



ABN 32 583 203 209

Some Basic Rules To Get You Started

1. The maximum amount of clubs you can carry during one round of golf is 14
2. When playing from the teeing ground the ball must be played from within 2 club lengths behind the markers. Failure to do this will result in teeing off again counting the strokes played from the incorrect position.
3. If the ball falls off the tee before you have commenced your downswing, you may replace the ball without penalty.
4. Other than on a tee a ball which moves during the address incurs a one stroke penalty and the ball must be replaced.
5. If you make a swing at the ball and miss, you must count that as a stroke.
6. Once you have hit from the teeing ground, the ball should be played as it lies. However, there are occasions where a Local Rule will allow you to tee the ball up or prefer (move) the lie a specified distance without penalty.
7. You must not improve the lie of the ball by pressing down the area around your ball.
8. You are not allowed to move, bend or break growing vegetation.
9. Except in a hazard. Loose impediments such as fallen tree branches, leaves and loose stones can be moved from around the ball without penalty. However, if your ball moves in the process, you are penalized 1 stroke.
10. The player that is farthest from the hole always plays first.
11. A ball embedded in it's own pitch mark on any closely mown surface may be lifted, cleaned and dropped without penalty as near as possible to where the ball originally lay but not nearer the hole.

12. Except in a hazard. If you play the wrong ball you are penalized 2 strokes
13. If you play the wrong ball from a hazard there is no penalty.
14. You are allowed 5 minutes to search for a ball. If in this time you can't find the ball it is deemed to be lost. To help speed up play it is a good idea to let any group waiting behind play through while you look for your ball.
15. If your ball is lost you must go back to where you played your last stroke and play another. You must count both strokes and add a penalty stroke.
16. If your ball goes out of bounds you must go back to where you played your last stroke and play another. You must count both strokes and add a penalty stroke.
17. If you have hit a shot which you think may be lost, in a hazard or out of bounds, you are allowed to play a provisional ball. If you find your original ball you simply pick up the provisional. If you can't find the original you play the provisional. This saves you walking back to the tee and holding up play.
18. If your ball lies in casual water or G.U.R., you may lift and drop your ball within 1 club length not nearer the hole.
19. If your ball lies in a hazard you must not ground the club during the address or back swing. Penalty for doing so is 1 stroke.
20. When your ball is on the putting green you may mark your ball and lift and clean your ball and then replace the ball without penalty.
21. When on the putting surface your ball must not touch the flag stick. Penalty for doing so is 2 strokes.
22. When on the putting green your ball can't make contact with another ball. Penalty for doing so is 2 strokes and you must also replace the ball moved to its original place.
23. When on the putting green you are not allowed to touch the line of the putt except to remove loose impediments, fixing a pitch mark or in marking the ball. Nor can you test the surface by rolling a ball or scraping the surface. Penalty for doing this is two strokes.
24. If a ball lands on a putting green other than the hole being played you must drop the ball within one club length of the green no nearer the hole.

Except indicating the line of play, no player shall receive advice from a fellow player. The penalty for doing so is one stroke.