

2019 RULES OF PLAY (Pay4Golf18)

All rules listed below are in effect for each Pay4Golf18 events unless otherwise posted. Contact Event Coordinator for explanation of rules or questions regarding rules of play.



- Regular men's tee will be set one tee box up from back tees at the golf course.
- Senior men's tee for participants age 60+ will be set two tee boxes up from back tees at the golf course.
- Super-Senior men's tee for participants age 70+ (except for participants with 6 or under Score Index) will be set three tee boxes up from back tees at the golf course.
- Event coordinator reserves the right to adjust tee box depending on local golf course rules.
- Each player may play two (2) balls off the first tee of each event.
- The maximum allowable score per hole is triple bogey.
- Putts within 12" of the hole may be given by another player in playing group. If not given, or putts outside given distance, must be holed out on the green. Failure to complete hole will result in score of triple bogey for hole.
- LIFT, CLEAN and PLACE at all times in the fairway no more than one club length no closer to the hole. Ball must stay in same condition. Ball must be played as it lies in rough and adjacent fairways.
- For a ball that has been IDENTIFIED by the playing group to come to rest in the tree line of the hole, participant may (1) play the ball as it lies without penalty stroke, or (2) under penalty of one stroke, LIFT, CLEAN and PLACE no more than two club lengths from the tree line no closer to the hole. Ball must be played as it lies in a hazard according to USGA rules before selecting (2). Ball must be played as it lies in adjacent rough or tree lines.
- Regardless of the situation, ball must be played as it lies in any hazard except as listed. If ball lies in a sand bunker, player may LIFT, CLEAN and PLACE in same condition. Player can move ball side to side to avoid bare spots, rocks, roots, debris no closer to the hole.
- If playing group considers lie as GROUND UNDER REPAIR including bare spots, rocks, roots, debris or trash, player may drop one club length no closer to the hole without penalty. Ball must stay in same condition.
- Bad spots on the greens and old holes not healed are considered GROUND UNDER REPAIR. Player can move ball side to side to avoid, no closer to the hole. This does NOT mean spike marks or ball marks.
- All course maintenance equipment is considered GROUND UNDER REPAIR. A ball that makes contact with equipment may be replayed at discretion of player. If a ball as it lies is obstructed by maintenance equipment, player may drop one club length no closer to the hole without penalty. Ball must stay in same condition.
- One ball rule is NOT in effect for these events.
- Play two balls if there is a question about the rules.
- All rules questions will be settled by the Event Coordinator.
- All other USGA and local rules will apply. **Please see USGA rule changes listed below.**

2019 CHANGES IN RULES OF PLAY (USGA)

- **Finding your ball.** To improve pace of play, golfers now have just **3 Minutes** to search for a missing ball.
- **Dropping a ball.** The process for dropping a ball back in play is revamped in the new rules. Instead of letting go from shoulder height, players will drop from around their knee. This is primarily to speed up play by increasing the chances your ball stays within the two-club-length drop area on the first try.
- **Movement of your ball.** If you accidentally cause your ball to move on the green, hit your ball with your backswing, move your ball while marking it, even mistakenly kick your ball, there is no penalty as long as you return the ball to its original spot. The same is true if you move your ball marker; replace the mark where it was.
- **Searching for your ball.** Under new Rule 7.4, that's no longer a worry as players who accidentally cause their ball to move during the search will receive no penalty. Simply replace the ball where it was originally lying or, if that exact spot is unknown, at an estimated original spot.
- **Double Hitting a Chip.** A double hit is almost always accidental, and the outcome is so random as to hardly be beneficial. No need to embarrass yourself more by having to add an extra stroke to your score.
- **Spike Marks.** Rule 13.1c(2) allows for repair of almost any damage on the green, including spike marks, shoe damage, indentations from a club or flagstick and animal damage. The exceptions that remain are aeration holes, natural surface imperfections and natural wear of a hole.
- **Touching the line of your putt (within reason).** That prohibition has been lifted, although players are still not allowed to improve their line of play on the green (or anywhere on the course for that matter).
- **Playing from "water hazard".** The new Rules redefine it as a "penalty area" that also encompasses spots where balls are lost or unable to be played. You can now touch or move loose impediments as well as touch the ground with your hand or a club during a practice swing, so long as you're not improving the conditions for the stroke.
- **Playing a shot from a bunker.** You may touch or move loose impediments from a bunker. You still can't deliberately touch the sand with your hand, club, rake or other objects to test its condition, and touching the sand with a club during a practice swing or in the backswing of a stroke is also still prohibited.
- **Flagstick on the green.** You can leave the flagstick while putting on the green. It should speed up play.
- **Out of Bounds option.** As an alternative to the stroke-and-distance penalty for lost balls or shots hit out-of-bounds, golfers can drop a ball anywhere between where the original ball was believed to come to rest (or went out-of-bounds) and just into the edge of the fairway, but no nearer the hole. With this option, you must add two strokes to your score, but you can play on instead of returning to the tee or the spot you hit your last shot.
- **Hitting yourself with your ball.** No penalty stroke for accidentally hitting a ball off your own body. If you deliberately position equipment to intentionally use it as a backstop, and the ball hits it, you still incur a penalty.
- **Relief for an embedded ball anywhere.** Rule 16.3 will allow for relief for a ball embedded anywhere in the "general area" (formerly known as "through the green") except when embedded in sand. In taking relief, players will take a drop within one club-length of the spot where the ball was embedded.
- **Relief outside a bunker from an unplayable ball in the sand.** But it will cost two penalty strokes if you choose it. Rule 19.3b allows players who have lies close to a lip or bunker wall to drop on the line of play outside the bunker rather than frustratingly take multiple tries to play the ball from the bunker.