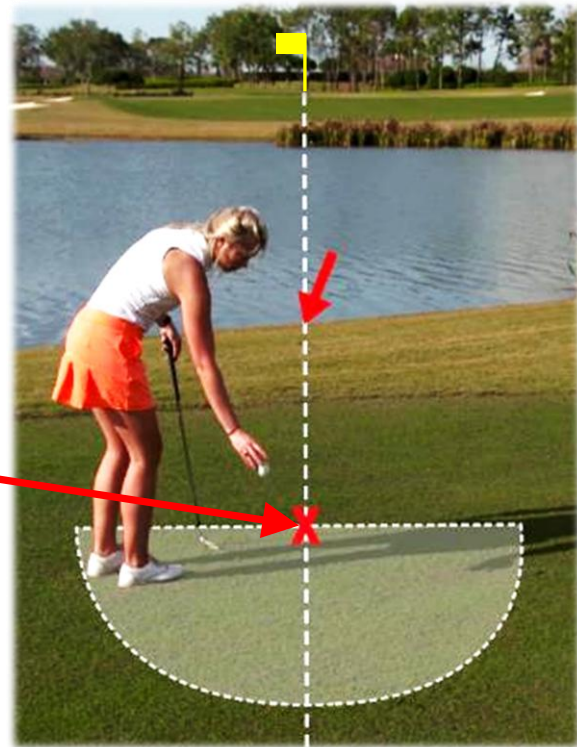
## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (2) Back-On-the-Line Relief

Limits on Location of Relief Area:

- not be nearer the *hole* than the reference point



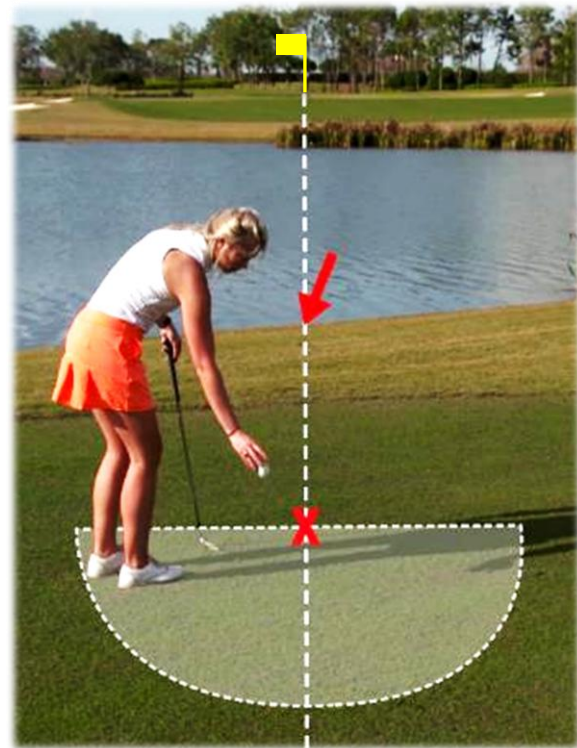
# Relief Options for Ball in Penalty Area (Rule 17.1d)

## Relief from Penalty Areas

### (2) Back-On-the-Line Relief

#### Limits on Location of Relief Area:

- not be nearer the *hole* than the reference point
- may be in **any** area of the course (except the same *penalty area*)



## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

(3) Lateral Relief (only for **Red** *penalty areas*)



## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

(3) Lateral Relief (only for **Red** *penalty areas*)

#### Reference Point:

- where the original ball last crossed the **edge** of the **red** *penalty area*



## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (3) Lateral Relief (only for **Red** *penalty areas*)

##### Reference Point:

- where the original ball last crossed the edge of the red *penalty area*

##### Relief Area Size:

- TWO club-lengths
- measured from reference point





## Relief Options for Ball in Penalty Area (Rule 17.1d)

### Relief from Penalty Areas

#### (3) Lateral Relief (only for **Red** *penalty areas*)

##### Limits on Location of Relief Area:

- not be nearer the *hole* than the reference point
- may be in **any** *area of the course* (except the same penalty area)





# Unplayable Ball – Relief Options (Rule 19.2)

A player may take unplayable ball relief

- using one of the three options in Rule 19.2a, b or c,
- in each case adding **one penalty stroke**.



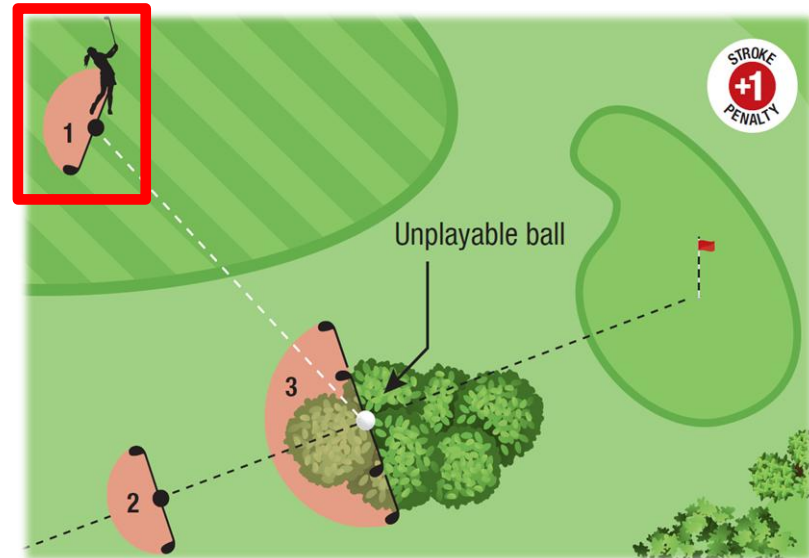
Stroke-and-Distance Relief

Back-On-the-Line Relief

Lateral Relief

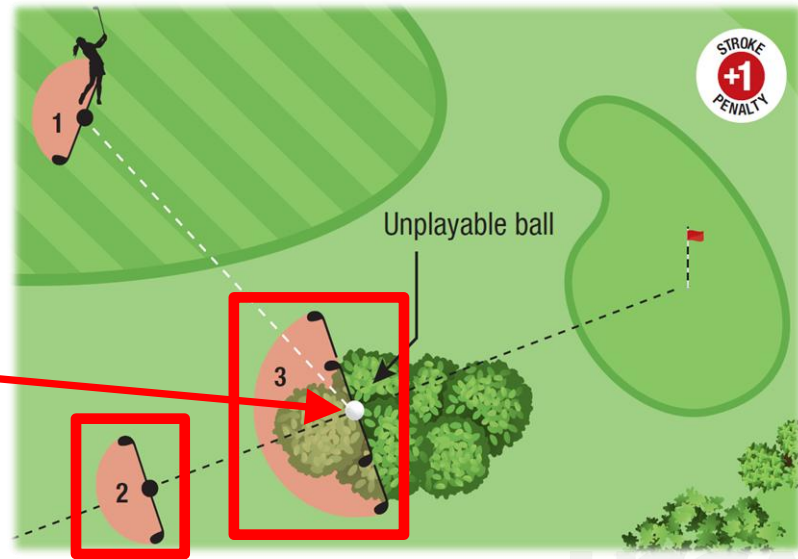
# Unplayable Ball – Relief Options (Rule 19.2)

- The player may take stroke-and-distance relief ... even if the original ball has not been found and identified....



# Unplayable Ball – Relief Options (Rule 19.2)

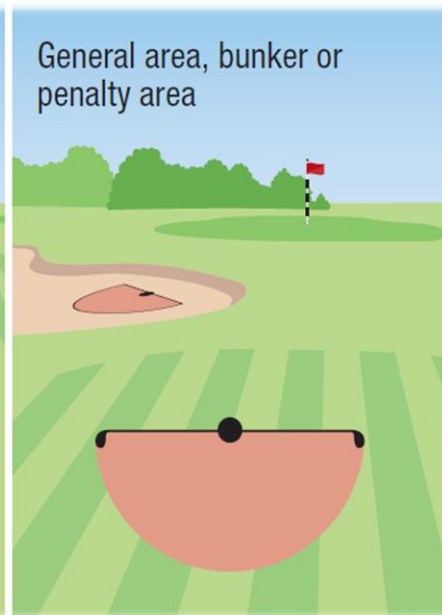
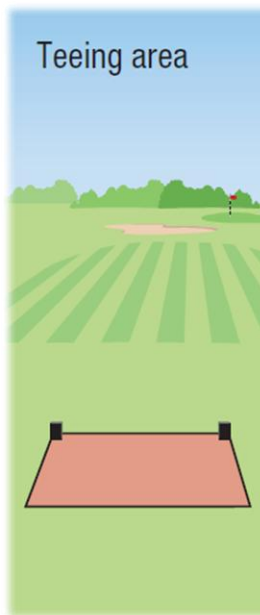
- The player may take stroke-and-distance relief ... even if the original ball has not been found and identified.
- **But** to take
  - back-on-the-line relief or
  - lateral reliefthe original ball must be found.



# Unplayable Ball – Relief Options (Rule 19.2)

## (1) Stroke-and-Distance Relief

Play the original ball or another ball from where the **previous stroke** was made (Rule 14.6).

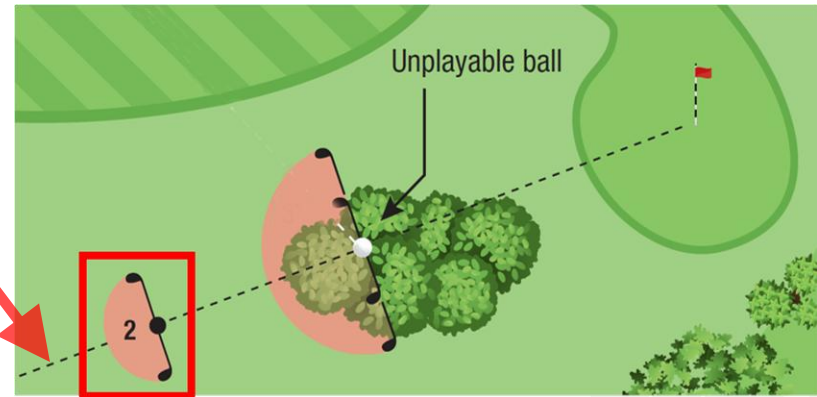


# Unplayable Ball – Relief Options (Rule 19.2)

## (2) Back-on-the-Line Relief

Drop the original ball or another ball in a *relief area* based on a reference line going straight back

- from the *hole*
- through the **spot**  
**of the original ball**

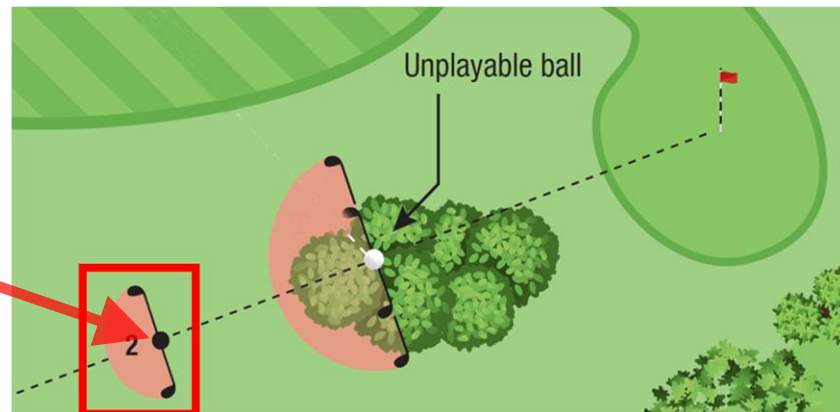


# Unplayable Ball – Relief Options (Rule 19.2)

## (2) Back-on-the-Line Relief

### Reference Point:

- a point on the reference line
- chosen by the player
  - farther from the *hole*
  - than the spot of the original ball



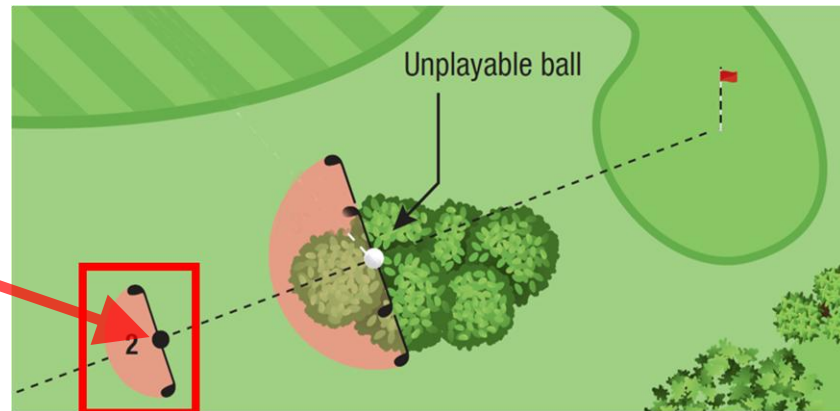


# Unplayable Ball – Relief Options (Rule 19.2)

## (2) Back-on-the-Line Relief

### Reference Point:

- the player should choose the point by using an object (such as a tee).

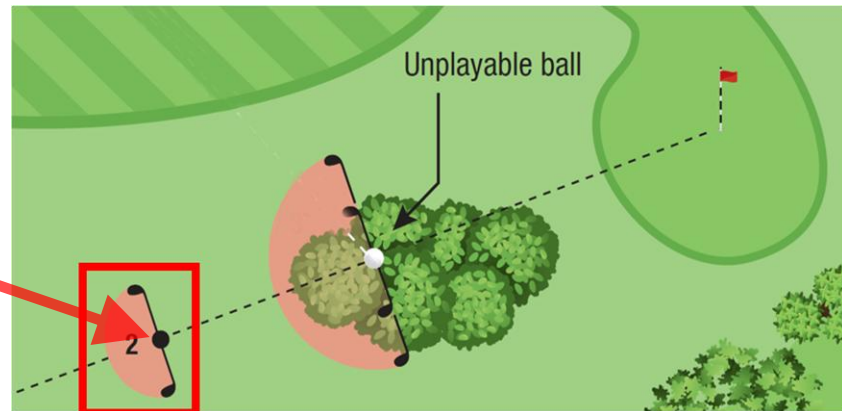


# Unplayable Ball – Relief Options (Rule 19.2)

## (2) Back-on-the-Line Relief

### Reference Point:

- the player should choose the point by using an object (such as a tee).
- If the player doesn't choose, the reference point is the point on the line the same distance from the hole as the dropped ball hits the ground

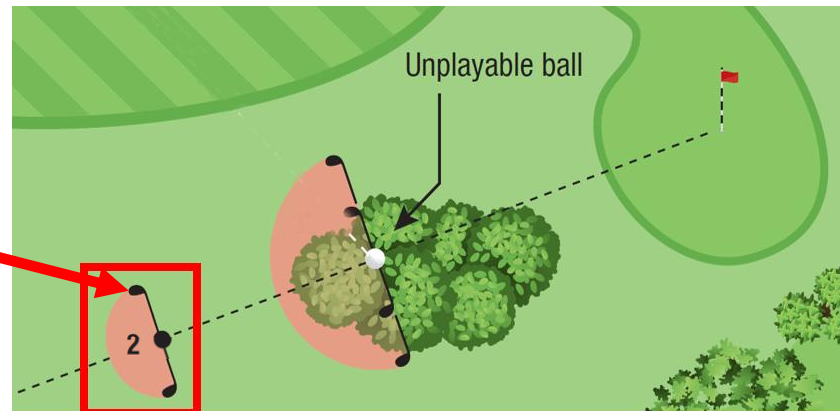


# Unplayable Ball – Relief Options (Rule 19.2)

## (2) Back-on-the-Line Relief

### Relief Area Size:

- ONE club-length
- measured from the ball

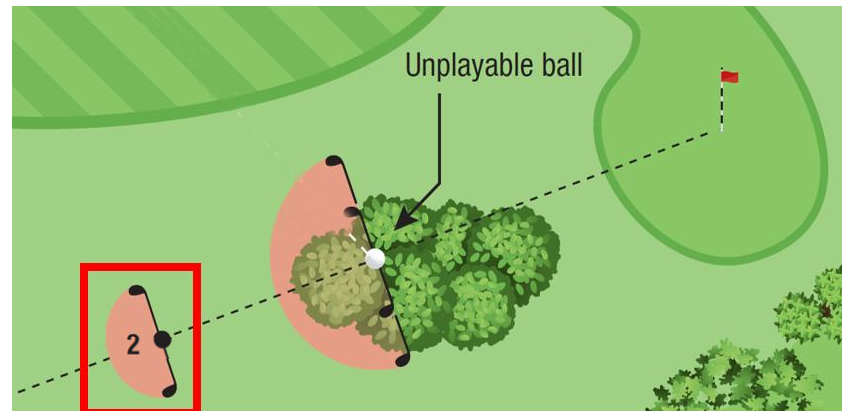


# Unplayable Ball – Relief Options (Rule 19.2)

## (2) Back-on-the-Line Relief

Limits on Location of  
Relief Area:

- not be nearer the hole than the reference point
- may be in **any** *area of the course*

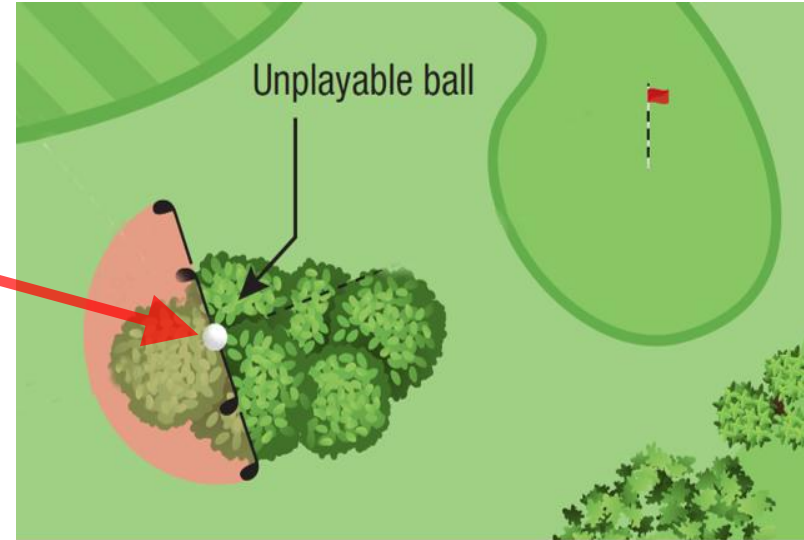


# Unplayable Ball – Relief Options (Rule 19.2)

## (3) Lateral Relief

### Reference Point:

- spot of the original ball



# Unplayable Ball – Relief Options (Rule 19.2)

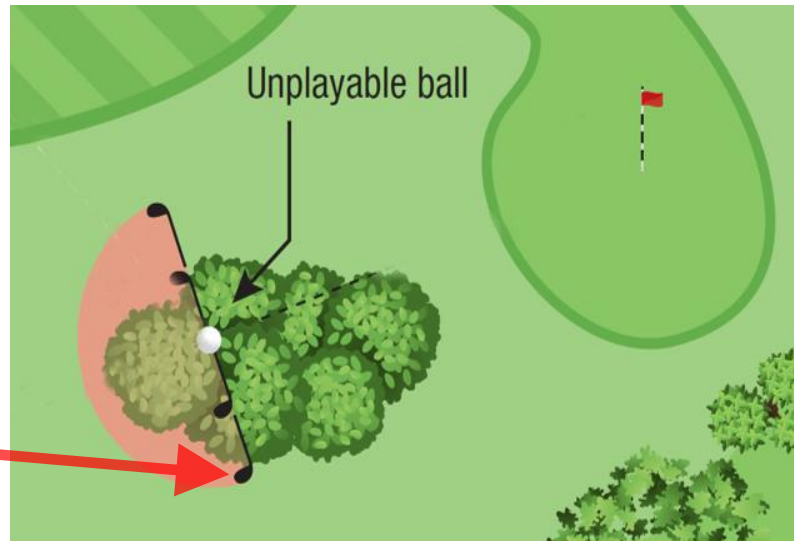
## (3) Lateral Relief

### Reference Point:

- spot of the original ball

### Relief Area:

- TWO club-lengths
- measured from the ball



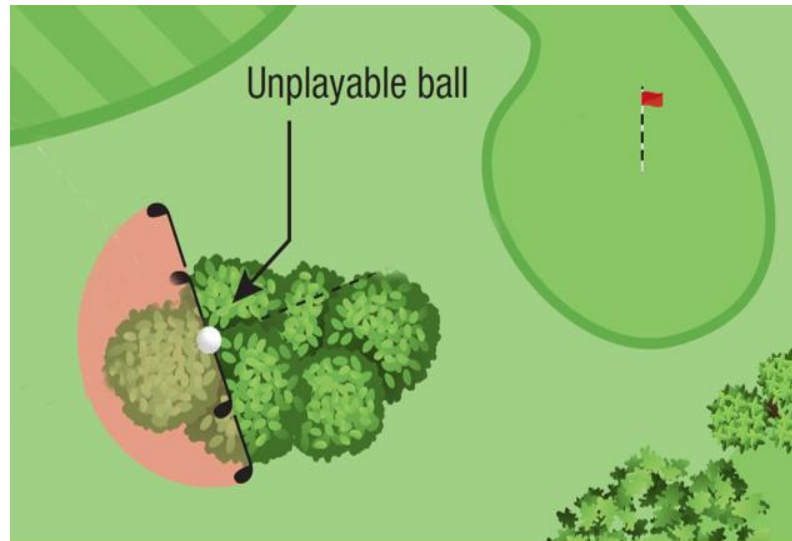


# Unplayable Ball – Relief Options (Rule 19.2)

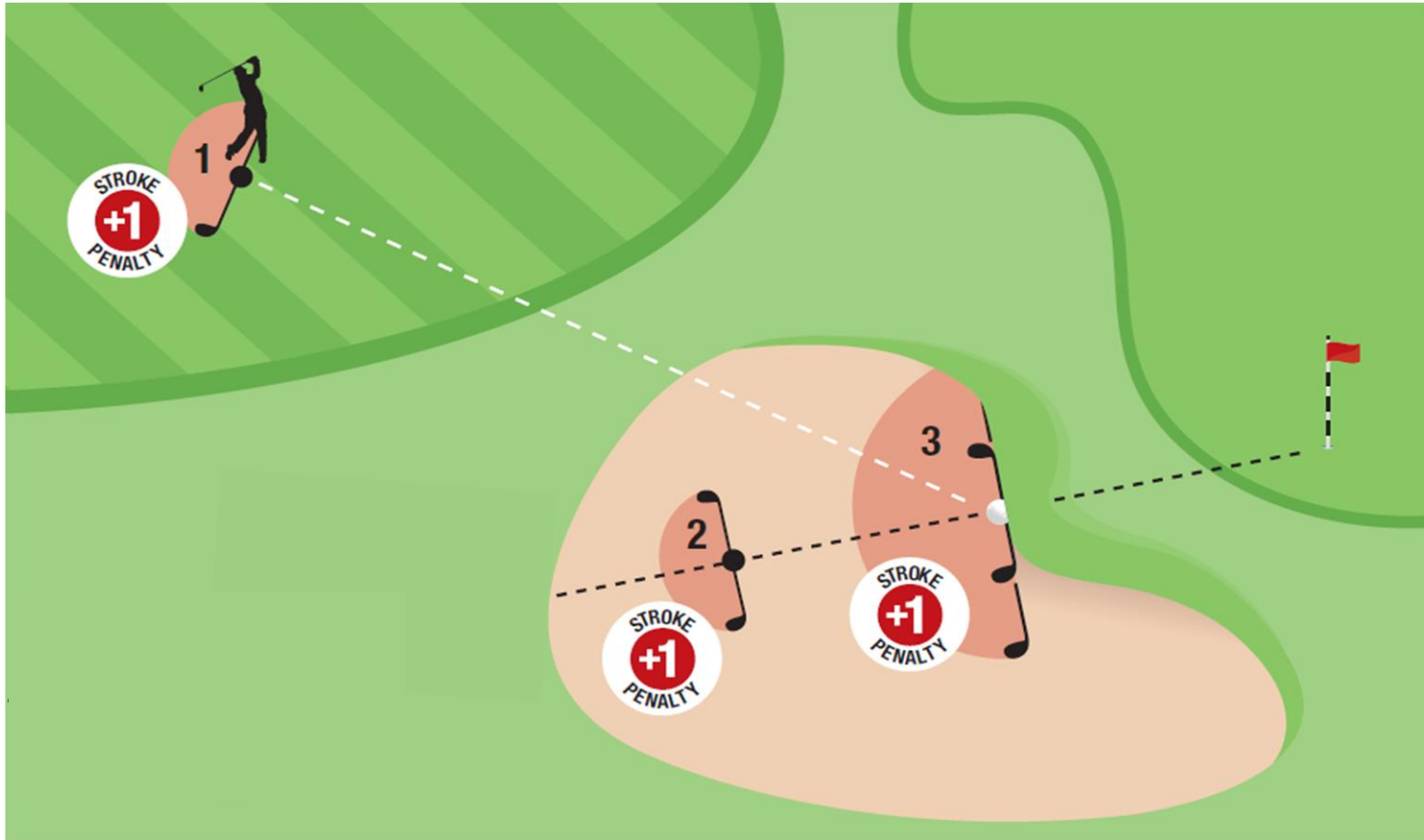
## (3) Lateral Relief

Limits on Location of Relief Area:

- same as back-on-the-line



# Unplayable Ball – Bunker Relief Options (Rule 19.3)



## Unplayable Ball – **New** Bunker Relief Option (Rule 19.3)

### (4) Back-on-the-Line

- outside the *bunker*
- **two penalty strokes**



# Advice & Equipment

# Advice & Help (Rule 10)

## Restriction on Caddie Standing Behind Player (Rule 10.2b)



# Advice & Help (Rule 10)

## Caddie Can Mark, Lift & Clean Ball on Putting Green (Rule 14.1b)





# Clubs & Equipment

Distance Measuring Devices permitted unless a Local Rule prohibits them.



# Thank You!

