***A Seminar on the Rules of Golf***

***Parshooters Local Rules***

***Local Rule #1 - Out of Bounds****...If you hit your tee shot or 2nd shot and you think it is in the fairway but you can't find it, it becomes a lost ball, take a drop around the area where it is lost and take (2) penalty strokes. However, if you think your tee shot or 2nd shot is out-of-bounds, hit a provisional ball, (1) stroke and loss of distance.* ***NOTE****: You cannot declare out-of-bounds if you can't find your ball and go back to the tee box or where you hit your 2nd shot. It is a lost ball and it will be treated as such. Take a DROP and a (2) penalty stroke and move on. However, depending on the pace of play), the Referee can send you back to the tee box to improve your distance or if the tee box is still open. This is strictly a judgment call in consideration of pace of play.*

***Local Rule #2*** *-* ***Referees*** *and* ***Scorers*** *in every Foursome are designated as the official players of that foursome. The Referee has the authority to impose penalty strokes or disqualify a player on that foursome if need be. All decisions are reviewable by the Rules and Investigatory Committee if a player will ask for a protest or inquiry.*

***Local Rule #3 - Maximum Strokes*** *is mandatory to speed up the* ***Pace of Play****, stop a player from losing his/her focus, minimize the damage, reset his/her mind and move on to the next hole. Maximum Strokes on* ***Par 3 - (9) strokes, Par 4 - 10 strokes and Par 5 - (12) strokes****.* ***Maximum strokes in a bunker*** *(4) shots and (1) penalty stroke to get out. Drop it in the grass beside the bunker away from the hole. If you are struggling in a certain hole and you want to stop, just tell the Referee to give you the Maximum Strokes.*

***Local Rule #4*** *-* ***Protest and Inquiries.*** *All protest and inquiries will be done after the game at the golf course. Once the Tournament is declared official by the Scoreboard Committee, everything is* ***FINAL*** *unless an error is found in the entry or addition of the score by the computer.*

***Local Rule #5 - Slow Play.*** *If you are (2) holes behind, the foursome behind you can request an investigation from the Rules and Investigatory Committee and find out what cause the Slow Play. If the Rules Committee*

*found out the Slow Play has occurred, they can asses (1) or (2) strokes penalty.*

***Rules and Investigatory Committee****: are composed of Robert Aragon - Chairman, Rene Nicanor, Ed Bassig, Laurence Lazaga, Rey Saldivar, Oscar Mesina & Yancy Zolina*

***MOST COMMON USGA RULES OF GOLF***

***1. Playing the Ball as it Lies (R-13)***

***The basic principle of the game of golf say****......****if a rule does not allow anything else, you should***

* *Not touch the ball in between the tee and the green*
* *Play the ball as it lies or if its lie has been changed, it should be played as it lay when it came to rest.*
* ***Play the golf course as you find it.***

*If you play the ball as it lies, it is practically impossible to do anything wrong unless the ball is out-of-bounds, on the wrong green or in an area where playing is not permitted as stated in the Local Rules...(e.g. Ground Under Repair, Environmentally Sensitive Area)*

 ***2. Ball falls off Tee (R-11)***

*If the ball is accidentally knocked from the tee before you tee off (e.g. when addressing the ball or because of an ill-fated practice swing), you will not incur a penalty, and you can tee the ball up again.*

***3. Air Shot (R-11)***

*Every stroke counts even if you accidentally missed the ball. After the Air Shot, the ball is in play (whether the is still on the tee or not) and it can no longer be touched.*

 ***4. Divots, Tractor Ruts, Bald Patches, etc..(R-13)***

*If your ball is in a bad position which is not explicitly dealt by the rules, then there is nothing you can do about it. You have to play the ball as it lies unless you declare it unplayable with (1) penalty stroke*

***5. Putt Conceded/Ball not Holed (R-2/3/18)***

*In* ***Stroke Play****, strokes cannot be conceded. If a player pick up his ball by mistake, he has to put it back with (1) penalty stroke and then hole it, otherwise he may be* ***DISQUALIFIED.***

 ***6. Advice and Line of Play (R-8)***

*You are allowed to discuss distance, the position of hazards or out of bounds margin, the pin position, the rules and other general facts (sharing your GPS). If you cannot see the green from the tee, you are allowed to ask someone to indicate its position.* ***However,*** *you are not allowed to ask for or give advice (which club did you take?, which club should I play?, Take a 7 iron, etc, etc...otherwise (2) penalty stroke will be incurred. A player who is given unsolicited advice does not receive any penalty strokes.*

***7****.*  ***Embedded Ball (R-25)***

*If your ball has become embedded in the ground upon landing on a closely-mown area (fairway, Fringe, green but not semi-rough or rough), you are allowed to pick it up, clean it and let it drop right next to the original spot.*

 *8.****Do not break off or bend anything out of the way (R-13)***

*You have to accept the lie as you find it. You are not permitted to move, bend or break off anything growing or fixed before making a stroke in order to improve the lie of the ball, the area of stance or swing or the line of play* ***(2 penalty strokes)****. You will also be given* ***(2) penalty strokes*** *if you bend or break off anything while making a practice swing if this will be of advantage to your shot.*

 ***9. Wrong Ball (R-15)***

*If you have played the wrong ball, this stroke does not count but you will incur* ***(2) penalty strokes.*** *You have to go back and play the correct ball (put the wrong ball back)*

 ***10. Ball hits the player or his equipment (R-19)***

*If you hit yourself or your equipment (golf bag, electric cart, etc, etc...)* ***(1) penalty stroke*** *will be incurred and the ball has to be played as it lies.*

***11.******Ball hits the Flag-stick or the Person tending it (R-17)***

*If you are putting on the green and your ball hits either the Flag-stick (irrespective of whether it is in the hole or has been taken out and put aside or a person is tending it), you will incur* ***(2) penalty strokes****. The ball has to be played as it lies. However, if you have played from off the green and the ball has hit the un-tended flag-stick in the hole, you will not incur a penalty.*

 ***12.* *Holing Out and Conceding (R-2/3/32)***

*In principle, the ball used to tee off with must also be used to hole out, otherwise the player could be* ***Disqualified****. Balls can only be changed between holes, if your ball is lost or is in the water, etc…*

***13. Dropping Incorrectly (R-20)***

*(1) penalty stroke for dropping incorrectly. Drop your ball shoulder height and arm stretched out.*

***14. Chipping and putting to kill time (R-7)***

*You are allowed to putt and chip on the Teeing ground while you are waiting to tee off.*

***15. Maximum of (14) clubs (R-4)***

*A maximum of (14) clubs is allowed. If you have brought too many, you must remove the extra clubs from your bag before beginning the round. If necessary, they are to be left in the tee box. If you only notice that you have too many clubs after starting the round, you must immediately declare them to be out of play, and you are then no longer permitted to use them. You will incur (2) penalty strokes for each hole on which you had too many club, to a maximum of (4) penalty strokes per round. You are not permitted to borrow a club from another player on the course in order to play a stroke with it.*

***16. Playing from Outside the Teeing Ground (R-11)***

*If a player tees off from the outside the teeing ground, the strokes does not count and he incurs (2) penalty stokes. The player has to rectify the mistake by teeing off again within the teeing ground (3rd) stroke.*

***17. Immovable Obstructions (R-24)***

*Roads and paths with an artificial surface or other fixed, artificial objects such as: bench, ball washers, rest room, electric box, electric post, entitle you to* ***Free Relief*** *if they interfere with the ball's lie, your stance or your swing (not if they only interfere with the line of play). To take relief, locate the nearest point where you can take your stance and swing without interference from the obstruction and drop the ball within (1) club-length.*

***18. Abnormal Ground Condition (Bunker with Water) (R-25)***

*If a ball is lying in a bunker in a puddle of water, take a relief without penalty, take a drop in the bunker at the nearest point where the interference is eliminated as much as possible, within (1) club-length. If there is no possible relief in the bunker, with (1) penalty stroke, take a drop outside the bunker, on the backwards extension of the line from the hole to the ball.*

***19.*** ***Use of Towels to Clean Loose Impediments (R-16)***

*You can use towels, cap, hands, putter as long as you don't create a depression, marks or line in the line of putt.. (1) penalty stroke if you create a depression or mark in your line of putt.*

 ***20. When in doubt about the rules (R-2/3)***

*If you are not sure how to proceed, ask your referee or your foursome. Whatever you do, protect yourself from being penalized. If the referee is not sure, he will let you play (2) balls. Post (2) scores and request an inquiry with the Rules Committee upon completion of the round.*

 ***21. Regular Water Hazard (R-26) (Yellow Stake or Yellow Line)***

*Take a drop on the backwards extension of the line from the Point of Entry as far as you want all the way to the Tee box. (1) penalty stroke.*

 ***22. Lateral Water Hazard(R-26) (Red Stake or Red Line)***

*Take a drop within (2) club-length**of the point of entry away from the hole. (1) penalty stroke.*

***23. Environmental Sensitive Area..(Red Stake with Green Top)***

*Cannot look for your ball in these areas. You can encounter snakes, wild rats, iguanas, etc. Take a drop within (2) club-length of the point-of-entry, (1) stroke penalty.*

 ***24.******Out of Bounds (R27)***

*Areas mark with* ***White Stakes*** *, outside the Fence, Driving Range, Club House, on the Road and Parking Lot are Out-of-Bounds.*

 ***25. Unplayable Ball (R-28)***

*If a ball is in an extremely bad position it is advisable to declare it unplayable, take a drop within (2) club length, (1) penalty stroke.*

 ***26.******Abnormal Ground Condition in a Water Hazard (R-25)***

*Puddles, animal tracks, etc. do not entitle the player to relief in a water hazard. The ball has to be played as it lies, or it can be dropped under penalty of (1) stroke in accordance with the Water Hazard Rule.*

***27.******Loose Impediments in a Water Hazard (R-23)***

*Twigs, leaves, stones, etc, etc. cannot be touch or removed before playing a stroke in a Water Hazard...(2) penalty strokes in the event of a breach.*

***28.******Movable Obstruction (R-24)***

*Artificial objects can be removed without penalty. If the ground or water is touched in doing so, no penalty is incurred. If the ball moves as a result, put it back without penalty.*

***29. Ball Moves when addressing the ball in a Water Hazard (R-18)***

*If your ball moves after you have taken your stance (the club must not be grounded), you have to put it back under penalty of (1) stroke.*

 ***30. Unplayable lie in a Water Hazard (R-28)***

*In a Water Hazard, you cannot declare your ball unplayable...proceed in accordance with the water hazard rule.*

 *31.* ***Striking the ball more than once (R-14)***

*If you accidentally strike the ball more than once when playing a shot, you have to add (1) penalty stroke to it.*

 *32.* ***Damaged Ball (R-5)***

*If your ball has become dented, deformed, or considerably damaged in any way (not just scratched) during play of the hole, you can replace it without penalty. However, before doing so, you must inform a fellow-player and give him the opportunity to examine the ball. Otherwise, you will incur (1) penalty stroke.*