

MEN'S 18 HOLERS GOLF CLUB

LOCAL RULES AND DEFINITIONS

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This rulebook is intended to present specific local rules for the Sun City Golf courses for the Men's 18 Holes Golf Club. Included are several items which are not new or different than the USGA rules we should normally play by, but are meant to be clarifications for our players.

IF A RULE IS EVER IN QUESTION PLAY A SECOND BALL, ONE FROM EACH POSITION IN QUESTION, AND ASK FOR THE CORRECT RULING BEFORE TURNING IN YOUR CARD.

RELIEF FROM ANY SITUATION, FREE OR WITH PENALTY, DOES NOT AUTOMATICALLY GET YOU RELIEF FROM LINE OF FLIGHT.

RELIEF OF ONE OR TWO CLUB-LENGTHS MUST NOW BE MEASURED OUT BY THE LONGEST CLUB IN THE GOLF BAG OTHER THAN THE PUTTER. THIS IS NORMALLY THE DRIVER.

FREE RELIEF IS ONE CLUB-LENGTH. RELIEF WITH A PENALTY STROKE IS TWO CLUB-LENGTHS.

**DISTANCE-MEASURING DEVICES MAY BE USED TO
MEASURE DISTANCE ONLY. THE DEVICE MAY HAVE
OTHER USES SUCH AS MEASURING SLOPE. THIS IS A
PROHIBITED FUNCTION – DO NOT USE.**

NOTE: (L.R.) REPRESENTS “LOCAL RULE” THROUGHOUT THIS DOCUMENT

THROUGH THE GREEN RULE 2

The term "through the green" shall no longer be used. A new term "the general area" includes every fairway and all areas of semi-rough, rough, and fringe, plus all teeing areas, as well as greens which do not belong to the hole being played. Areas not included in the general area:

They are part of all golf courses. Give them a courtesy "FORE" before playing. If you should injure someone because you did not holler fore, you could be held responsible.

PACE OF PLAY

Players should play at a good pace. It is a group's responsibility to keep up with the group in front. If it loses a clear hole and it is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group. Be ready to play when it's your turn.

PLEASE USE THE 90° RULE

CARE OF THE COURSE

Before leaving a bunker, players should carefully fill up and smooth over all holes and footprints made by them and any nearby holes made by others. Use two hands when raking. You cannot rake properly using one hand. Rake as if you were going to be the next person in the bunker. Try this: push the rake away from you, rather than pulling the rake towards you.

LEAVE RAKES INSIDE OF THE BUNKER.

REPAIR OF DIVOTS AND BALL MARKS

Players should carefully repair any divot holes made by them and any damage to the putting green made by the impact of a ball, whether or not it was made by the player himself. As a courtesy, fill all divot holes in the fairways or rough.

PREVENTING UNNECESSARY DAMAGE

Do not create divots when taking practice swings or by hitting the head of a club into the ground.

MAINTENANCE PERSONNEL

- The teeing area of the hole you are playing (Rule 6.2)
- All penalty areas (Rule 17)
- All bunkers (Rule 12)
- The putting green of the hole that you are playing (Rule 13)

ROCKS & CRUSHED GRANITE (L.R.)

A ball lying in the rocks or on the crushed granite shall be played as follows:

- Play the ball as you find it without penalty.
- With one stroke penalty, play a ball as nearly as possible at the spot from where the original ball was last played, including the tee. In the case of tee, re-tee your ball. In the case of fairway, drop the ball using typical dropping procedure.
- With one stroke penalty, if a cart path is adjacent to the rocks or crushed granite, take relief to the grass side of the cart path, nearest point of relief plus one club-length.
- With one stroke penalty, if grass is adjacent to the rocks or crushed granite, take relief onto the grass towards the fairway, nearest point of relief plus one club-length.

Though this Rule does not specifically state no nearer the hole, relief of any kind, free or with penalty, is never nearer the hole. In some cases, especially when rocks are around the green, your nearest point of relief no nearer the hole may be quite some distance from where your ball lies in the rocks or granite.

If you take relief with a one stroke penalty, you get complete relief to the grass. e.g., your ball lies in a bush that

is in the rocks surrounded by crushed granite. With your one stroke penalty, you get complete relief to the grass.

AERATION HOLES - RELIEF IN THE GENERAL AREA AND THE GREEN OF THE HOLE BEING PLAYED (L.R.)

A ball that comes to rest in or on an aeration hole may be lifted without penalty, cleaned, and dropped as near as possible to the spot where it lay but no nearer the hole. On the putting green, a ball may be placed at the nearest spot no nearer the hole that avoids the situation. Do not repair aeration holes.

GROUND UNDER REPAIR NOT MARKED - RELIEF IN THE GENERAL AREA (L.R.)

Free relief may be taken for the following situations:

- A hole or ground that has irregularities of surface made by a green's keeper that is being worked on or recently has been completed.
- Trenches cut in the general area for irrigation systems or any other reason that have not been covered by grass.

You must get approval from your competitor and or other members of your group. Do not touch the ball or move it by any means until you get their OK.

This rule is not intended to get you relief from divots or bald spots in the grass. If it is not marked as ground under repair, except as noted, play it as it lies.

LIFT, CLEAN, AND PLACE IN THE GENERAL AREA (L.R.)

The ranger will be enforcing speed of play. A hole will be deemed open when the group arrives at the tee and the green is open.

ETIQUETTE AND BEHAVIOR ON THE COURSE

THE SPIRIT OF THE GAME

The game relies on the integrity of the individual to show consideration for other players and to abide by the rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times. There should be consideration for other players on the course. You should not disturb their play by moving, talking or making unnecessary noise. Ensure that any electronic device taken onto the course does not distract other players. Players should not stand close to or directly behind the ball or directly behind the hole when a player is about to play. On the tee box stand opposite to where the ball is teed or ask the player where they prefer you stand.

ON THE PUTTING GREEN

Please do not use the head of your putter to remove the ball from the hole. Purchase a device that attaches to the putter handle then be careful not to damage the hole. Do not lean on your clubs when on the putting green, particularly when removing the ball from the hole. Use caution when removing or replacing the flagstick from the hole, and when laying it on or retrieving the flag from the green. Players should not stand on another player's line of putt or, when he is making a stroke, cast a shadow over his line of putt. Players should remain on or close to the putting green until all players in the group have holed out.

not see a person hit a shot, if he is ball hunting then you should go assist in the search.

Sometimes it's practical to drop your passenger off at his ball first, go to your ball, hit as required, then pick up your passenger.

Be ready, check the distance and choose your golf-club before your turn comes when possible.

If your group is a little behind, one cart (two people) can go to the next hole instead of waiting for all four players to hole out.

When your group is finished putting, walk off the green briskly. Do your pouting on the way to the next tee.

LEAVE THE GREEN AREA AND DO SCORING AT THE NEXT TEE BOX.

Every 2 or 3 holes compare scores so that you do not have to go through the entire score card after finishing the round. Scorers try this, add scores through your eighth hole or your seventeenth hole while other players are playing the ninth or eighteenth. You probably have time to check each score twice. When finished with nine or eighteen just add that score to your already totaled scores.

Bunker shots tend to slow play. Get to your ball as soon as you can. Place the rake nearby so you can smooth the sand quickly. If someone has a chip shot in the same proximity as the bunker shot let the bunker player play first, then he can be raking while you are making your shot.

THE ROLE OF THE RANGER

When lift, clean, and place in the general area is declared for the day's event, the ball may be moved one club-length no nearer the hole. The rules of golf do not distinguish between FAIRWAY AND ROUGH; therefore, the ball may be moved from rough to fairway or fairway to rough. The ball may not be moved onto the green. The ball may not be moved in a bunker or penalty area, except when permitted by a rule. If lift, clean, and place has been declared as "fairway only," then it will be announced as such.

PROVISIONAL BALL - BALL LOST OR OUT OF BOUNDS (L.R.)

You no longer need to play a provisional ball before leaving the area from which you just played. If you did not play a provisional ball and now discover that your ball is lost or out of bounds, you no longer need to return to where you last played. You have a new option. Find the spot where you believe the ball is lost or crossed the out of bounds line. Using your range finder from this spot, measure the distance to the flag. Then go to the nearest fairway with your range finder, find the same distance no closer to the hole, and mark the spot. Take an additional two club-lengths onto the fairway and drop your ball no nearer the hole within those two club-lengths. You are now hitting four, one stroke for the original shot, one stroke penalty, and one stroke for stroke and distance. You are lying exactly the same as if you had hit a provisional. If you hit a provisional, you no longer have the option just described. Play the provisional. Think about your options before hitting a provisional. For example, if you hit a very long drive and it is possible that you are lost or out of bounds, then do not hit the provisional. If you go forward and then find you are lost or out of bounds, you still have the option described previously. If you hit a poor drive that may be lost or out of bounds, then you should probably play the

RULE 17

There are four patches of pampas grass on this hole. The two patches closest to the tee box are not marked as penalty areas. Play the ball as you find it or take relief with a one stroke penalty. Your relief options are:

- 2 club-lengths from where the ball lies. This may not get you full relief.
- Go back from where you last played, including the tee box. Tee it up if playing from the tee box.
- Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is to be dropped with no limit to how far behind that point the ball may be dropped.

If the ball is lost and you are sure it is in the pampas grass, play the ball as you would any other lost ball or to speed up play, use our local rule (L.R.) Provisional Ball – Ball Lost or Out of Bounds found on page 4. Drop a ball within 2 club-lengths of the pampas grass on the fairway side.

Two of the patches of pampas grass are now marked as penalty areas with red stakes. See Penalty Areas described on page 15. Play the ball as you find it or take relief with a one stroke penalty. **You do not have to find the ball.** With your one-stroke penalty, your relief options are:

- Play a ball within 2 club-lengths from where your ball last crossed the edge of the penalty area.
- Go back from where you last played, including the tee box. Drop a ball within one club-length. Tee it up if playing from the tee box.

players must complete the event to be eligible for the prize pool.

Once play begins, entry fees will not be refunded unless play is suspended.

SCORE CARDS

Our club uses a two (2) score card system (White and Yellow). Both cards must match and all scores including additions are the responsibility of the players. Any errors may cause the players to be disqualified.

Additionally, both cards must be signed by the players. All score cards must be turned into the tournament committee no later than 30 minutes after the completion of the round or the cards may not be accepted.

LET'S SPEED UP PLAY - PLAY READY GOLF

Whoever is ready should tee off first. Honors apply only when that player is ready. When the landing area is clear, hit away.

It is not always necessary to play in proper order. If you are ready to hit and the away player is not ready, ask him if it is okay if you play first. Whether it is from the fair way, chipping or putting. With a little communication between golfers, we could save a lot of minutes. On the green, putt out if you can without stepping on someone's line.

Do your best to watch every golf shot, so we don't have to spend a lot of time ball hunting, especially from the tee box, because all players should be watching. If a player hits a ball in the rough, rocks or bushes all players in the group should help that player find the ball. Even if you did

LEAVE RAKES INSIDE OF THE BUNKER

GOLF CARTS

Our golf courses request the players use the 90° rule with respect to our golf carts. We should use the 90° rule on any golf course, whether or not it is posted as such.

Drive where no others drive. If you see what looks like a road anywhere on our fairways or rough, then that is the place **YOU SHOULD NOT DRIVE**.

PICKING UP OR USING AN "X" SCORE

Be aware of your handicap dots on the score card. If you can no longer help your team score, pick-up the ball and declare your probable score with an "X". The computer will automatically adjust your score. (Caution) If you use an "X", you will no longer be eligible for individual low net prize money. If your score is to be used as part of your team score, you may not use an "X" score. Play the ball out and record the actual score.

TOURNAMENT ROUND SUSPENSION

In the event the course becomes unplayable, as determined by the Tournament Director/ President, play will be suspended. Determination for the return of entry fee and green fees will be made by the Tournament Director/President in concert with the Golf Director.

TOURNAMENT WITHDRAWAL

If it becomes necessary for a player, with an acceptable reason determined by the tournament committee, to withdraw from play during the tournament, his team score will be completed with a computer-generated draw. If he has completed less than 9 holes at the time of withdrawal, he will be withdrawn from the prize pool. At least half the team

- Go back on a line extending from the hole to the entry point where the ball last crossed the edge of the penalty area as far as you wish. Take a drop within one club-length.

The smaller and lower of these two penalty areas also contain two metal immovable obstructions. You get free relief from these obstructions. This does not mean that you get to move your ball out of the pampas grass. Free relief is stance and one club-length from the obstruction. In most cases this will not get you relief from the pampas grass. You will probably have to take an unplayable lie with one penalty stroke. Because this area is also a penalty area, use any of the options listed above.

OUT OF BOUNDS

Out of bounds is determined by white stakes, and course boundaries, such as property lines. A ball at rest beyond the line of white stakes is out of bounds. If a ball is past the last stake of a line of stakes, the ball is in bounds and playable. When playing P.V. hole #18, all fairway and rough of hole #10 are out of bounds. On the left side of P.V. hole #15, the fairway property lines are not exact. Make a good honest evaluation. Remember golf is a game of HONOR.

NEW - SPRINKLER HEAD - TAKE FREE RELIEF (L.R.)

Players are entitled to relief from interference by an immovable obstruction (sprinkler head) on the line of play and that is within two club-lengths of the putting green and within two club-lengths of the ball.

SPRINKLER HEADS AND HOSES

No relief from sprinkler heads or hoses is permitted anywhere else on the course unless the ball is at rest on it, when taking a stance you would have to stand on it, your shoe touches it, or you could possibly hit it when swinging at the ball. There is no relief from the slope of the ground around sprinkler heads.

NEW - ABNORMAL COURSE CONDITIONS - TAKE FREE RELIEF

(L.R.)

Interference exists when any one of these are true: the player's ball touches or is in or on an abnormal course condition, an abnormal course condition physically interferes with the player's area of intended stance or area of intended swing. Relief may be taken from abnormal course conditions in the general area: in closely mown grass areas or in areas that are adjacent to closely mown grass areas. The two areas must flow together, appearing to be one abnormal course condition. Relief is one club-length. There is no relief from abnormal course conditions in the general area in areas normally noted as the rough. Exception: Relief may be taken in areas used for driving on and off the course. As a courtesy ask the players with whom you are playing if they believe you are entitled to free relief.

ROCK CLUB

(L.R.)

You may have 15 clubs in your bag. Two clubs must be the same, example, two 7 irons.

SOME CLARIFICATIONS OF USGA RULES

There is no relief from pilings located on some holes like P.V. holes #9 and #18.

When measuring for a drop, the drop is always no nearer the hole.

MOVABLE OBSTRUCTION **RULE 15.2a**

An obstruction is anything artificially man made of wood, metal, concrete, or plastics such as tee markers, trash containers, signs, etc. An obstruction is a movable obstruction if it may be moved without unreasonable effort and without unduly delaying play and without damage. It could weigh 150 - 200 pounds. If you can move it, it is a movable obstruction.

LOOSE IMPEDIMENTS IN A BUNKER

RULE 15

Leaves, branches, stones, twigs, and other natural objects may now be removed from the **bunker and penalty areas** without penalty. If a ball moves as a result, put it back under penalty of one stroke.

UNPLAYABLE BALL IN THE BUNKER

RULE 19

If a ball in a bunker is declared unplayable, the player has four options to drop a ball:

- In the bunker, take a drop within 2 club-lengths, resulting in a 1 stroke penalty;
- In the bunker, go back on the extension of the line from the hole to the ball and take a drop with 1 club-length, resulting in a 1 stroke penalty;
- Return to the spot of your last stroke and take a drop within 1 club-length, (you can tee up in teeing area) resulting in a 1 stroke penalty; or
- With two penalty strokes, go back on the extension of the line from the hole to the ball outside the bunker as far as back as you like and take a drop within 1 club-length.

BALL HITS THE FLAG STICK RULES 11/13

If your ball hits the flagstick in the hole, no penalty is incurred and the ball has to be played as it lies. If your ball accidentally hits the flagstick after it has been removed and put aside, or it accidentally hits the person tending the flag, no penalty is incurred and the ball has to be played as it lies. However, if the flag was intentionally placed behind the hole to act as a ball stopper and the ball hits the flagstick, 2 penalty strokes are incurred and the stroke does not count; it must be repeated.

BALL WEDGED ON FLAG STICK RULE 13

If your ball is wedged between the flagstick and the rim of the hole and a part of the ball is below the lip, the ball is classed as having been holed.

BALL HITS OPPONENT **RULE 11**

If a ball hits your opponent in match play, the ball must be played as it lies; you can no longer choose to cancel and repeat the stroke. Play the ball as it lies without penalty. If this situation occurs on the green, replay the stroke without penalty.

MOVING LOOSE IMPEDIMENTS AND OBSTRUCTIONS **RULE 15.1a**

Loose impediments are natural objects including leaves, stones, twigs, branches, and the like. Loose impediments may be of any size or weight. They may appear buried in the ground. For example, a stone weighing 80 pounds that appears to be buried 3 or 4 inches in the ground. If you can move it without unduly delaying play, it is a loose impediment.

When dropping within two club-lengths from a penalty area, it is feasible that the drop could be on the green for example on H.F. hole #18, Do not drop. Place the ball on the green.

PLEASE USE THE 90° RULE

STAKED TREES – TAKE FREE RELIEF (L.R.)

A golfer gets free relief from young trees secured to the ground by stakes, wire, rope, or any other method. If such tree, stakes, wire, or rope interfere with a player's stance or the area of his intended swing, the ball must be lifted, without penalty and dropped within one club-length of and no nearer the hole than the nearest point of relief.

PENALTY AREAS - BALL PLAYED PROVISIONALLY (L.R.)

If there is doubt whether a ball is in or lost in a penalty area, the player may play another ball provisionally under Rule 18.3a. Proceed under the stroke and distance provision of Rule 18 by playing a ball as nearly as possible at the spot from which the original ball was last played.

Go forward, search for the ball. If the original ball is found in the penalty area, the player may either play the original ball as it lies or continue with the ball played provisionally, adding one stroke.

If the original ball is found outside the penalty area, the player must continue play with it, even if it is in an unplayable lie, taking a penalty as required.

If the original ball is not found or identified within the three-minute search period, the player must continue with the ball played provisionally, adding one stroke penalty.

IMMOVABLE OBSTRUCTION IN A PENALTY AREA

RULE 16

A mat underneath the sand in a bunker is an immovable obstruction when it becomes exposed or is completely above the sand. If the mat interferes with the stance or the area of his intended swing, the player may lift the ball and drop it without penalty, within one club-length of and no nearer the hole at the nearest point of relief. The nearest point of relief must be in the bunker and the ball must be dropped in the bunker.

DROPPING AND RE-DROPPING

RULE 14

Dropping a ball must now be dropped from knee height. When dropping, the player must drop a ball from knee height, within the relief area of 1 or 2 club-lengths and no nearer the hole. When dropped, if the ball hits the player first, the ball must be re-dropped. If the ball hits the ground first, and then accidentally hits the player or his equipment and stays in the relief area, then it has been dropped correctly.

DOUBLE HIT

RULE 10

If you accidentally strike your ball more than once when playing a shot, it counts as one stroke only and no penalty is incurred.

TOUCHING THE SAND IN THE BUNKER

RULE 12

The condition of a bunker is not to be tested before playing a stroke, for example, by touching it with your hand or testing the condition of it with a rake or club. Touching the sand while making a practice swing, grounding the club in front of or behind the ball, or touching the sand on your back swing are also not permitted and result in a two stroke penalty. However, you can put a rake or a club down in the sand, casually lean on the club while you are waiting to play and smooth out prints if the prints are not on your line of play and you do not gain an advantage for your next stroke in doing so.

PENALTY AREAS

RULES 8/9/17

Water hazards are now called "Penalty Areas" and no longer have to contain water. The areas are still defined by red or yellow stakes. You may play your ball from the penalty area, but 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, resulting in a 2 stroke penalty. You may now ground the club including in or out of water at any time. If the penalty area is a red penalty area, you may no longer take relief on the opposite margin of the water hazard equidistant from the hole.

ANIMAL HOLES

RULE 16

You are now entitled to free relief from virtually all animal holes and excavation tracks caused by animals (except for worms and insects), such as mole hills, mouse holes, and rabbit holes. If your ball is lying within one of these areas or if the holes interfere with your stance or swing, you are entitled to free relief. If the holes interfere with the line of play or are purely a visual obstruction, no relief will be given.

WRONG GREEN

RULE 13

To avoid damaging the green, if your ball lands on the wrong green or a practice green or is so close to it that you would have to stand on it, you are no longer allowed to play it from there and must take free relief. Go to the nearest edge of the green, no nearer the hole, where the ball is no longer on the green, and you do not have to stand on the green and drop your ball within one club-length. This may be on the fringe. This circumstance could only happen at Eagle Crest.

BALL HITS PLAYER, EQUIPMENT, OR

OUTSIDE INFLUENCE

RULE 11

If your ball accidentally hits a person, animal, or an object (for example, another player, spectator, another ball, electricity pole, tree, etc.), this is just a chance occurrence. There is no penalty and the ball must be played as it lies. This situation also applies if your ball hits yourself or your equipment accidentally. However, you are not permitted to position your equipment or other object to act as a ball stopper (2 penalty strokes).

When a dropped ball does not stay in the relief area, it must be re-dropped again. If the ball does not remain in the relief area a second time, place the ball where it hit the ground when dropped that second time. When placed, if the ball does not stay in its position after two attempts to place it, it must be placed at the nearest point where it does not roll away.

LOOKING FOR A BALL

RULES 14/18

Search time looking for a lost ball is now 3 minutes. You have a maximum of 3 minutes to find your ball. After this time has expired, the ball is classed as lost. You must return to the spot where you played your last stroke and take a drop within one club-length, no nearer the hole. You can tee up in the teeing area or hopefully play the provisional ball which you should have played if you thought you may have trouble finding your ball. Add one penalty stroke. See "Provisional Ball" on page 4.

BALL MOVED DURING SEARCH

RULE 7

A ball moved accidentally during a search is no longer a penalty. If you or a fellow competitor accidentally moves your ball during a search, you must place the ball in its original position with no penalty. If you do not know the original position, the position must be estimated as accurately as possible, which could include being covered by the growth of grass. If you do not put the ball back, you will be playing from the wrong spot, incurring two penalty strokes.

IDENTIFYING THE BALL

RULES 7/14

Fellow-players no longer have to be informed if a ball is marked and picked up for identification. If you cannot determine whether a found ball is yours, you are allowed to

mark the ball and pick it up for identification. If the lie has not been marked beforehand or the ball has been cleaned more than needed for identification, one penalty stroke is incurred. The ball is then to be put back on exactly the same spot and the original lie is to be restored. As a matter of courtesy and to avoid misunderstandings, it is advisable to inform your fellow-player of this in advance.

BALL MOVEMENT ON THE GREEN RULE 13

If you have marked your ball, picked it up, and put it back, and it rolls away afterwards, you must place the ball back in its original position without penalty. However, if the ball was moved by the wind or gravity before being marked and picked up, it must be played from the new spot as it lies.

If the ball on a green is moved accidentally by a player when grounding a club or as a result of a careless practice swing, no penalty is incurred and the ball must be placed back into its original position.

PLAYER'S BALL OR BALL MARKER LIES ON THE PUTTING GREEN AND ANY MOVEMENT OF EITHER IS ACCIDENTAL (L.R.)

When a player's ball lies on the putting green, there is no penalty if the ball or ball-marker is accidentally moved by the player, his partner, his opponent, or any of their caddies or equipment by any of the following: preparing to make a stroke, making a practice stroke, addressing the ball, kicking the ball, marking the ball, dropping a ball-marker on the ball, or dropping a ball on the ball-marker. The moved ball or ball-marker must be placed back into its original position.

A ball-marker moved by the wind under similar circumstances shall be replaced, without penalty.

PLAYER'S BALL LIES IN FAIRWAY OR ROUGH AND MOVEMENT IS ACCIDENTAL

If a player is taking a practice swing and accidentally hits his ball, he must place the ball back into its original position, adding a one stroke penalty. If the player does not put the ball back and plays from where the ball lies, the player will be assessed a two stroke penalty for playing from the wrong location.

REPAIRING DAMAGE ON THE GREEN RULE 13

Virtually all damage to the green may now be repaired, including pitch marks, footprints, spike marks, old hole plugs, etc., without penalty. However, aeration holes and natural imperfections may not be repaired.

After arrival to the green, if an opponent or fellow competitor steps on your line of putt and causes damage or causes damage in any other way, such as leaning on his putter, accidentally dropping a club, etc., then you may have the line of putt restored to its original condition. The player is entitled to the lie and line of putt he had when his ball came to rest on the green. There is no penalty. The line of putt may be restored by anyone.

EMBEDDED BALL RULE 15

If your ball has become embedded into the ground upon landing in the entire **General Area**, you are allowed to pick it up, clean it and drop it within 1 club-length no nearer the hole, no penalty. A player may NOT TAKE RELIEF UNDER THIS RULE if the ball is embedded in a bunker or a penalty area.