



Axedale Rules Information Summary

Session held Thursday 20-05-2021:

Thanks to all who came to last Thursday's rules night with PGA tournament referee Graeme Scott. Talk about being tutored by the best - Graeme has refereed no fewer than 60 major tournaments, including 16 majors, so knows his stuff. Following is a summary of his two-hour talk (which was full of great anecdotes and demonstrations).

Please read this, even if you think you know the Rules.

Course

- The five areas of the golf course are: Tee, general area, bunkers, hazards, green.

Equipment

- You can keep playing with a damaged club however it was damaged - even in anger. Can repair. Can tighten head but not change playing characteristics (eg you can't change the loft of your driver).
- Range finder. You must turn off the slope indicator. Phones can use distance measure.
- Wind? You can source weather forecasts. Can throw grass up.

Play

- Searching. No penalty if you move ball while searching. Replace on exactly the same lie.
- Ball moves (eg might settle in long grass) - use 'best judgment' to replace it. You can move dirt/sand to find and identify ball but must recreate the lie.
- If you don't wish to play out of a bunker you can drop out but two-shot penalty.
- You can't move a boundary stake (eg stakes on 18 near clubhouse). Penalty applies. But penalty area stakes are moveable objects (eg red markers) unless they are set permanently in ground, eg OOB posts
- Ball that moves. It must change position, not just rock back to same spot. Replace if you're 95% sure you moved it (eg knocked it while finding or marking it). If it moved itself, you play from new spot. Never drop, place as close as possible to original spot. Vertical movement also counts as ball moving - eg if it settles in grass.
- Ball hits you or anything else (eg bag, partner), play on, no penalty.
- Bunker (defined as only in the sand - ie. you might be on non-sand part of bunker, which is not officially bunker but becomes general area). In the bunker, you can

remove loose impediment. Penalty if ball moves. If player one covers player two's ball with sand when playing, player two can recreate original lie (not improve it).

- Outside bunker - eg if two balls are very close together and player one marks, but player two then makes a divot that 'takes out' player one's lie, player one can then place on same-as-possible lie within a club length.

Greens

- You must take relief if you are on the 'wrong' green. Drop clear of green so that not even your feet are on it.
- Can repair spike marks etc
- No penalty if you accidentally move ball on putting green.
- ... But penalised if you pick ball up or pick marker up before you place ball.
- You may move sand or loose soil only on the putting green - nowhere else on the course.
- Your lie is the lie you start with. If something disturbs it, you can restore the lie you had before other incident happened - eg if your partner blasts sand on to your line, you may clean it.
- Putt is deemed 'Holed' if any part of ball is below the level of the hole (eg if flag stick prevents it falling in), but if ball is leaning on the flagpole and still above ground and falls in when flagpole is moved, it must be replaced on edge of hole and a stroke taken from there.

Relief

- Relief area is always 'D'-shaped in a one club length arc (longest club in bag excluding the putter). It's best to place a tee to mark the spot; you can then swivel your driver around that marker (no closer to the hole) to see the area in which you may drop. Drop knee height. Ball must remain within the 'D' area. Two drops and if ball rolls outside area, then place.
- Relief must be full relief - ie. not even your feet can be inside the area from where you took relief (eg you can't stand in a GUR with your ball outside it). Penalty if you hit the object you were taking relief from.
- Your relief point is the nearest point, not the 'best lie'. This is the case even if your nearest relief is in long grass or in a bush - that's tough luck and you might be better not taking the relief, or you might need to take a second relief at cost of a second shot.
- Lateral hazard - relief is where your ball last crossed the hazard line. Two club lengths IS DRIVER!
- If you are on the green and have to putt through water you get relief. No relief if you were on fringe - you have to chip over or through the water.

Penalty areas

- Penalty areas. In all penalty areas, you take relief from where the ball crossed, or back in line with the pin - not just anywhere, you must keep in line with

the pin. Your other option is stroke and distance - go back to where you played (for a penalty shot). In a penalty area, you can ground club, practice swing, move loose objects. If you take penalty relief, you don't drop it back in the creek - you drop outside the penalty area.

- Unplayable ball relief is allowed anywhere on the course , except in penalty areas. You can even declare an unplayable if you are on the fairway (for a one-stroke penalty, of course).
- You can't deem your ball lost. If someone finds it within the three-minute search, you're obliged to play it - eg. it might be in your opponent's interest to find your ball in match play.
- If you declare an unplayable, you have three options (all carry a one-shot penalty):
 1. Go back and replay
 2. Back on line with flag as far as you like from where ball lies.
 3. Lateral relief is two club lengths of where the ball is (put a tee down so you can establish your D-shaped drop zone). Note, you don't have to take full relief so it's possible to drop back into an unplayable spot - you might need to take a second penalty to escape it.
- You can take stroke and distance any time - eg if you don't like where your drive goes you can hit three off the tee.
- Local Rule 7 at Axedale: Sprinkler head around green brings in 'two plus two'. If it is within two metres of the green and within two club lengths of your ball, you can take relief.

Owen Davies

Hon. Secretary
Axedale Golf Club