

General: All play shall be governed by current USGA rules unless there are exceptions or waivers specified by TTSGA Rules Committee. All players need to learn and enforce these rules not just for you but also in the interest of fairness to all players in the field. The Rules Committee will decide on any disagreements resulting in the interpretation of a rules violation. Listed below are clarifications on some of the basic rules that will govern the TTSGA play and the penalty for their violation.

1. **BALL:** The TTSGA does not enforce the 1 ball tee to hole rule; however it is strongly recommended that each of your golf balls be marked with your same identification before being put into play. This simple act can eliminate confusion and a potential 2-stroke penalty for hitting the wrong ball. Compare your ball and markings with your competitors before teeing off at your starting hole.
2. **BALL DROP PROCEDURE:** Regardless of where it takes place, (water hazards, out of bounds, bunkers, unplayable lies, ground under repair, etc.), you can **drop** the ball in any manner desired; however, the new USGA rule requires that the ball must be dropped **from knee level or above**. Any drop below the knee is an improper drop.
3. **MAKING A TEE:** If you distort or depress the grass or ground behind your ball with your fingers, foot or golf club in order to build a tee (except on the tee box), you are subject to a 2-stroke penalty. (Rule 13-2)
4. **HOLE OUT PUTTS:** All putts must be holed out. Failure to hole out a putt will result in a player's disqualification unless corrected prior to teeing off on the next hole or leaving the green on your last hole. Picking up a ball prior to putting out is a 1-stroke penalty; you should then replace your ball and putt out. If a putt is struck again or stopped prior to the ball coming to a complete stop from the previous putt, the player incurs a 2-stroke penalty. The ball must be putted out from that point. All putts must be struck, not raked, drug or rolled into the hole. A putt is considered holed out when it is within the circumference of the hole and all of the ball is below the level of the lip of the hole. **Putts can be made while the flag remains in the hole, no penalty is incurred for hitting the flagstick in the hole.**
5. **HITTING THE WRONG BALL:** If you discover that you have hit the wrong ball, you must return to where your ball is located and play your ball out. The penalty for hitting the wrong ball is 2 strokes. You should add 2 strokes to what you actually score on that hole. If not corrected prior to teeing off on the next hole, the player is disqualified. The owner of the wrong ball must put it back where it was hit from and play the hole out. (Rule 15-3b)
6. **HITTING FROM THE WRONG TEE:** If you hit a tee shot from the wrong set of tees, re-tee from the correct tee box and play the hole out. You then add 2 strokes to your score. If you fail to tee off from the correct tee box, the penalty is disqualification.
7. **UNPLAYABLE LIE:** A player may declare a ball unplayable anywhere on the course except in a water hazard. After declaring an unplayable lie to your competitors, you have 3 options. All 3 options incur a 1-stroke penalty. (Rule 28)
 1. Return to where you hit the original shot, drop your ball and replay the shot from that spot.
 2. Drop the ball within 2 club lengths of the unplayable position, no closer to the hole.
 3. You can go backwards on a straight line from the flag through the unplayable lie as far back as desired, drop your ball and hit from that spot.**Embedded Ball** – Can be picked up, cleaned and dropped without penalty, anywhere on the course except in a bunker.
8. **MOVING THE BALL:** If your ball is within your own fairway, you may, without penalty, roll the ball with your clubface within 1 (one) grip length of its original position, no closer to the hole. If the ball is in your own fairway, but rests on rocks or a bare spot, you may move your ball without penalty to the **nearest area of grass, (not necessarily the nicest area or best position)**, no closer to the hole. If you are not in your own fairway, the ball must be played down throughout the course. If rocks, gravel or other conditions out of your own fairway prohibit a shot or threaten damage to a club, you have the option of taking an unplayable lie with 1-stroke penalty, unless the area is marked as ground under repair (GUR) from which you get free relief. You must take **full** relief (ball, club, swing & stance) from the GUR. **No lift, clean and place is allowed unless announced on the day of the tournament.**
9. **BALL OUT OF BOUNDS:** If a ball appears to have been hit out of bounds, you may hit a provisional ball from the spot where the original ball was played. You must announce that you're hitting a provisional ball. You will be hitting your 3rd shot from that position (original shot plus a 1-shot penalty). To assist in the pace of play, you have the option of going to the place where the ball crossed the out of bounds marker and dropping a ball within 2 club lengths of that spot, no closer to the hole. Once you drop at that point, you will be hitting your 4th shot (original shot, penalty shot and stroke for the distance out to that point). This example refers to an out of bounds tee shot, but same formula applies to successive shots.

If original ball is found, all strokes with the provisional ball are disregarded, **unless** a stroke with the provisional ball has been made from a position that is **past** the original ball's position. In that case, the provisional ball then becomes the ball in play and is the ball on which the score on the hole (including penalty) must be recorded. (Rule 27-2-b).

10. **LOST BALL:** If a ball is lost, another ball may be dropped at a point agreed upon by your playing group. A ball is considered lost if not found with **3 minutes after arriving at the location**. If a ball is lost in regular rough, it should be dropped in the same rough. If lost in tall grass or weeds, drop within 2 club lengths in the next cut of grass, no closer to the hole. The 3 minute rule must be enforced by your group. A lost ball penalty is 1 stroke.
11. **BALL IN A BUNKER:** A ball hit into a bunker that comes to rest in a footprint or other depression (that is not made by the ball) may be lifted without penalty and the bunker raked smooth. The original lie must then be recreated as nearly as possible and the ball must be placed in that lie. (Rule20-3-b.iii)

A ball that comes to rest in a puddle of water within a bunker may be picked up and dropped in a dry area of the bunker, not nearer the hole without penalty. If a **bunker is under water**, the ball may be dropped outside the bunker on a line from the flag through the spot where the ball comes to rest in the bunker as far back as desired. Dropping the ball outside of a water filled bunker incurs a 1-stroke penalty.

UNPLAYABLE LIE DECLARED IN NORMAL BUNKER: A player has 4 options.

1. Play the ball as it lies in the bunker. No penalty.
 2. Return to the original spot where the last shot was played and hit again from there. (1-stroke penalty)
 3. Drop the ball in the bunker within 2 club lengths of where the ball lies, no closer to the hole. (1-stroke penalty)
 4. You may **drop the ball outside the bunker** on a line from the flag through the spot where the ball came to rest in the bunker as far back as desired, drop the ball and hit from that spot. Dropping the ball out of a normal bunker incurs a 2-stroke penalty.
12. **ALL HAZARDS EXCEPT BUNKERS WILL BE PLAYED AS LATERAL HAZARDS (Red/Yellow Stakes)**
A player has 4 options:
1. You may hit the ball from within the hazard **without penalty**; you may ground your club in the hazard as well as behind the ball and remove loose impediments as desired **without penalty**.
 2. You may return to the place where the original shot was hit, re-tee or drop and hit again. (1-stroke penalty)
You will be hitting your 3rd shot (original shot, penalty shot and current shot)
 3. You may go backwards on a line from the flag through the point where the ball **last** crossed the hazard marker as far back as desired, then drop a ball and hit from there. (1-stroke penalty)
 4. Drop a ball within **2 club lengths** of the point where the ball **last** crossed the hazard marker, no closer to the hole. (1-stroke penalty)

13. **UNABLE TO HIT OVER A WATER HAZARD:**

If, on a par 4 or par 5 hole, you hit your ball in a water hazard, you may drop your ball on the other side of the water hazard within 2 club lengths of the hazard stake or line, play the hole out and then add 2-strokes to your score.

Par 4 example: Drive 1st, 2nd shot goes in the water hazard, drop on the other side of the water, pitch shot close (3rd), 1 putt into the hole (4th) shot, and then add 2-stroke penalty for a score of 6 on the hole.

PAR 3 OVER A HAZARD: If your tee shot lands in a water hazard, proceed to the designated drop zone where you will be hitting your 3rd shot. *Example:* Drive, penalty and distance stroke, hitting 3 from the drop zone.

14. **MOVABLE OBSTRUCTIONS:** These can be moved without penalty. If your ball moves as the obstruction is being moved, it has to be replaced in the same spot. While a ball is in motion after being hit, any obstruction that would influence movement of the ball cannot be moved, **except for** the attended flag or the equipment of any player. The player who removes an obstruction incurs a 2-stroke penalty.
15. **IMMOVABLE OBSTRUCTIONS:** If an obstruction interferes with your stance or swing, you are entitled to relief without penalty. You can drop 1 (one) club length from the nearest point of relief. The nearest point of relief is the spot where you have no interference with your stance or swing. **Immovable obstruction is defined in the rules as anything artificial.** There is no relief available from natural growing things, i.e. trees, bushes, etc.
16. **SLOW PLAY PENALTY:** If your group is more than 1 hole behind, a 2-stroke penalty may be assessed to each player in your group. A group may be monitored by a golf course marshal or a following group. A player is allowed 40 seconds from the time he arrives at his ball to hit his shot.
17. **SCORECARDS:** Each group will keep 2 (two) scorecards. The first name on the TTSGA scorecard is the official scorekeeper for your group; the primary scorecard must be signed by the official scorekeeper and also signed and attested for accuracy by the person keeping the secondary scorecard. The primary scorecard must be turned in to the Handicap Chairman or his designee **immediately after finishing your round**.

Scorecards that are turned in more than 5 hours and 15 minutes from the time you leave for your starting hole are subject to disqualification.