



Municipal Golf Courses Golf Rules

CALL THE COURSE OF YOUR CHOICE TO BOOK
YOUR TEE TIME UP TO NINE DAYS IN ADVANCE.
Holiday Park Golf Course 975-3325
Silverwood Golf Course 975-3314
Wildwood Golf Course 975-3320

Royal Canadian Golf Association Rules govern all play except where modified by Local Rules as indicated on the scorecard. The following is a summary of some principle Rules of Golf for stroke play. In case of doubt, refer to the complete rule number shown in brackets.

GENERAL

Put an identification mark on your ball. If you can't identify it as yours, it's lost. (27) If your ball becomes unfit for play, you may replace it (without penalty) on the hole where it becomes unfit or between holes. (5-3)

Count your clubs. No more than 14. (4-4)

During a hole you may practice swing but not play a practice stroke. Between holes you may practice chip and putt on or near the putting green of the hole last played or the tee of the next hole but not from a hazard. (7-2)

ORDER OF PLAY

On the first tee the honor is determined by the order of the draw or, in the absence of a draw, by lot. (10)

The ball farthest from the hole is played first. The competitor with the lowest score on a hole tees off first on the next hole. There is generally no penalty for playing out of turn. (10-2)

TEEING GROUND

Tee off within two club-lengths behind the front edges of the tee-markers.

If you tee off outside this area, you incur a two-stroke penalty and must then play from within the proper area. (11-4)

PLAYING THE BALL

Play the ball as it lies. (13-1) Don't touch it unless a Rule permits. (18-2)

Play the course as you find it. Don't improve your lie, the area of your intended swing, or your line of play (or a reasonable extension of that line beyond the hole) by moving, bending or breaking anything fixed or growing except in fairly taking your stance or making your swing. Don't press anything down. (13-2) Don't build a stance. (13-3)

If your ball lies in a bunker or a water hazard, don't touch the ground or the water before the downswing. (13-4)

Strike at the ball with the clubhead. Don't push or scrape it. (14-1) If your club strikes the ball more than once in a single stroke, count the stroke and add a penalty stroke. (14-4)

If you play a wrong ball (except in a hazard), you incur a two-stroke penalty and must then play the correct ball. (15)

PUTTING GREEN

Don't touch the line of your putt unless a Rule permits. (16-1a) You may repair ball marks and old hole plugs on the line but not spike marks. (16-1c)

You may lift, and if desired clean, your ball on the putting green. Always replace it on the exact spot. (16-1b)

Don't test the surface by scraping it or rolling a ball. (16-1d)

If your ball played from the putting green strikes the flagstick, you incur a two-stroke penalty. (17-3)

Always hole out. (3-2) There are no gimmies in stroke play.

BALL AT REST MOVED

If your ball is moved by you or your partner (except as permitted by the Rules), or if it moves after you have addressed it, add a penalty stroke and replace your ball. (18-2)

If your ball is moved by someone else or another ball, replace it without penalty to you. (18)

BALL IN MOTION DEFLECTED OR STOPPED

If your ball in motion is deflected or stopped by you or your partner, incur a two-stroke penalty and the ball is played as it lies. (19-2)

If your ball in motion is deflected or stopped by someone else, play your ball as it lies without penalty, except if your ball is deflected after a stroke on the putting green, you must replay. (19)

If your ball in motion is deflected or stopped by another ball at rest, play your ball as it lies. You incur a two-stroke penalty if your ball and the other ball were on the green before your stroke. Otherwise, there is no penalty. (19-5)

LIFTING, DROPPING AND PLACING

If a ball to be lifted is to be replaced, its position must be marked. (20-1)

If the original lie of a ball to be replaced has been altered, place it in the nearest similar lie within one club-length not nearer the hole, except in a bunker recreate the original lie and place it in that lie. (20-3b)

When dropping, stand erect, hold the ball at shoulder height and arm's length and drop it. A ball to be dropped in a hazard must be dropped, and stay, in the hazard. (20-2a)

If a dropped ball strikes the player, or his/her equipment, it must be re-dropped without penalty. (20-2a)

A dropped ball must be re-dropped if it rolls: into a hazard, out of a hazard, onto a putting green, out of bounds or to a position where there is interference by the condition from which relief is taken (in case of immovable obstructions, abnormal ground conditions and wrong putting green); or comes to rest more than two club-lengths from where it first struck a part of the course, or nearer the hole than its original position or other reference point. If the ball (when re-dropped) rolls into any position listed above, place it where it first struck a part of the course when re-dropped. (20-2c)

INTERFERENCE

You may lift your ball if it might assist any other player. (22)

You may have any other ball lifted if it might interfere with your play, or assist any other player. (22)

LOOSE IMPEDIMENTS

Loose impediments are natural objects (such as stones and leaves) not fixed or growing, not solidly embedded and not adhering to the ball. (23)

You may move them unless the loose impediment and your ball lie in, or touch a hazard. (23-1)

If you move a loose impediment within one club-length of your ball and your ball moves, the ball must be placed and (unless your ball was on the putting green) you incur a penalty stroke. (18-2c)

OBSTRUCTIONS

Obstructions are artificial (ie: man-made) objects. Out of bounds fences and markers, and immovable artificial objects out of bounds are not obstructions. (24)

Movable obstructions anywhere may be moved. If your ball moves, replace it without penalty. (24-1)

If an immovable obstruction interferes with your stance or swing, you may (except when your ball is in a water hazard) drop within one club-length of the nearest point of relief, but not nearer the hole. In a bunker, drop in the bunker. On the putting green, place in the nearest position which affords relief, but not nearer the hole. There is no relief for intervention on your line of play unless our ball and the obstruction are on the green. (24-2)

If your ball is lost in an immovable obstruction (except in a water hazard) take the same relief based on the point where the ball entered the obstruction. (24-2c)

ABNORMAL GROUND CONDITIONS

If your ball is in casual water, ground under repair, or a hole or cast made by a burrowing animal (except in a water haz-

ard), you may drop without penalty within one club-length of the nearest point of relief, but not nearer the hole, except: (a) in a hazard, drop in the nearest position in the hazard which affords maximum relief and is not nearer the hole, or under penalty of one stroke, drop any distance behind the hazard; or, (b) on the putting green, place in the nearest position which affords maximum relief and is not nearer the hole. (25-1b)

If your ball is lost in such condition (except in a burrowing animal hole in a water hazard), take the same relief based on the point where the ball last crossed the margin of the area. (25-1c)

EMBEDDED BALL

A ball embedded in its own pitch-mark in the ground in any closely mown (cut to fairway height or less) area through the course may be lifted, cleaned, and dropped (without penalty) as near as possible to the spot where it lay, but not nearer to the hole. (25-2)

WRONG PUTTING GREEN

A player must not play a ball which lies on a putting green other than that of the hole being played. If your ball is on the wrong green, you may drop without penalty within one club-length of the nearest point of relief which is not nearer the hole, and not in a hazard or on a putting green. (25-3)

WATER HAZARDS

You may play the ball as it lies, or under penalty of one stroke, drop any distance behind the water hazard (keeping the point at which the original ball last crossed the margin of the water hazard directly between the hole and the spot on which the ball is dropped), or replay the shot. (26-1a,b)

In a lateral water hazard, you may also, under penalty of one stroke, drop with two club-lengths of: (a) the point where the ball last crossed the hazard margin; or, (b) a point on the opposite hazard margin equidistant from the hole. (26-1c)

LOST OR OUT OF BOUNDS

If your ball may be lost outside a water hazard or out of bounds, you may play a provisional ball before you go forward to look for the original, provided you announce your intention to do so. If your original ball turns out to be in a water hazard or is found outside a water hazard, you must abandon the provisional ball. (27-2)

If your ball is lost outside a water hazard or is out of bounds, add one penalty stroke and play the provisional or, if you did not play a provisional, replay the shot. (27-1)

UNPLAYABLE

If you believe your ball is unplayable outside a water hazard, you may add one penalty stroke and (a) drop within two club-lengths of where the ball lies not nearer the hole, (b) drop any distance behind the point where the ball lay (keeping that point directly between the hole and the spot on which the ball is dropped), or (c) replay the shot. If your ball is in a bunker you may proceed under (a), (b) or (c), however, if you elect to proceed under (a) or (b), you must drop in the bunker. (28)

CLUB SELECTION

The most often asked question on a golf course is "What club should I use on this shot?" The answer is different for everyone. The next time you are at the driving range, hit five to ten golf balls with each club and make note of how far each ball travels.

This chart is provided to show you how far the "average golfer" and the "professional golfer" hit the ball on average with each club.

	Average Yards	Your Distance	Professional's Yards
WOODS			
1	210+		250+
3	190 - 210		220 - 240
4	180 - 200		200 - 220
5	160 - 190		190 - 210
IRONS			
1	190 - 210		215 - 235
2	165 - 190		205 - 220
3	150 - 165		195 - 210
4	140 - 150		185 - 200
5	130 - 140		170 - 185
6	100 - 130		155 - 170
7	100 - 120		140 - 155
8	80 - 100		130 - 145
9	70 - 90		105 - 135
Pitching Wedge	60 - 80		80 - 120
Sand Wedge	Up to 75		Up to 100

Have an enjoyable round!