

## **USGA RULES TO REMEMBER**

1. The ball must be teed up between the markers and not more than two club lengths behind the markers, never in front of them (unless the ground requires otherwise).
2. You may not improve your lie by moving, breaking or bending growing vegetation. You may move loose, natural impediments like tree branches, fallen leaves, stones, etc., in the fairway or the rough. Moving loose impediments is not permissible in hazards except enough to enable you to see the top of your ball.
3. Whenever the ball must be dropped in accordance with the Rules of Golf, you must face the hole, stand erect and drop the ball at your side. If the ball still is unplayable, you may drop it again.
4. A ball is "lost" if it cannot be found within five minutes after you begin to look for it. Signal any players behind you to "go through" while you look for it.
5. If you cannot find your ball, you must drop another ball near that place, but not nearer the pin, and count one penalty stroke. Note: To save time we do not go back to the point where the ball was hit as the rule book indicates.
6. If your ball lies up against a tree or in some other equally bad spot, you must decide whether you can play it from there. If you decide not to play it, you may drop the ball within two club lengths of the point where the ball lies, but not nearer the pin, or any distance behind the point where the ball lies with a one stroke penalty.
7. If anywhere on the course, except in a hazard or on a putting green, your ball or stance lies in or touches casual water, or ground under repair, or a hole made by a burrowing animal, you may, without penalty, pick up the ball and drop it outside the area, within two club lengths, but not nearer the pin.
8. In a sand trap, if your ball lies in casual water, ground under repair or a hole made by a burrowing animal, you have a choice of playing it as it lies, or lifting it without penalty and dropping it elsewhere in the sand trap as near as possible to the spot where the ball laid, but not nearer the pin.
9. On the green, if your ball is in casual water, ground under repair, or in a hole, or if such conditions lie between your ball and the pin, you may lift the ball and place it in the nearest position to get the most relief possible, but no nearer the pin and with no penalty.
10. You must not touch the ground in your line of putt, except that you may repair a cleat or ball mark, lift the ball for cleaning, or remove a loose impediment (leaves, etc.) with no penalty.
11. There is no such thing as conceding a putt in Stroke Play. Every player must hole out on every hole.
12. If your ball becomes so damaged as to be unfit for play, you may substitute another ball, placing it on the spot where the original ball laid.