

GV 971

.R9

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RULES  
OF THE  
GAME OF

GOLE

TOGETHER WITH  
RECOMMENDATIONS, ETIQUETTE,  
SPECIAL RULES FOR MATCH PLAY  
COMPETITIONS,  
RULES FOR THREE-BALL, BEST BALL,  
AND FOUR BALL MATCHES,  
SPECIAL RULES FOR STROKE  
COMPETITIONS.



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Book R9

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OF THE  
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### **RULE 18.**

#### **Ball Striking Opponent, etc.**

If a player's ball strike, or be stopped, or be moved by an opponent or an opponent's caddie or clubs, the opponent shall lose the hole, except as provided for in Rule 22 (3) and Rule 33.

### **RULE 19.**

#### **Ball Striking the Player, etc.**

If a player's ball strike or be stopped by himself, or his partner, or either of their caddies, or their clubs, his side shall lose the hole.

### **RULE 20.**

#### **Playing Opponent's Ball.**

(1) If a player play the opponent's ball his side shall lose the hole, unless :—

(a) The opponent then play the player's ball in which case the penalty is cancelled, and the hole shall be played out with the balls thus exchanged.

(b) The mistake occur through wrong information given by an opponent or his caddie, in which case there shall be no penalty ; if the mistake be discovered before the opponent has played, it shall be rectified by dropping a ball as near as possible to the place where the opponent's ball lay.



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#### RULE 2.

(1) A match begins by each side playing a ball from the first teeing-ground. On the teeing ground.

A ball played from outside the limits of the teeing-ground, or played by a player when his opponent should have had the honour, may be at once recalled by the opposing side, and may be re-tee'd without penalty.

If a ball fall or be knocked off a tee in addressing it, it may be re-tee'd without penalty; if struck when so moving no penalty shall be incurred.

(2) The option of taking the honour at the first teeing-ground shall, if necessary, be decided by lot. The Honour.

The side which wins a hole shall take the honour, and shall play first from the next teeing-ground. If a hole has been halved, the side which had the honour at the previous teeing-ground shall retain it.

On beginning a new match, the winner of the long match in the previous round shall take the honour; if the previous

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## Definitions.

**Hazard.** (6) A "hazard" is any bunker, water (except casual water), sand, path, road, ditch, bush or rushes. Sand blown on to the grass, or sprinkled on the course for its preservation, bare patches, sheep tracks, snow, and ice are not hazards.

**Casual water.** (7) "Casual water" is any temporary accumulation of water (whether caused by rainfall, flooding, or otherwise) which is not one of the ordinary and recognised hazards of the course.

**Out of bounds.** (8) "Out of bounds" is all ground on which play is prohibited.

of it lies within a prohibited area.

**Putting-green** (10) The "putting-green" is all ground, except hazards, within twenty yards of the hole.

**Hole.** (11) The hole shall be  $4\frac{1}{4}$  inches in diameter, and at least 4 inches deep. If a metal lining be used, it shall be sunk below the lip of the hole and its outer diameter shall not exceed  $4\frac{1}{4}$  inches.

**Loose impediments.** (12) The term "loose impediments" denotes any obstructions not fixed or growing, and includes dung, worm-casts, mole-hills, snow and ice.

**Stroke.** (13) A "stroke" is the forward movement of the club made with the intention of striking the ball, or any contact with the head of the club resulting in movement of the ball, except in the case of a ball accidentally knocked off a tee (Rule 2 (1)).

**Penalty stroke.** (14) A "penalty stroke" is a stroke added to the score of a side under certain rules, and does not affect the rotation of play.

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	STROKES.			STROKES.	
1			10		
2			11		
3			12		
4			13		
5			14		
6			15		
7			16		
8			17		
9			18		
	Total Outward			Total Inward	
Date .....			Total Outward Score		

*Marker*.....

*Excerpt from Rules*—The score for each hole shall be kept by a marker. . . The scores should be called out after each hole. On completion . . . the card shall be signed by the person who marked it. . . . Competitors must satisfy themselves . . . that the scores are correctly marked. . . . For the additions of the scores marked the Committee shall be responsible.

# Blackmore Vale Golf Club

Name .....

Date .....

Hole No.	Bogey Score	Player's Score	Bogey Allowance	Mark +, -, or 0	Hole No.	Bogey Score	Player's Score	Bogey Allowance	Mark +, -, or 0
1.	4				10.	4			
2.	3				11.	3			
3.	5				12.	5			
4.	4				13.	4			
5.	4				14.	4			
6.	5				15.	5			
7.	5				16.	5			
8.	5				17.	5			
9.	3				18.	3			

38

38

Holes.....plus

„ .....minus

„ .....halved

Result \_\_\_\_\_

Total Outward

Total Score \_\_\_\_\_

Handicap \_\_\_\_\_

Nett Score \_\_\_\_\_

Marker .....

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# Rules of the " " Game of Golf

AS APPROVED BY THE ROYAL AND ANCIENT GOLF CLUB  
OF ST. ANDREWS, SEPTEMBER 1908

Together with

Recommendations, Form and Make of Golf Clubs,

Etiquette,

Special Rules for Match Play Competitions,

Rules for Three-ball, Best Ball, and Four-ball  
Matches,

Special Rules for Stroke Competitions.

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W. C. HENDERSON & SON, University Press  
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# Rules of the Game of Golf.

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## Definitions.

(1) A "side" consists either of one player or of two **Side.** players. If one player play against another, the match is called "a single." If two play against two, each side playing one ball, the match is called "a foursome." If one play against two playing one ball between them, the match is called "a threesome."

(2) "Advice" is any counsel or suggestion which could **Advice.** influence a player in determining the line of play, in the choice of a club, or in the method of making a stroke.

(3) The "Course" is the whole area within which play **Course.** is permitted; more particularly, it is the ground between the holes which is specially prepared for play.

(4) The "teeing-ground" is the starting place for a **Teeing-ground** hole. The front of each teeing-ground shall be indicated by two marks placed in a line as nearly as possible at right angles to the line of play, and the teeing-ground shall include a rectangular space of the depth of two club lengths directly behind the line indicated by the two marks.

(5) "Through the green" is all ground on which play **Through the** is permitted, except hazards and the putting-green of the **green.** hole that is being played.

- Hazard.** (6) A "hazard" is any bunker, water (except casual water), sand, path, road, ditch, bush, or rushes. Sand blown on to the grass, or sprinkled on the course for its preservation, bare patches, sheep-tracks, snow, and ice are not hazards.
- Casual water.** (7) "Casual water" is any temporary accumulation of water (whether caused by rainfall, flooding, or otherwise) which is not one of the ordinary and recognised hazards of the course.
- Out of bounds.** (8) "Out of bounds" is all ground on which play is prohibited.
- Ball, when out of bounds.** (9) A ball is "out of bounds" when the greater part of it lies within a prohibited area.
- Putting-green.** (10) The "putting-green" is all ground, except hazards, within twenty yards of the hole.
- Hole.** (11) The hole shall be  $4\frac{1}{4}$  inches in diameter, and at least 4 inches deep. If a metal lining be used, it shall be sunk below the lip of the hole and its outer diameter shall not exceed  $4\frac{1}{4}$  inches.
- Loose impediments.** (12) The term "loose impediments" denotes any obstructions not fixed or growing, and includes dung, worm-casts, mole-hills, snow, and ice.
- Stroke.** (13) A "stroke" is the forward movement of the club made with the intention of striking the ball, or any contact between the head of the club and the ball resulting in movement of the ball, except in the case of a ball accidentally knocked off a tee (Rule 2 (1)).
- Penalty stroke.** (14) A "penalty stroke" is a stroke added to the score of a side under certain rules, and does not affect the rotation of play.

- (15) The side which plays off first from a teeing-ground is said to have the "honour." **Honour.**
- (16) In "teeing," the ball may be placed on the ground, or on sand or other substance in order to raise it off the ground. **Teeing.**
- (17) A player has "addressed the ball" when he has taken his stance and grounded his club, or, if in a hazard, when he has taken his stance preparatory to striking at the ball. **Addressing the ball.**
- (18) A ball is "in play" as soon as the player has made a stroke at a teeing-ground, and it remains in play until holed out; except when lifted in accordance with the rules. **In play.**
- (19) A ball is deemed to "move" if it leave its original position in the least degree; but it is not considered to "move" if it merely oscillate and come to rest in its original position. **Ball deemed to move.**
- (20) A ball is "lost" if it be not found within five minutes after the search for it has begun. **Ball, lost.**
- (21) The reckoning of strokes is kept by the terms—"the odd," "two more," "three more," etc., and "one off three," "one off two," "the like." The reckoning of holes is kept by the terms—so many "holes up," or "all even," and so many "to play." **Terms used in reckoning game.**
- A side is said to be "dormie" when it is as many holes up as there are holes remaining to be played.

## General and through the Green.

### RULE 1.

**Mode of Play.** (1) The Game of Golf is played by two sides, each playing its own ball.

The game consists in each side playing a ball from a teeing-ground into a hole by successive strokes. The hole is won by the side which holes its ball in fewer strokes than the opposing side, except as otherwise provided for in the Rules.

The hole is halved if both sides hole out in the same number of strokes.

**Conditions of match.**

(2) A match consists of one round of the course unless it be otherwise agreed. A match is won by the side which is leading by a number of holes greater than the number of holes remaining to be played.

A match is halved if each side win the same number of holes.

**Priority on the Course.**

Matches constituted of singles, threesomes, or foursomes shall have precedence of and be entitled to pass any other kind of match.

A single player has no standing, and shall always give way to a match of any kind.

Any match playing a whole round shall be entitled to pass a match playing a shorter round.

If a match fail to keep its place on the green, and lose in distance more than one clear hole on the players in front, it may be passed, on request being made.



## RULE 2.

(1) A match begins by each side playing a ball from the first teeing-ground. On the teeing-ground.

A ball played from outside the limits of the teeing-ground, or played by a player when his opponent should have had the honour, may be at once recalled by the opposing side, and may be re-teed without penalty.

If a ball fall or be knocked off a tee by the player in addressing it, it may be re-teed without penalty; if the ball be struck when so moving, no penalty shall be incurred.

(2) The option of taking the honour at the first teeing-ground shall, if necessary, be decided by lot. The Honour.

The side which wins a hole shall take the honour at the next teeing-ground. If a hole has been halved, the side which had the honour at the previous teeing-ground shall retain it.

On beginning a new match, the winner of the long match in the previous round shall take the honour; if the previous long match was halved, the side which last won a hole shall take the honour.

## RULE 3.

In a threesome or foursome the partners shall strike off alternately from the teeing-grounds, and shall strike alternately during the play of each hole. Order of Play in threesome and foursome.

If a player play when his partner should have played, his side shall lose the hole.

## RULE 4.

(1) A player may not ask for nor willingly receive advice from any one except his own caddie, his partner, or his partner's caddie. Asking advice.

Advice from Forecaddie (2) A player may employ a forecaddie, but may not receive advice from him.

Indicating line of play. (3) When playing through the green, or from a hazard, a player may have the line to the hole indicated to him, but no mark shall be placed nor shall anyone stand on the proposed line, in order to indicate it, while the stroke is being made.

The penalty for a breach of this Rule shall be the loss of the hole.

#### RULE 5.

Ball to be fairly struck at. The ball must be fairly struck at with the head of the club, not pushed, scraped, nor spooned.

The penalty for a breach of this Rule shall be the loss of the hole.

#### RULE 6.

Ball played wherever it lies. A ball must be played wherever it lies or the hole be given up, except as otherwise provided for in the Rules and Local Rules.

#### RULE 7.

The ball farther from hole played first. When the balls are in play, the ball farther from the hole shall be played first. Through the green, or in a hazard, if a player play when his opponent should have played, the opponent may at once recall the stroke. A ball so recalled shall be dropped as near as possible to the place where it lay, without penalty.

#### RULE 8.

How to drop a ball. A ball shall be dropped in the following manner:— The player himself shall drop it. He shall face the hole,

stand erect, and drop the ball behind him over his shoulder.

The penalty for a breach of this Rule shall be the loss of the hole.

If, in the act of dropping, the ball touch the player, he shall incur no penalty, and, if it roll into a hazard, the player may re-drop the ball without penalty.

RULE 9.

(1) A ball in play may not be touched before the hole is played out, except as provided for in the Rules. **Ball not to be touched except**

The penalty for a breach of this Rule shall be one stroke.

The player may, without penalty, touch his ball with his club in the act of addressing it, provided he does not move it. **in addressing.**

A ball in play may, with the opponent's consent, be lifted for the purpose of identification, but it must be carefully replaced. **for identification**

(2) If the player's ball move the opponent's ball through the green or in a hazard, the opponent, if he choose, may drop a ball, without penalty, as near as possible to the place where his ball lay, but this must be done before another stroke is played by either side. **Ball moved by opponent's ball.**

RULE 10.

In playing through the green, irregularities of surface which could in any way affect the player's stroke shall not be removed nor pressed down by the player, his partner, or either of their caddies: a player is, however, always entitled to place his feet firmly on the ground when taking his stance. **Removal of irregularities of surface.**

The penalty for a breach of this Rule shall be the loss of the hole.

## RULE 11.

Removal of  
obstructions.

Any flag-stick, guide-flag, movable guide-post, wheelbarrow, tool, roller, grass-cutter, box, vehicle, or similar obstruction may be removed. A ball moved in removing such an obstruction shall be replaced without penalty. A ball lying on or touching such an obstruction, or lying on or touching clothes, or nets, or ground under repair or covered up or opened for the purpose of the upkeep of the course, or lying in one of the holes, or in a guide-flag hole, or in a hole made by the greenkeeper, may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer to the hole. A ball lifted in a hazard, under such circumstances, shall be dropped in the hazard.

## RULE 12.

Removal of  
loose impediments.

(1) Any loose impediment lying within a club length of the ball and not being in or touching a hazard, may be removed without penalty; if the ball move after any such loose impediment has been touched by the player, his partner, or either of their caddies, the player shall be deemed to have caused the ball to move and the penalty shall be one stroke.

(2) A loose impediment lying more than a club length from the ball may not be moved under penalty of the loss of the hole, unless the loose impediment lie on the putting-green (see Rule 28 (1)).

Ball accidentally moved.

(3) When a ball is in play, if a player, or his partner, or either of their caddies accidentally move his or their ball, or by touching anything cause it to move, the penalty shall be one stroke.

(4) If a ball in play move after the player has grounded his club in the act of addressing it, or, if a ball in play being in a hazard move after the player has taken his stance to play it, he shall be deemed to have caused it to move, and the penalty shall be one stroke.

Ball moving  
after club  
grounded.

NOTE.—If the player has lifted a loose impediment (see Rules 12 (1) and 28 (1)) and the ball has not moved until the player has grounded his club, he shall only be deemed to have caused the ball to move under Section (4) of this Rule, and the penalty shall be one stroke.

#### RULE 13.

A player shall not play while his ball is moving, under the penalty of the loss of the hole, except in the case of a teed ball (Rule 2), or a ball struck twice (Rule 14), or a ball in water (Rule 26). When the ball only begins to move while the player is making his backward or forward swing, he shall incur no penalty under this Rule, but he is not exempted from the provisions of Rule 12 (1) or Rule 28 (1) and of Rule 12 (3) and (4).

Playing a  
moving ball.

#### RULE 14.

If a player, when making a stroke, strike the ball twice, the penalty shall be one stroke, but he shall incur no further penalty by reason of his having played while his ball was moving.

Striking ball  
twice.

#### RULE 15.

Before striking at a ball in play, a player shall not move, bend, nor break anything fixed or growing, except so far as is necessary to enable him fairly to take his stance in addressing the ball, or in making his

Moving or  
Bending  
fixed or  
growing  
objects.

backward or forward swing. The club may only be grounded lightly, and not pressed on the ground.

The penalty for a breach of this Rule shall be the loss of the hole.

#### RULE 16.

Balls within a club length of each other.

When the balls lie within a club length of each other through the green or in a hazard, the ball lying nearer to the hole may, at the option of either the player or the opponent, be lifted until the other ball is played, and shall then be replaced as near as possible to the place where it lay.

If either ball be accidentally moved in complying with this Rule, no penalty shall be incurred, and the ball so moved shall be replaced.

If the lie of the lifted ball be altered in playing the other ball, the lifted ball may be placed as near as possible to the place where it lay and in a lie similar to that which it originally occupied.

#### RULE 17.

Moving ball stopped.

(1) If a ball *in motion* be stopped or deflected by any agency outside the match, or by a forecaddie, it is a rub of the green and the ball shall be played from the spot where it lies.

Ball lodging in anything moving.

(2) If a ball lodge in *anything moving*, a ball shall be dropped, or if on the putting-green, placed, as near as possible to the place where the object was when the ball lodged in it, without penalty.

Ball at rest displaced by outside agency.

(3) If a ball *at rest* be displaced by any agency outside the match, except wind, the player shall drop a ball as near as possible to the place where it lay, without penalty ;

and if the ball be displaced on the putting-green, it shall be replaced without penalty.

#### RULE 18.

If a player's ball strike, or be stopped, or be moved by an opponent or an opponent's caddie or clubs, the opponent shall lose the hole, except as provided for in Rule 22 (3) and Rule 33.

**Ball striking opponent, etc.**

#### RULE 19.

If a player's ball strike or be stopped by himself, or his partner, or either of their caddies, or their clubs, his side shall lose the hole.

**Ball striking the player, etc.**

#### RULE 20.

(1) If a player play the opponent's ball his side shall lose the hole, unless:—

**Playing opponent's ball.**

(a) The opponent then play the player's ball, in which case the penalty is cancelled, and the hole shall be played out with the balls thus exchanged.

(b) The mistake occur through wrong information given by an opponent or his caddie, in which case there shall be no penalty; if the mistake be discovered before the opponent has played, it shall be rectified by dropping a ball as near as possible to the place where the opponent's ball lay.

*On the putting-green the ball shall be replaced.*

(2) If a player play a stroke with the ball of anyone not engaged in the match, and the mistake be discovered and intimated to his opponent before his opponent has played his next stroke, there shall be no penalty; if the mistake be not discovered and so intimated until after the opponent has played his next stroke, the player's side shall lose the hole.

**Playing ball outside the match.**

## RULE 21.

Ball lost.

If a ball be "lost," except in water, casual water, or out of bounds, the player's side shall lose the hole, unless it is afterwards discovered that the opponent's ball is also lost, when the hole shall be halved.

## RULE 22.

Looking for  
ball in bent,  
etc.

(1) If a ball lie in fog, bent, bushes, long grass, or the like, only so much thereof shall be touched as will enable the player to find his ball.

In sand.

(2) If a ball be completely covered by sand, only so much thereof may be removed as will enable the player to see the top of the ball; if the ball be touched in removing the sand, no penalty shall be incurred.

Accidentally  
moved by  
opponent in  
search.

(3) If a player or his caddie when searching for an opponent's ball accidentally touch or move it, no penalty shall be incurred, and the ball, if moved, shall be replaced.

The penalty for a breach of this Rule shall be the loss of the hole.

## RULE 23.

Ball out of  
Bounds.

(1) If a ball lie out of bounds, the player shall play his next stroke as nearly as possible at the spot from which the ball which is out of bounds was played. If the ball was played out of bounds from the teeing-ground, the player may tee a ball for his next stroke; in every other case the ball shall be dropped.



(2) If a player after making a stroke be doubtful whether his ball is out of bounds or not, he may play another ball as provided for in par. (1) of this Rule, but if it be discovered that the first ball is not out of bounds, it shall continue in play without penalty. Provisional ball played.

On reaching the place where the first ball is likely to be, if the player or his opponent be still in doubt, the player is not entitled to presume that the first ball is out of bounds till he has made a search of five minutes.

(3) A player has the right at any time of ascertaining whether his opponent's ball is out of bounds or not, before his opponent can compel him to continue his play. Ascertaining location of ball.

(4) A player may stand out of bounds to play a ball lying within bounds. Standing out of bounds.

#### RULE 24.

If a ball split into separate pieces, another ball may be dropped where any piece lies. If a ball crack or become unfit for play, the player may change it on intimating to his opponent his intention to do so. Mud adhering to a ball shall not be considered as making it unfit for play. Ball unfit for play.

## Hazards and Casual Water.

#### RULE 25.

When a ball lies in or touches a hazard, nothing shall be done which can in any way improve its lie; the club shall not touch the ground, nor shall anything be touched or moved, before the player strikes at the ball, subject to the following exceptions:—(1) The player may place his feet firmly on the ground for the purpose of taking his Conditions of play in hazards.

stance: (2) in addressing the ball, or in the backward or forward swing, any grass, bent, bush, or other growing substance, or the side of a bunker, wall, paling, or other immovable obstacle may be touched; (3) steps or planks placed in a hazard by the Green Committee for access to or egress from such hazard may be removed, and if a ball be moved in so doing, it shall be replaced without penalty; (4) any loose impediment may be lifted from the putting-green; (5) the player shall be entitled to find his ball as provided for by Rule 22.

The penalty for a breach of this Rule shall be the loss of the hole.

#### RULE 26.

When a ball is in water a player may, without penalty, strike at it while it is moving, but he must not delay to make his stroke in order to allow the wind or current to better the position of the ball, under penalty of the loss of the hole.

#### RULE 27.

(1) If a ball lie or be lost in a recognised water hazard (whether the ball lie in water or not) or in casual water in a hazard, the player may drop a ball under penalty of one stroke either (a) behind the hazard, keeping the spot at which the ball crossed the margin of the hazard between himself and the hole, or (b) in the hazard, keeping the spot at which the ball entered the water between himself and the hole.

(2) If a ball lie or be lost in casual water through the green, the player may drop a ball, without penalty, within two club lengths of the margin, as near as possible to the spot where the ball lay, but not nearer to the hole.

If a ball when dropped roll into the water, it may be re-dropped without penalty.

Ball moving  
in water.

Ball in water  
hazard.

Ball in casual  
water in  
hazard.

Ball in casual  
water  
through the  
green.

(3) If a ball on the putting-green lie in casual water, or if casual water intervene between a ball lying on the putting-green and the hole, the ball may be played where it lies, or it may be lifted without penalty and placed by hand, either within two club lengths directly behind the spot from which the ball was lifted, or in the nearest position to that spot which is not nearer to the hole and which affords a putt to the hole without casual water intervening.

Ball in casual water on the putting-green.

(4) A ball lying so near to casual water that the water interferes with the player's stance may be treated as if it lay in casual water, under the preceding Sections of this Rule.

Water interfering with stance.

(5) If it be impossible from want of space in which to play, or from any other cause, for a player to drop a ball in conformity with Sections (1) and (2) of this Rule, or to place it in conformity with Section (3), he shall "drop" or "place" as nearly as possible within the limits laid down in these sections, but not nearer to the hole.

Want of space to drop.

The penalty for a breach of this Rule shall be the loss of the hole.

## Putting-green.

### RULE 28.

(1) Any loose impediment may be lifted from the putting-green, irrespective of the position of the player's ball. If the player's ball, when on the putting-green, move after any loose impediment lying within six inches of it has been touched by the player, his partner, or either of their caddies, the player shall be deemed to have caused it to move and the penalty shall be one stroke.

Removal of loose impediments.

Removal of  
dung, etc.

(2) Dung, wormcasts, snow, and ice may be scraped aside with a club, but the club must not be laid with more than its own weight upon the ground, nor must anything be pressed down either with the club or in any other way.

Touching line  
of putt.

(3) The line of the putt must not be touched, except by placing the club immediately in front of the ball in the act of addressing it, and as above authorised.

The penalty for a breach of this rule shall be the loss of the hole.

#### RULE 29.

Direction for  
putting.

(1) When the player's ball is on the putting-green, the player's caddie, his partner, or his partner's caddie may, before the stroke is played, point out a direction for putting, but in doing this they shall not touch the ground on the proposed line of the putt. No mark shall be placed anywhere on the putting-green.

Shielding ball  
from wind.

(2) Any player or caddie engaged in the match may stand at the hole, but no player or caddie shall endeavour, by moving or otherwise, to influence the action of the wind upon the ball.

A player is, however, always entitled to send his own caddie to stand at the hole while he plays his stroke.

Either side may refuse to allow a person who is not engaged in the match to stand at the hole.

The penalty for a breach of this Rule shall be the loss of the hole.

#### RULE 30.

Opponent's  
ball to be at  
rest.

When the player's ball lies on the putting-green, he shall not play until the opponent's ball is at rest.

The penalty for a breach of this Rule shall be the loss of the hole.

## RULE 31.

(1) When the balls lie within six inches of each other on the putting-green (the distance to be measured from their nearest points), the ball lying nearer to the hole may, at the option of either the player or the opponent, be lifted until the other ball is played, and the lifted ball shall then be replaced as near as possible to the place where it lay. Ball within six inches, lifted.

If either ball be accidentally moved in complying with this Rule, no penalty shall be incurred, and the ball so moved shall be replaced.

(2) On the putting-green, if a player play when his opponent should have played, the stroke may be at once recalled by the opponent, and the ball replaced. Playing out of turn.

NOTE.—For a ball which is displaced on a putting-green, see Rule 17 (2) and (3).

For a player playing the opponent's ball on the putting-green see Rule 20 (1).

For casual water on a putting-green see Rule 27 (3). Casual Water.

## RULE 32.

(1) Either side is entitled to have the flag-stick removed when approaching the hole; if a player's ball strike the flag-stick, which has been so removed by himself, or his partner, or either of their caddies, his side shall lose the hole. Removal of flag-stick.

If the ball rest against the flag-stick which is in the hole, the player shall be entitled to remove the flag-stick, and, if the ball fall into the hole, the player shall be deemed to have holed out at his last stroke.

Displacing  
and re-  
placing of  
balls.

(2) If the player's ball knock the opponent's ball into the hole, the opponent shall be deemed to have holed out at his last stroke.

If the player's ball move the opponent's ball, the opponent, if he choose, may replace it, but this must be done before another stroke is played by either side.

If the player's ball stop on the spot formerly occupied by the opponent's ball, and the opponent declare his intention to replace his ball, the player shall first play another stroke, after which the opponent shall replace and play his ball.

Ball on lip of  
hole.

(3) If the player has holed out and the opponent then plays to the lip of the hole, the player may not knock the ball away, but the opponent, if asked, shall play his next stroke without delay.

If the opponent's ball lie on the lip of the hole, the player, after holing out, may knock the ball away, claiming the hole if holing at the like, and the half if holing at the odd, provided that the player's ball does not strike the opponent's ball and set it in motion; if the player neglect to knock away the opponent's ball, and it fall into the hole, the opponent shall be deemed to have holed out at his last stroke.

### RULE 33.

Penalty of loss  
of hole qua-  
lified by half  
previously  
gained.

When a player has holed out and his opponent has been left with a stroke for the half, nothing that the player who has holed out can do shall deprive him of the half which he has already gained.

## General Penalty.

### RULE 34.

Where no penalty for the breach of a Rule is stated, the penalty shall be the loss of the hole.

Loss of the  
hole.

## Disputes.

### RULE 35.

An umpire or referee, when appointed, shall take cognisance of any breach of rule that he may observe, whether he be appealed to on the point or not.

Duties of  
umpire or  
referee.

### RULE 36.

If a dispute arise on any point, a claim must be made before the players strike off from the next teeing-ground, or, in the case of the last hole of the round, before they leave the putting-green. The players have the right of determining to whom the point shall be referred, but should they not agree, either side may have it referred officially through the Secretary of the Club to the Rules of Golf Committee, whose decision shall be final. If the point in dispute be not covered by the Rules of Golf, the arbiters shall decide it by equity.

Claims when  
and how  
made.

## Recommendations for Local Rules.

Special  
Hazards or  
conditions.

When necessary, local Rules should be made for such obstructions as trees, hedges, fixed seats, fences, gates, railways, and walls, for such difficulties as rabbit scrapes, hoof marks, and other damage caused to the course by animals, and for such local conditions as the existence of mud which may be held to interfere with the proper playing of the game.

Ball, when  
*dropped.*  
when  
*placed.*

When a ball is lifted under a Local Rule, as in the case of a ball lifted from a putting-green other than that of the hole which is being played, the Rules of Golf Committee recommends that if it is to be played from "through the green," it should be *dropped*; if it is to be played on the putting-green of the hole that is being played, it should be *placed*.

## Form and Make of Golf Clubs.

The Rules of Golf Committee intimates that it will not sanction any substantial departure from the traditional and accepted form and make of golf clubs, which, in its opinion, consist of a plain shaft and a head which does not contain any mechanical contrivance, such as springs.



## ETIQUETTE OF GOLF.

1. No one should stand close to or directly behind the ball, move, or talk, when a player is making a stroke.

On the putting-green no one should stand beyond the hole in the line of a player's stroke.

2. The player who has the honour should be allowed to play before his opponent tees his ball.

3. No player should play from the tee until the party in front have played their second strokes and are out of range, nor play up to the putting-green till the party in front have holed out and moved away.

4. Players who have holed out should not try their putts over again when other players are following them.

5. Players looking for a lost ball should allow other matches coming up to pass them; they should signal to the players following them to pass, and having given such a signal, they should not continue their play until these players have passed and are out of reach.

6. Turf cut or displaced by a player should be at once replaced and pressed down with the foot.

7. A player should carefully fill up all holes made by himself in a bunker.

8. Players should see that their caddies do not injure the holes by standing close to them when the ground is soft.

9. A player who has incurred a penalty stroke should intimate the fact to his opponent as soon as possible.

## Special Rules for Match Play Competitions.

### RULE 1.

On the putting-green, if the competitor whose ball is the nearer to the hole play first, his ball shall be at once replaced.

The penalty for a breach of this Rule shall be the disqualification of both competitors.

### RULE 2.

A competitor shall not waive any penalty incurred by his opponent, under penalty of disqualification.

### RULE 3.

Competitors shall not agree to exclude the operation of any Rule or Local Rule, under penalty of disqualification.

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The Rules of Golf Committee recommends that players should not concede putts to their opponents.

## Rules for Three-ball, Best Ball, and Four-ball Matches.

### DEFINITIONS.

(1) When three players play against each other, each playing his own ball, the match is called a three-ball match.

(2) When one player plays his ball against the best ball of two or more players, the match is called a best ball match.

(3) When two players play their better ball against the better ball of two other players, the match is called a four-ball match.

### GENERAL.

#### RULE 1.

Any player may have any ball in the match lifted or played, at the option of its owner, if he consider that it might interfere with or be of assistance to a player or side.

#### RULE 2.

If a player's ball move any other ball in the match, the moved ball must be replaced as near as possible to the spot where it lay, without penalty.

#### RULE 3.

Through the green a player shall incur no penalty for playing when an opponent should have done so, and the stroke shall not be recalled.

On the putting-green the stroke may be recalled by an opponent, but no penalty shall be incurred.

## THREE-BALL MATCHES.

## RULE 4.

During a three-ball match if no player is entitled at a teeing-ground to claim the honour from both opponents, the same order of striking shall be followed as at the last teeing-ground.

## RULE 5.

In a three-ball match, if a player's ball strike, or be stopped, or moved by an opponent or an opponent's caddie or clubs, that opponent shall lose the hole to the player. As regards the other opponent the occurrence shall be treated as a rub of the green.

## BEST BALL AND FOUR-BALL MATCHES.

## RULE 6.

Balls belonging to the same side may be played in the order the side deems best.

## RULE 7.

If a player's ball strike, or be stopped, or moved by an opponent, or an opponent's caddie or clubs, the opponent's side shall lose the hole.

## RULE 8.

If a player's ball (the player being one of a side) strike, or be stopped by himself, or his partner, or either of their caddies or clubs, only that player shall be disqualified for that hole.

## RULE 9.

If a player play a stroke with his partner's ball, and the mistake be discovered and intimated to the other side

before an opponent has played another stroke, the player shall be disqualified for that hole, and his partner shall drop a ball as near as possible to the spot from which his ball was played, without penalty. If the mistake be not discovered till after the opponent has played a stroke, the player's side shall lose the hole.

#### RULE 10.

In all other cases where a player would by the Rules of Golf incur the loss of the hole, he shall be disqualified for that hole, but the disqualification shall not apply to his partner.

## SPECIAL RULES FOR STROKE COMPETITIONS.

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### Rules for the Conduct of Stroke Competitions.

**Committee defined.**      Wherever the word Committee is used in these Rules, it refers to the Committee in charge of the Competition.

#### RULE 1.

**The winner.**      (1) In Stroke Competitions the competitor who holes the stipulated round or rounds in the fewest strokes shall be the winner.

**Order of play.**      (2) Competitors shall play in couples; if from any cause there be a single competitor, the Committee shall either provide him with a player, or select a marker for him and allow him to compete alone.

The order and times of starting should, when possible, be determined by ballot.

**Order of starting.**      (3) Competitors should strike off from the first tee in the order in which their names appear upon the starting list.

**The honour.**      Thereafter the honour should be taken as in match play, but if a competitor by mistake play out of turn, no penalty shall be incurred, and the stroke cannot be recalled.

#### RULE 2.

**Not to discontinue play in bad weather.**      (1) Competitors shall start in the order and at the times arranged by the Committee. They shall not discontinue play nor delay to start on account of bad weather or for any other reason whatever, except such as the Committee may consider satisfactory.

The penalty for a breach of this Rule shall be disqualification.

(2) If the Committee consider that the course is not in a playable condition, or that insufficient light renders the proper playing of the game impossible, it shall at any time have power to declare the day's play null and void.

Course unplayable.

RULE 3.

If the lowest scores be made by two or more competitors, the tie or ties shall be decided by another round to be played on the same day; but if the Committee determine that this is inexpedient or impossible, it shall appoint a day and time for the decision of the tie or ties.

Ties, how and when decided.

Should an uneven number of competitors tie, their names shall be drawn by ballot and placed upon a list; the competitors shall then play in couples in the order in which their names appear. The single competitor shall be provided for by the Committee either under Rule 1 (2), or by allowing three competitors to play together if their unanimous consent has been obtained.

RULE 4.

(1) New holes should be made on the day on which Stroke Competitions begin.

New holes.

(2) On the day of the Competition, before starting, no competitor shall play on, or on to, any of the putting-greens, nor shall he intentionally play at any hole of the stipulated round which is within his reach, under penalty of disqualification.

Practice on day of Competition.

RULE 5.

(1) The score for each hole shall be kept by a marker or by each competitor noting the other's score.

The Scores, how kept.

Should more than one marker keep a score, each shall sign the part of the score for which he is responsible. The scores should be called out after each hole. On completion of the stipulated round the card shall be signed by the person who has marked it, and the competitor shall see that it is handed in as soon as reasonably possible. The penalty for a breach of this Rule shall be disqualification.

Scoring cards should be issued with the date and the player's name entered on the card.

Marking and  
addition of  
scores.

(2) Competitors must satisfy themselves before the cards are handed in that the scores for each hole are correctly marked, as no alteration can be made on any card after it has been returned. If it be found that a competitor has returned a score lower than that actually played, he shall be disqualified. For the additions of the scores marked the Committee shall be responsible.

Committee to  
decide  
doubtful  
penalties.

(3) If, on the completion of the stipulated round, a player is doubtful whether he has incurred a penalty at any hole, he may enclose his scoring card with a written statement of the circumstances to the Committee, who shall decide what penalty, if any, has been incurred.

## Rules for Play in Stroke Competitions.

### RULE 6.

Advice.

A competitor shall not ask for nor willingly receive advice from anyone except his caddie.

The penalty for a breach of this Rule shall be disqualification.

Playing out-  
side limits  
of teeing-  
ground.

### RULE 7.

If at any hole a competitor play his first stroke from outside the limits of the teeing-ground, he shall count that



stroke, tee a ball, and play his second stroke from within these limits.

The penalty for a breach of this Rule shall be disqualification.

RULE 8.

(1) A competitor shall hole out with his own ball at every hole. The penalty for a breach of this Rule shall be disqualification. **Must hole out with own ball.**

(2) If a competitor play a stroke with a ball other than his own he shall incur no penalty provided he then play his own ball; but if he play two consecutive strokes with a wrong ball, he shall be disqualified. **Playing two consecutive strokes with wrong ball.**

(3) In a hazard, if a competitor play more than one stroke with a ball other than his own and the mistake be discovered before he has played a stroke with the wrong ball from outside the limits of the hazard, he shall incur no penalty provided he then play his own ball. **Exception in hazards.**

The penalty for a breach of this Rule shall be disqualification.

RULE 9.

If a competitor's ball strike or be stopped by himself, his clubs, or his caddie, the penalty shall be one stroke, except as provided for in Stroke Rule 13 (1). **Ball striking the Player.**

RULE 10.

(1) If a competitor's ball strike or be stopped by another competitor, or his clubs, or his caddie, it is a rub of the green, and the ball shall be played from where it lies, except as provided for in Stroke Rule 13 (1). If a competitor's ball which is at rest be accidentally moved by another competitor, or his caddie, or his clubs, or his ball, **Ball striking or moved by another competitor.**

or any outside agency except wind, it shall be replaced as near as possible to the spot where it lay. The penalty for a breach of this Rule shall be disqualification.

Allowed to lift another competitor's ball.

(2) A competitor may have any other player's ball played or lifted, at the option of its owner, if he find that it interferes with his stroke.

#### RULE 11.

Lifting ball under two-strokes penalty.

(1) A ball may be lifted from any place on the course under penalty of two strokes. A ball so lifted shall be teed and played behind the place where it lay; if this be impossible, it shall be teed and played as near as possible to the place where it lay, but not nearer to the hole.

In preparing a tee as above authorised, the player is exempted from the restrictions imposed by Rule 15.

The penalty for a breach of this Section of the Rule shall be disqualification.

Lifting for identification.

(2) For the purpose of identification, a competitor may at any time lift and carefully replace his ball in the presence of the player with whom he is competing.

The penalty for a breach of this Section of the Rule shall be one stroke.

#### RULE 12.

Ball lost.

If a ball be "lost" (except in water, casual water, or out of bounds) the competitor shall, whether he has played from "through the green" or from a hazard, return as near as possible to the spot from which the ball was struck, and there tee a ball under penalty of one stroke.

[Under this Rule a ball shall only be considered lost, when it has not been found after a search of five minutes.]

## RULE 13.

(1) When a competitor's ball lying within twenty yards of the hole is played and strikes either the flag-stick or the person standing at the hole, the penalty shall be two strokes.

Play within 20 yards of hole.

Ball striking flag-stick, etc.

(2) When both balls are on the putting-green, if a competitor's ball strike the ball of the player with whom he is competing, the competitor shall incur a penalty of one stroke, and the ball which was struck shall be at once replaced, see Stroke Rule 10 (1).

Ball striking fellow-competitor's ball.

(3) The competitor whose ball is the further from the hole may have the ball which is nearer to the hole lifted or played at the option of its owner. If the latter refuse to comply with this Rule when requested to do so, he shall be disqualified.

Nearer ball may be lifted.

(4) If the competitor whose ball is the nearer to the hole consider that his ball might be of assistance to the player with whom he is competing, he should lift it or play first.

Ball nearer hole of assistance to player.

(5) If the competitor whose ball is the nearer to the hole lift his ball while the player's ball is in motion, he shall incur a penalty of one stroke.

Ball lifted when player's ball in motion.

(6) If a competitor or his caddie pick up his ball from the putting-green before it is holed out (except as provided for above), he shall, before he has struck off from the next tee, or, in the case of the last hole of the round, before he has left the putting-green, be permitted to replace the ball under penalty of two strokes.

Ball lifted before holed out.

## RULE 14.

Where in the Rules of Golf the penalty for the breach of any Rule is the loss of the hole, in Stroke Competitions the penalty shall be the loss of two strokes, except where otherwise provided for in these Special Rules.

General Penalty.

## RULE 15.

**General Rule.** The Rules of Golf, so far as they are not at variance with these Special Rules, shall apply to Stroke Competitions.

## RULE 16.

**Disputes, how decided.** If a dispute arise on any point it shall be decided by the Committee, whose decision shall be final, unless an appeal be made to the Rules of Golf Committee, as provided for in Rule 36.

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