

MAJOR CHANGES

Overview

- Definitions Golf's "Words of Art"
- Spirit of the Game & Etiquette
- Promoting Faster Pace of Play
- Relaxed Requirements and Reduced Penalties
 - On the Putting Green
 - In Bunkers
 - Accidental Acts & Occurrences
- Determining Who or What Moved a Ball at Rest
- Penalty Areas
- Simplified Dropping and Re-Dropping Procedures
- Unplayable Ball in Bunker New Relief Option



Definitions

Modified or Renamed Definitions

Abnormal Course Condition Abnormal Ground Condition + Immovable Obstruction

Penalty Area Water Hazards + other areas to be treated as such

General Area Through the Green

Integral Object Integral Part of the Course

Outside Influence Outside Agency

Round Stipulated Round

Teeing Area Teeing Ground

Temporary Water Casual Water

Wrong Green Wrong Putting Green

Areas of the Course

- The *general area*, (the entire course except for the four other defined areas)
- The four other defined areas of the course:
 - The teeing area the player must play from in starting the hole he or she is playing,
 - All bunkers,
 - All penalty areas, and
 - The putting green of the hole the player is playing.



Some New Definitions

- Ball-Marker
- Boundary Object
- Conditions Affecting the Stroke
- Drop
- Embedded
- Improve
- Lie
- Review all the Definitions, they are key to applying rules

Mark

Natural Forces

No Play Zone

Reference Point

Relief Area



Selected Definitions

Drop

- To hold the ball and let go of it so that it falls through the air, with the intent for the ball to be in play.
- Place
- To place a ball by setting it down and letting it go, with the intent for it to be in play.
- · Penalty Area
- An area from which relief with a one-stroke penalty is allowed if the player's ball comes to rest there.
- A penalty area is:
 - Any body of water on the course (whether or not marked by the Committee), including a sea, lake, pond, river, ditch, surface drainage ditch, or other open watercourse (even if not containing water), and
 - Any other part of the course the Committee defines as a penalty area.



Clarification of Important Terms

Deliberate

- •An action intentionally taken or intentionally not taken by the player; the player had a choice, e.g., a player lifts a ball thinking it is a stray ball, and it is his or her ball. The lifting was deliberate. The ball was not accidentally lifted.
- •Also, a person authorized to attend the flagstick fails to remove the flagstick from the hole, as he or she believed the attended flagstick did not need to be removed when attended, and the ball strikes the flagstick in the hole. A deliberate action...

Accidental

•An unintentional act by the player; the player did not choose to perform the (specific) act, the act was not planned or considered, e.g., a player, while marking the location of ball on the putting green, accidentally causes the ball to move.



Spirit of the Game / Etiquette

Playing by the Rules



The new Rules directly address the high standards of conduct expected from players.

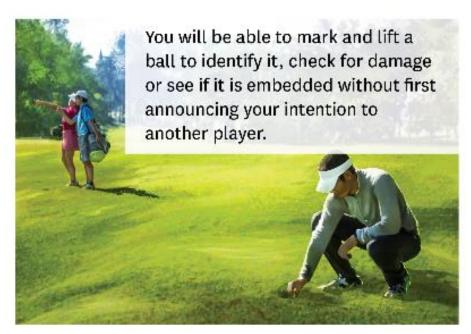
"All players are expected to play in the spirit of the game by:

- Acting with integrity....
- Showing consideration to others....
- Taking good care of the course…"

(Rule 1.2a - Standards of Player Conduct; Conduct Expected of All Players)

Spirit of the Game / Etiquette

- Playing by the Rules
 - Player Integrity





Reasonable Judgment in Estimating and Measuring

- Accepting Player's "Reasonable Judgment" in Determining a Location When Applying the Rules.
- Many Rules require a player to determine a spot, point, line, area or other location under the Rules, such as:
- » Estimating where a ball last crossed the edge of a penalty area,
- » Estimating or measuring when dropping or placing a ball in taking relief, or
- » Replacing a ball on its original spot (whether the spot is known or estimated).



Accepting Player's "Reasonable Judgment"

- Such determinations about location need to be made promptly and with care but often cannot be precise.
- So long as the player does what can be reasonably expected under the circumstances to make an accurate determination, the player's reasonable judgment will be accepted even if, after the *stroke* is made, the determination is shown to be wrong by video evidence or other information.
- If a player becomes aware of a wrong determination before the *stroke* is made, it must be corrected (see Rule 14.5).



Spirit of the Game / Etiquette

- Playing by the Rules
- Standards of Conduct
 - Committee set codes of conduct allowed



A Committee will have the authority to adopt its own code of conduct and to set penalties for breaches of that code.

"The Committee may set its own standards of player conduct in a Code of Conduct adopted as a Local Rule."

(Rule 1.2b - Standards of Player Conduct; Code of Conduct)

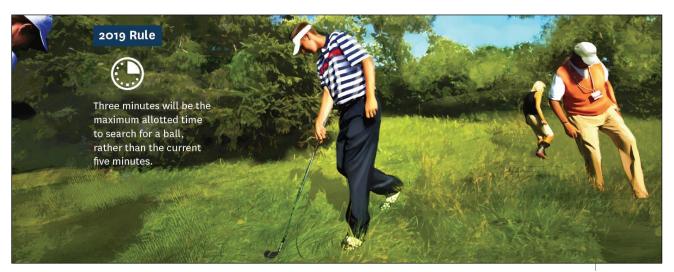
Rule 5.6b – Prompt Pace of Play



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- Ready Golf Encouraged



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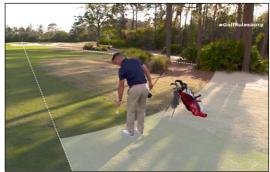


- Rule 5.6b Prompt Pace of Play
- Ready Golf Encouraged
- Search time reduced to 3 minutes
- Caddies
 - May not assist player with alignment
 - May always mark, lift and clean ball on the Putting Green



- Rule 5.6b Prompt Pace of Play
- Ready Golf Encouraged
- Search time reduced to 3 minutes
- Caddies
 - May not assist player with alignment
 - May always mark, lift and clean ball on PG
- Putting allowed with Flagstick in the Hole
- Optional Local Rule for Stroke and Distance





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



- On the Putting Green
 - Repair of Damage



- On the Putting Green
 - Repair of Damage
 - Touching Line of Play



- On the Putting Green
 - Repair of Damage
 - Touching Line of Play
 - Accidental movement of ball (No Penalty)



- · On the Putting Green
 - Repair of Damage
 - Touching Line of Play
 - Accidental movement of ball (No Penalty)
 - After marking & lifting,
 ball is always replaced if it moves



On the Putting Green

- Repair of Damage
- Touching Line of Play
- Accidental movement of ball, No Penalty
- After marking & lifting,
 ball is always replaced if it moves
- Okay for a putt to strike an unattended flagstick in the hole





- In Bunkers
 - Okay to move Loose Impediments



- In Bunkers
 - Okay to move Loose Impediments
 - Touching Sand, except near ball
 - Ground Club, except near ball
 - Testing still penalized



- Accidental Acts and Occurrences, No Penalty
 - Deflection of a Ball in Motion



- Accidental Acts and Occurrences, No Penalty
 - Deflection of a Ball in Motion
 - Movement of a Ball on the Putting Green



- Accidental Acts and Occurrences, No Penalty
 - Deflection of a Ball in Motion
 - Movement of a Ball on the Putting Green
 - Movement of a Ball During Search



- Accidental Acts and Occurrences, No Penalty
 - Deflection of a Ball in Motion
 - Movement of a Ball on the Putting Green
 - Movement of a Ball During Search
 - Double Hits





Determining Who or What Moved a Ball at Rest

 Virtual Certainty required to conclude you caused your ball to move



What are they?



- What are they?
- Any Penalty Area can be marked Red



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- Play from Penalty Areas
 - Okay to move loose impediments
 - Okay to make practice swings
 - Okay to ground your club
 - Okay to touch water



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- Any Penalty Area can be marked Red
- Play from Penalty Areas
 - Okay to move loose impediments
 - Okay to make practice swings
 - Okay to ground your club
 - Okay to touch water
- Relief Options (Red–3, Yellow–2)
 - Stroke and Distance (Red or Yellow)
 - Back-on-the-Line (Red or Yellow)





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- Any Penalty Area can be marked Red
- Play from Penalty Areas
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 - Stroke and Distance (Red or Yellow)
 - Back-on-the-Line (Red or Yellow)
 - Lateral Relief (Red only)





- · What are they?
- Any Penalty Area can be Marked Red
- Play from Penalty Areas
 - Okay to move loose impediments
 - Okay to make practice swings
 - Okay to ground your club
 - Okay to touch water
- Relief Options (Red–3, Yellow–2)
 - Stroke and Distance (Red or Yellow)
 - Back-on-the-Line (Red or Yellow)
 - Lateral Relief (Red only)
- · Option for equal distance opposite margin relief, available by Local Rule only



Drop from Knee Height



- · Drop from Knee Height
- Club-Lengths and Relief Areas





- Drop from Knee Height
- Club-Lengths and Relief Areas
- When to Re-Drop



- · Drop from Knee Height
- Club-Lengths and Relief Areas
- When to Re-Drop
- · All drops permit substitution
 - free relief and
 - penalty relief





Unplayable Ball – New Bunker Relief Option

- Back-on-the-Line Outside Bunker
- Two Penalty Strokes



Advice & Help, Equipment, Stroke & Distance

Distance Measuring Devices permitted unless prohibited by a Local Rule





Review and Questions

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