

## ***QUICK REFERENCE:***

### ***THREE RULES COMMONLY MISAPPLIED:***

#### **● Rule 26 -- Water Hazards**

- If you cannot find your ball or do not wish to play it when it has entered a water hazard, you may:
  1. Add a penalty stroke and drop and play another ball from where you last played.
  2. Add a penalty stroke and drop and play a ball in the following manner: determine the spot where the ball crossed the margin of the hazard, stand on that spot facing the pin, and walk a line straight back from the pin, keeping the point the ball crossed the margin between you and the pin (you may move as far back as you wish). Drop and play your ball.
- If your ball is in a lateral water hazard (red stakes), you also have a third option:
  3. Drop a ball within two club-lengths of where the ball last crossed the hazard margin, no nearer to the hole.

#### **● Rule 27 -- Ball Lost or Out of Bounds**

- If your ball is lost or out of bounds, you must add a penalty stroke to your score and play another ball from where you played your last shot.
- If you think your ball may be lost or out of bounds, you may play another ball (provisional ball) from the place where your first ball was played.

#### **● Rule 28 -- Ball Unplayable**

- If your ball is under a tree or in some other bad situation and you decide you cannot play it, add a penalty stroke and do one of the following:
  1. Go back to where you played the last shot and play a ball from there
  2. Measure two club-lengths from the unplayable lie, drop a ball and play from there
  3. Keep the unplayable lie between where you drop the ball and the hole, go back as far as you wish on a straight line and drop and play the ball.