

Basic Rules to Follow

Water Hazards

Water hazards are marked with both yellow and red stakes, they can mark lakes, ponds, sea, river, ditch, surface drainage ditch, open water course or boundary ditch.

Yellow stakes are the normal markers and when entering the water hazard with yellow stakes the penalty is one shot taking the line between your entry point and the pin and going as far back as you choose before executing your next shot.

Red stakes are lateral water hazards and are areas deemed by the course to be impossible to follow the ruling above, for red stakes your point of relief is 2 club lengths from the entry point of your ball into the hazard no closer to the pin, measure 2 club lengths from point of entry and place a marker in the ground, drop your ball inside the marker from knee height, once you have dropped the ball pick up your marker and your ball will now be in play with a 1 shot penalty.

Certain areas in the hazard where it is dry you may play your ball from inside the hazard and you are allowed practice swings and to ground the club in the hazard without penalty under 2020 rulings.

SGS rule – any player in the water from the tee will take 3 off the ladies' tee unless the above rule can be applied. Ruling to be agreed with all other players.

Out of Bounds

If your ball goes out of bounds off the tee you can either take 3 off the tee or go to the point where your ball went out of bounds and play 4 from that point. If your second shot goes out of bounds, again you can either play 5 from the point of the original shot or 6 from the point it went out of bounds. When a ball goes out of bounds it is 2 club lengths from the out of bounds but no closer to the pin, as above, a marker should be placed in the ground before the ball is dropped from knee height, the marker removed and the ball is in play. Ruling to be agreed with all other players.

Balls Deemed Unplayable

2 club lengths from where the ball lies no closer to the hole and incurring a 1 shot penalty. Ruling to be agreed with all other players.

Balls Landing on or Close to a Path

A ball landing on or close to a path, where you will be having to play off the path or be standing on the path, will entitle you to a free drop on the inside of the course pathway (SGS rule). The drop will be 2 club lengths from the path no closer to the hole, a marker being placed on the ground and the ball dropped from knee height. If your ball is over the path and the path is not hindering your stance or the ball you must play it as it lies. Ruling to be agreed with all other players.

Bunkers

Bunkers are classified as hazards but unlike water hazards you can ground your club in a bunker when addressing your ball, any other time will incur a 1 shot penalty. You may remove stones or debris from the bunkers with your hands not your club. Due to there being no rakes in the bunkers we have introduced a rule to enable a fair stroke be taken, if your ball lands in a foot hole or a divot, mark your ball pick it up and place it within 6 inches of the marker on a flat surface (SGS Rule). Failure to mark the ball will result in a 1 shot penalty. Ruling to be agreed with all other players.

Preferred Lies

Only balls landing on the fairways, grass between the end of the fairway and the green, and the first cut around the green are areas for preferred lies. When on these areas you can mark your ball, lift, wipe and place within 6 inches of the marker no closer to the pin. Failure to mark your ball will result in a 1 shot

penalty. No ball off the fairway can be lifted with one exception, any ball plugged in the rough can be rolled out of the plug hole with one finger and it must be played as it lies at that point. Ruling to be agreed with all other players.

General Points

- Search time is 3 minutes **not** 5 minutes
- Spike marks and shoe damage on the green can be repaired without penalty
- It is recommended that you take no longer than 40 seconds to make your stroke (usually you should be able to play quicker than that) and ready golf in stroke play is encouraged
- This small extract is meant to help not hinder in ensuring everybody plays to the same rules throughout the society