

RULES QUICK REFERENCE GUIDE 2025		
*1	BALL LOST OR OUT OF BOUNDS	A
2	UNPLAYABLE BALL (not in Penalty Area)	A,G,H
3	UNPLAYABLE BALL IN BUNKER	A,G,H,N
4	PENALTY AREA - yellow stakes	A,D,P
*5	PENALTY AREA - red stakes	A,D,E,P
6	MAKING STROKE AT A WRONG BALL	C,I
7	GIVE OR ASK FOR ADVICE (other than to/from partner/caddie)	C
8	ABNORMAL COURSE CONDITION (not in Penalty Area) - animal hole/GUR/immovable obstruction/ temporary water	D,F
9	PLAYING BALL FROM OUTSIDE/WRONG TEE AREA	
	- Stroke Play	I
	- Match Play	M
10	BALL AT REST MOVED BY	
	- Outside Influence	J
	- Player/Caddie (other than during search)	K
	- Opponent/Caddie (other than during search)	L
	- Natural Forces	B
11	BALL IN MOTION ACCIDENTALLY HITS ANY PERSON/OUTSIDE INFLUENCE (see Rule 11.1b(2) for ball in motion played from putting green)	D
12	TOUCHING SAND IN BUNKER - making practice swing/testing conditions/during backswing	C
13	BALL AT REST ON PUTTING GREEN	
	- Accidentally moved	J
	- Moved by natural forces	B
	- Previously marked, replaced then moved by natural forces	J
*	There may be an additional option under a local rule	

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A	STROKE AND DISTANCE, DROP WITHIN ONE CLUB LENGTH RELIEF AREA (if original stroke from Teeing Area you may re-tee anywhere within Teeing Area)— one penalty stroke
B	BALL MUST BE PLAYED FROM ITS NEW SPOT - no penalty. Exception - if ball was at rest after drop/place/replace and then moves to another defined area, ball MUST be replaced.
C	GENERAL PENALTY - Stroke Play - two penalty strokes. Match Play - loss of hole
D	PLAY THE BALL AS IT LIES - no penalty
E	DROP IN LATERAL RELIEF AREA - two club lengths from edge where ball last crossed Penalty Area, no nearer the hole - one penalty stroke
F	DROP WITHIN ONE CLUB LENGTH RELIEF AREA, NEAREST POINT OF RELIEF - no penalty (if in bunker, drop must be in bunker)
G	BACK-ON-LINE, DROP ON SPOT IN LINE WITH FLAGSTICK AND ORIGINAL POSITION OF BALL - one penalty stroke (if in bunker, drop must be in bunker)
H	DROP WITHIN TWO CLUB LENGTHS RELIEF AREA - no nearer the hole - one penalty stroke (if in bunker, drop must be in bunker)
I	STROKE PLAY - in addition to general penalty, player MUST correct mistake before making a stroke to begin another hole, otherwise DQ
J	BALL MUST BE REPLACED - no penalty
K	BALL MUST BE REPLACED - one penalty stroke
L	BALL MUST BE REPLACED - one penalty stroke to opponent
M	OPPONENT MAY CANCEL STROKE - Match Play, no penalty
N	BACK-ON-LINE RELIEF OUTSIDE OF BUNKER - DROP ON LINE WITH FLAGSTICK AND ORIGINAL BALL POSITION - two penalty strokes
P	BACK-ON-LINE, DROP ON SPOT IN LINE WITH FLAGSTICK AND SPOT WHERE BALL LAST CROSSED EDGE OF PENALTY AREA - one penalty stroke
NB	When dropping Back-on-Line the ball may roll up to one club length from spot on line where it first touched ground in any direction but no nearer to the hole than where the original ball lay.
Compiled by Debbie Needham - Zone 5 Rules Chair	