

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 yourself but 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 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. **CORRECT BALL DROP PROCEDURE:** Regardless of where it takes place, (water hazards, out of bounds, bunkers, unplayable lies, ground under repair, etc.), you should hold your arm straight out either in front of you or from the side and drop your ball. NOT from waist level, pocket level or a general toss, but a drop from shoulder level, no closer to the hole. A ball incorrectly dropped may be redropped correctly without a penalty stroke prior to the shot. (Rules 20-2, 20-6)
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 (two) 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 (one) stroke penalty; you should then replace your ball and putt out. If a putt is struck again prior to the ball coming to a complete stop from a previous putt, the player incurs a 2 (two) stroke penalty. All putts must be struck, not raked 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. (Rules 3-2, 14-5, 18-2a)
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 wrong ball must put it back where it was hit from and play the hole out. (Rule 15-3b)
6. **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:
 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.Either of the above 3 options incur a 1 (one) stroke penalty. (Rule 28)

UNPLAYABLE LIE IN A BUNKER: A player has 3 options, each option carries a penalty of 1 (one) stroke.

1. He may return to the original spot where he last played the shot and hit again.
 2. He may drop the ball in the bunker within 2 (two) club lengths of where the ball lies, no closer to the hole.
 3. He can go backwards on a line from the hole across where his ball lies as far back as he wants while still remaining in the bunker, drop his ball and hit from that spot. (Rule 28)
7. **MOVING THE BALL:** If your ball is within your own fairway, you may, without penalty, lift, clean and place the ball 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, the player may move his ball without penalty to the nearest area of grass (not necessarily the nicest area) 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, unless the area is marked as ground under repair from which you get relief.
 8. **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 with 2 (two) 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 distance out to that point). *This example refers to an out of bounds tee shot.*

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. The provisional ball then becomes the ball in play and becomes the ball on which the score on the hole (including penalty) must be recorded. (Rule 27-2.b)

9. **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 within 3 minutes. 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. A lost ball penalty is 1 (one) stroke. (Rule 27-c)

10. **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. (Rule 20-3-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 entered the bunker as far back as desired. Dropping the ball out of the bunker incurs a 1 (one) stroke penalty unless superceded on the day of play,

11. **BALL IN A WATER HAZARD (Yellow staked or yellow lines):** A player has 3 options as follows:

1. You may hit the ball within the hazard without penalty; however, grounding your club in the hazard results in a 2 (two) stroke penalty. Grounding includes touching the water on your backswing.
2. You may return to the place where the original shot was hit, drop or tee up again and hit. 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.

12. **BALL IN A LATERAL WATER HAZARD (Red staked or red lines):** A player has the same 3 options as he does in the water hazard in Rule 11 above, plus 2 additional options 4 and 5 below:

1. You may hit the ball within the hazard without penalty; however, grounding your club in the hazard results in a 2 (two) stroke penalty. Grounding includes touching the water on your backswing.
2. You may return to the place where the original shot was hit, drop or tee up again and hit. 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.
4. Drop a ball within 2 club lengths of the point where the ball **last** crossed the hazard marker, no closer to the hole.
5. Go to the opposite side of the hazard to an equal distance from the hole as you were in the area where your ball first entered the hazard, drop a ball and hit from that spot.

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

If, on a Par 4 or Par 5 hole, you hit your ball into a hazard and do not have a reasonable expectation of being able to hit it over the 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 two (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, 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. **SLOW PLAY PENALTY:** If your group is more than one hole behind, a 2 (two) stroke penalty may be assessed to each player in that group. A group may be monitored by a golf course marshal or a following group. (Rule 6-7)

15. **SCORECARDS:** Each group will keep 2 (two) scorecards. The first name on the TTSGA scorecard is the official scorekeeper; 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 immediately to the Handicap Chairman or designee.

MISCELLANEOUS – USGA Rule 24 –Movable Obstructions - can be moved without penalty. If your ball moves as 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 removing an obstruction gets a 2 stroke penalty.

Immovable Obstructions- if an obstruction interferes with your stance or swing, you are entitled to relief without penalty. You can drop one (1) club length from the nearest point of relief. Nearest point of relief is the spot where you have no interference with your stance or swing.