



## Women's South Carolina Golf Association

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### Quick Rules Reference for Golfers

	<b>Common Rules Situations</b>	<b>Options</b>
1	Out of Bounds (white stakes or lines)	D
2	Lost Ball	D
3	Unplayable Lie	D, E, G
4	In Water Hazard (yellow stakes/lines)	C, D, H
5	In Lateral Hazard (red stakes/lines)	C, D, F, H, K
6	Hitting Wrong Ball	J, A
7	Grounding Club in Hazard (bunker, water or lateral)	A, B
8	Giving or Asking Advice	A, B
9	Immovable Obstruction interferes with swing or stance	C, I
10	Ball (or stance) on Cart Path	C, I
11	Ball (or stance) in Ground Under Repair	C, I

<b>Option</b>	<b>Procedures &amp; Penalties</b>
A	Loss of Hole – Match Play
B	2 Strokes – Stroke Play
C	Play the ball as it lies – No Penalty
D	1 stroke and distance – replay a ball as close as possible to where it was last struck
E	1 stroke and drop a ball within 2 club lengths of where the ball lies, no closer to the hole
F	1 stroke and drop a ball within 2 club lengths of where the ball last crossed the margin of the hazard, no closer to the hole
G	1 stroke and drop a ball as far back as desired on a line between where the ball lies and the hole
H	1 stroke and drop a ball as far back as desired on a line between where the ball last crossed the margin of the hazard and the hole
I	Drop within 1 club length of the nearest point of complete relief from the situation, no closer to the hole – no penalty
J	2 strokes – Stroke Play, player <b>must correct</b> the mistake
K	1 stroke and drop a ball within 2 club lengths on a point on the opposite margin of the lateral hazard equidistant from the hole.