

Chapter 1 : Stroke play - Wikipedia

General; Winner A stroke-play competition consists of competitors completing each hole of a stipulated round or rounds and, for each round, returning a score card on which there is a gross score for each hole.

Miscellaneous content for golfers of all abilities who wish to improve their knowledge and understanding of the Rules of Golf. Tuesday, 19 September When a Rule is Breached in Stroke Play There are four main situations that apply when a Rule of Golf is breached in a stroke play competition; 1. A player breaches a Rule and includes the appropriate penalty on the score card that they sign and return. A player unknowingly breaches a Rule and signs and returns their score card. A player knowingly breaches a Rule, but does not include the penalty incurred on their score card So what are the considerations in each of these four scenarios? This does not require any further explanation. It is what should happen every time a Rule is breached. If the breach is brought to the attention of the Committee before the competition has closed, the player incurs the penalty prescribed by the applicable Rule and an additional penalty of two strokes, Exception to Rule d. If the breach is brought to the attention of the Committee after the competition has closed, a penalty must not be imposed by them unless the breach warranted disqualification under one of these four exceptions that are outlined in Rule b; Exceptions: A penalty of disqualification must be imposed after the competition has closed if a competitor: Call it what you like, but this is cheating. The player must be disqualified and the Committee should consider sanctioning them, e. Of course, there are sometimes on-course situations where a player may be unsure as to how to proceed without breaching a Rule unnecessarily, e. When a competitor is doubtful of their rights or the correct procedure during the play of a hole, they may, without penalty, complete the hole with two balls. If the player chooses to do so they must strictly follow the procedure set out in Rule ; The competitor should announce to his marker or a fellow-competitor: Before returning his score card, the competitor must report the facts of the situation to the Committee. If he fails to do so, he is disqualified. If the competitor has taken further action before deciding to play two balls, he has not proceeded under Rule and the score with the original ball counts. The competitor incurs no penalty for playing the second ball. There is a more detailed explanation of Rule in this blog of mine. I am providing two links to these incidents, rather than giving you my own detailed explanation;.

Chapter 2 : Golf Rule 3, Stroke Play

In stroke play only, if a competitor is doubtful of his rights or the correct procedure during the play of a hole, he may, without penalty, complete the hole with two balls. To proceed under this Rule, he must decide to play two balls after the doubtful situation has arisen and before taking further action (e.g., making a stroke at the original.

General definition of stroke play as a competition for the lowest overall score for an entire round or series of rounds. If players are using handicaps, the lowest net score gross score minus handicap strokes wins. Players must hole out on each hole. As opposed to match play, no concessions are allowed in stroke play. The one played correctly under the rules counts toward his score. After explaining the situation to his competitor, he plays the ball as it lies, and drops a second ball in accordance with the casual water rule rule 25 and plays it as well. John finishes the hole with both balls, scoring a 5 with his original ball and a 4 with his second. His score with the second ball counts for the hole. A player who refuses to comply with a rule that affects a competitor is disqualified. Bill plans to mark and lift his ball and tells Paul. The penalty for breaking a rule in stroke play is two strokes, unless otherwise stated by another rule. General; Winner A stroke-play competition consists of competitors completing each hole of a stipulated round or rounds and, for each round, returning a score card on which there is a gross score for each hole. Each competitor is playing against every other competitor in the competition. The competitor who plays the stipulated round or rounds in the fewest strokes is the winner. In a handicap competition, the competitor with the lowest net score for the stipulated round or rounds is the winner. Failure To Hole Out If a competitor fails to hole out at any hole and does not correct his mistake before he makes a stroke on the next teeing ground or, in the case of the last hole of the round, before he leaves the putting green, he is disqualified. Doubt As To Procedure a. Procedure In stroke play, if a competitor is doubtful of his rights or the correct procedure during the play of a hole, he may, without penalty, complete the hole with two balls. After the doubtful situation has arisen and before taking further action, the competitor must announce to his marker or fellow-competitor that he intends to play two balls and which ball he wishes to count if the Rules permit. The competitor must report the facts of the situation to the Committee before returning his score card. If he fails to do so, he is disqualified. If the competitor takes further action before dealing with the doubtful situation, Rule is not applicable. The score with the original ball counts or, if the original ball is not one of the balls being played, the score with the first ball put into play counts, even if the Rules do not allow the procedure adopted for that ball. However, the competitor incurs no penalty for having played a second ball, and any penalty strokes incurred solely by playing that ball do not count in his score. Otherwise, the score with the other ball counts if the Rules allow the procedure adopted for that ball. If the original ball is not one of the balls being played, the first ball put into play counts, provided it has been played in accordance with the Rules. If a competitor plays a second ball under Rule , the strokes made after this Rule has been invoked with the ball ruled not to count and penalty strokes incurred solely by playing that ball are disregarded. A second ball played under Rule is not a provisional ball under Rule Refusal To Comply With A Rule If a competitor refuses to comply with a Rule affecting the rights of another competitor, he is disqualified. General Penalty The penalty for a breach of a Rule in stroke play is two strokes except when otherwise provided.

Chapter 3 : Rules of Golf: When a Rule is Breached in Stroke Play

Note 3: After this Rule has been invoked, strokes made with the ball ruled not to count, and penalty strokes incurred solely by playing that ball, are disregarded. A second ball played under Rule is not a provisional ball under Rule (Ball played from a wrong place - see Rule c)

Rule 3 - Stroke Play Definitions All defined terms are in italics and are listed alphabetically in the Definitions section. **General; Winner** A stroke-play competition consists of competitors completing each hole of a stipulated round or rounds and, for each round, returning a score card on which there is a gross score for each hole. Each competitor is playing against every other competitor in the competition. The competitor who plays the stipulated round or rounds in the fewest strokes is the winner. In a handicap competition, the competitor with the lowest net score for the stipulated round or rounds is the winner. **Failure to Hole Out** If a competitor fails to hole out at any hole and does not correct his mistake before he makes a stroke on the next teeing ground or, in the case of the last hole of the round, before he leaves the putting green, he is disqualified. **Doubt as to Procedure** a. **Procedure for Competitor** In stroke play only, if a competitor is doubtful of his rights or the correct procedure during the play of a hole, he may, without penalty, complete the hole with two balls. To proceed under this Rule, he must decide to play two balls after the doubtful situation has arisen and before taking further action e. The competitor should announce to his marker or a fellow-competitor: Before returning his score card, the competitor must report the facts of the situation to the Committee. If he fails to do so, he is disqualified. If the competitor has taken further action before deciding to play two balls, he has not proceeded under Rule and the score with the original ball counts. The competitor incurs no penalty for playing the second ball. **Committee Determination of Score for Hole** When the competitor has proceeded under this Rule, the Committee will determine his score as follows: If the Rules do not permit the procedure used for the selected ball, the score with the other ball counts provided the Rules permit the procedure used for that ball. Otherwise, the score with the other ball counts provided the Rules permit the procedure used for that ball. If the competitor commits a serious breach in the play of one ball, the score with the other ball counts despite the fact that the Rules do not permit the procedure used for that ball. If the competitor commits a serious breach with both balls, he is disqualified. If the score with the original ball is to count, but the original ball is not one of the balls being played, the first ball put into play is deemed to be the original ball. After this Rule has been invoked, strokes made with the ball ruled not to count, and penalty strokes incurred solely by playing that ball, are disregarded. A second ball played under Rule is not a provisional ball under Rule **Ball played from a wrong place - see Rule c** **Refusal to Comply with a Rule** If a competitor refuses to comply with a Rule affecting the rights of another competitor, he is disqualified. **General Penalty** The penalty for a breach of a Rule in stroke play is two strokes except when otherwise provided.

Chapter 4 : Match Play Golf Rules | Golfweek

Breach of Club Rule in Stroke Play Discovered at 8th Hole; Where Penalty Strokes Applied a/11 Excess Club Discovered Before Player Plays from 2nd Tee But After Opponent or Fellow-Competitor Has Played.

History[edit] Before the rules of golf were standardised golf clubs commonly had their own set of rules, which while broadly the same had subtle differences, such as allowing for the removal of loose impediments, e. In the late 19th century, most clubs began to align themselves with either the Society of St. The earliest surviving written rules of golf were produced by the Gentlemen Golfers of Leith on March 7, , for a tournament played on April 2. They were entitled "Articles and Laws in Playing at Golf" and consisted of 13 rules. Your Tee must be upon the Ground. You are not to change the Ball which you Strike off the Tee. If your Balls be found anywhere touching one another, You are to lift the first Ball, till you play the last. No man at Holling his Ball, is to be allowed, to mark his way to the Hole with his Club or any thing else. He whose Ball lyes farthest from the Hole is obliged to play first. Debate surrounds the authorship of these regulations, which were signed by John Rattray and whichâ€”on matters of order of play, outside interference, water hazards, holing out, making a stroke, and the stroke and distance penalty for the loss of a ballâ€”remain an integral part of the modern game. Under these rules he went on to win the silver club for a second time in April The same content is now published in a uniform fashion with similar formatting and covers â€” the only differences are now some spelling and their logos. The term "Rules" can be said to include the following: Local rules set by the Committee of a golf club , for example to denote the method used to define the boundaries of the course, ball drops, environmentally sensitive areas ESAs , etc. Rules of golf etiquette , covered by the main book, define the proper behaviour of those playing the game. Rules often adopted in competitions, for example the prohibition on using automotive transportation during a round and Rules related to Temporary Immovable Obstructions TIOs. Etiquette[edit] The Rules of Golf book includes a section on proper etiquette, defining recommendations that make the game safe, enjoyable and fair for all players. While none of these guidelines are enforced by penalty in and of themselves, the course authorities or other local "committee" may, under Rule , disqualify any player who acts in serious breach of etiquette, thereby violating the "spirit of the game". Definitions[edit] The rulebook also include definitions of terms used throughout the rulebook sometimes including examples of what does or does not meet a definition , and defines the use of particular words in context to clarify what is meant by the use of a word. The rules, for instance, differentiate between use of "a" and "the" referring to objects involved in play "a ball" refers to any ball that can be used in a situation; "the ball" specifically refers to the ball previously mentioned in the Rule , or between "may" discretionary , "should" non-binding recommendation and "must" binding requirement. Where used in the Rules, the definitions of the terms are binding and must be strictly observed; players must not use a differing definition in order to include or exclude an object involved in play from a particular Rule governing the object. Rule summary[edit] The numbered Rules each define a relatively large part of the game; more specific instructions are given as "sub-rules". Rule 1 â€” Game â€” Defines the game of golf in general as playing a ball with clubs into holes according to the rules. Violation is a two-stroke penalty in stroke play or loss of the hole in match play. Rule 2 â€” Match play â€” Defines "match play" as a variant where players compete for the lowest score on each hole, and defines terms used during play. Rule 3 â€” Stroke play â€” Defines stroke play in general as a variant in which players compete to play the entire round in the fewest strokes, and defines terms. The ball is "holed" and the hole completed the ball has come to rest within the circumference of the hole and completely below the top lip of the hole. Slipouts, bounceouts, and other situations where the ball may fall in but not come to rest completely within the hole do not count as holing out. Rule 4 â€” Clubs â€” Clubs must conform to the specifications in Appendix II; generally, clubs must be of a "traditional form and make", and "plain in shape". Normal wear and tear does not make a club non-conforming if it was originally conforming as long as it is fit for play. A player may not borrow a club from another person playing to substitute a damaged one, nor assemble one from any spare parts that may be carried to repair clubs. If a club damaged in the normal course of play is unfit for play it may be replaced or repaired. Repair means to return the club to its original state. If

two players are sharing clubs, the combined total clubs for both players must not exceed fourteen. The penalty for carrying, but not using, an illegal club any non-conforming club or in excess of 14 is two strokes or loss of hole for each hole up to a maximum of two that was played while in violation. Any club carried in violation of Rules iii or must be declared out of play to the marker or an opponent immediately upon discovery or the penalty is disqualification. The penalty for using a non-conforming club or more than 14 different clubs to make a stroke at the ball is disqualification. Rule 5 "Ball" Balls must conform to the specifications of Appendix III, and may be required to be on a list of pre-approved balls. Other players may dispute that a ball is unfit. An error in procedure or the lifting of a ball without good reason is a one-stroke penalty. A ball that breaks in pieces during a stroke is replaced and played without penalty, and the stroke made at the broken ball is cancelled does not count. Rule 6 "Player" Players and caddies are responsible for knowing the rules, and players are responsible for the rules infractions of their caddies. The player himself is responsible for the scores recorded and must review the scores and raise any disputes before returning the scorecard. The rule further defines procedures for suspension and resumption of play. Rule 7 "Practice" A player may practice on the course on the day of a match play competition, but must not practice on the course on the day or between rounds of a stroke play competition. Practice in designated areas is allowed. A practice swing does not count the difference is generally that a "stroke" is a swing made with the intention of hitting a ball. Rule 8 "Advice" A player must not give advice to a player other than his partner, and must not ask for advice from anyone other than his partner or caddie. Rule 9 "Information as to strokes taken" The number of strokes a player has taken at any given time always includes penalty strokes assessed. Rule 10 "Order of play" Defines the order of play during match play: The player who tees off first at the first tee is the first player listed on the scorecard if the scorecard was arranged by authorities; otherwise it is decided by lot or other equitable means. The player with the lowest score on the previous hole tees off first at the next hole. During play of a hole, the player whose ball is farthest from the hole plays next; if that cannot be determined, any equitable system including by lot coin flip or mutual agreement may be used. A player who plays out of turn incurs no penalty, but the opponent who should have played next may require that the stroke be cancelled and replayed at the proper time. Essentially the rules are the same as for match play see previous , except that players may not demand a stroke made out of turn be cancelled, and instead course officials may disqualify players or groups that agree to play out of turn to give an advantage. Rule 11 "Teeing ground" A player making their first stroke must do so from within the teeing ground, and may use an approved tee. The player may stand outside the teeing ground to play a ball within it. A ball that falls off the tee when a stroke is made at it counts as a stroke, and the ball must be played as it lies. Teeing off from outside the teeing ground is a two-stroke penalty in stroke play and a ball must then be played from the teeing area. The stroke made from outside the teeing area and subsequent strokes made at that ball do not count. Rule 12 "Searching for and identifying ball" A player is not necessarily entitled to see his ball when making a stroke at it. When searching for a ball, the player may generally move and bend long grass and similar, but in doing so must not improve his lie or remove obstructions to his swing or the path of the ball. There is a one-stroke penalty for moving the ball in general while searching for it, except that there is no penalty in any of the following though the ball must be replaced: When searching for a ball believed to be buried in loose sand, the player may uncover the ball to identify it, but must then replace the sand that was removed to recreate the original lie. When searching for a ball in any hazard, loose impediments may be moved to identify the ball, but must then be replaced to recreate the lie as with sand. A ball that is moved must be replaced without penalty unless the player chooses to relieve the ball from the hazard under rule The Rule provides requirements for the situation in which a ball is permitted to be lifted, and procedures to follow when permitted, and prescribes penalties for varying severity of infraction. Rule 13 "Ball played as it lies" The ball must be played as it lies except as otherwise provided in the rules. The rule gives specific actions that are, and that are not, infractions. The rule provides for various exceptions. Rule 14 "Striking the ball" Strokes must be made with a "fair" swing of the club at the ball, and not by pushing, scraping, cupping or other means. The rules provide for some exceptions and also allow the USGA to make rulings on equipment and uses of same at any time. Certain exceptions apply which are generally covered by other rules. Rule 15 "Substituted or wrong ball" A

player must complete the hole with the same ball played from the teeing ground of the hole unless a substitute ball is introduced as provided in other rules. The actual strokes made by a player at a wrong ball do not count. The rule provides for exceptions and for specific cases. Rule 16 "Putting green" General rules: A player may lift his ball from the green to clean it, but must mark its position and must not lift it when another ball is in motion. Players may repair ball impact marks and damage from old holes whether or not they were made by the player and whether or not their ball is on the green. Moving a ball or ball marker during this process incurs no penalty if the ball or ball marker was moved for that express purpose and is replaced. No other damage may be repaired. Exceptions are allowed for practice greens or the green of the previous hole unless course authorities have disallowed it. A player must not make a putt while another ball is in motion, but there is no penalty if the stroke was made in turn. Various notes define particular nuances; a significant one is that any player within reach of the flagstick is attending it, and if the player notices and does not object, they have authorized it by default. When the flagstick is attended, removed, or held up with authorization. If the attendant fails to remove the flagstick, or does not move from the line of putt thus causing the ball to strike them, even if the player had wished them to do so, the player still incurs the penalty. However, if an opponent or fellow-competitor attends the flagstick in the hole and fails to remove it for the purpose of making the player incur the penalty, the opponent incurs a two-stroke penalty under Rule and may be disqualified for a serious breach of that rule. The flagstick must be removed from the hole when putting to remove a potential advantage to the player of having the flagstick stop the ball from rolling over the top of the hole. There are certain situations where the penalty does not apply, including searching for a lost ball. There is no penalty. The owner of the moving ball must play it as it lies after it comes to rest. If it was deliberate, Rule applies and a two-stroke penalty or loss of the hole is assessed. If it was deliberate, Rule applies and the opponent loses the hole. In general the ball may only be lifted by the player, their caddie or another person the player has authorized, the ball must be marked if it is to be replaced, and it must be replaced in the marked spot. Re-drops are made without penalty in certain situations. In general a ball to be placed must be placed on the same spot from which that ball or the one it substitutes was lifted or moved. If the lie has changed, the player must place the ball in the nearest lie matching the original lie of the hole, within one clublength of the original spot and not nearer the hole. If the original spot cannot be determined, the ball must be dropped when "through the green" between the tee box and putting green or in a hazard, or placed when on the putting green, as close as can be determined to the original spot. If the ball does not come to rest on the spot where it was placed, it must be replaced without penalty.

Chapter 5 : USGA Rules Official: Doubt As To Procedure | Dan Bubany Golf

In this short video, you'll be introduced to Rule 3 regarding stroke play, which is when a competitor is playing against all of the other players in the field. The video also covers the penalty for failing to "hole out" at the conclusion of a hole.

Although most golf fans think of stroke play first when they think about the game, match play is probably the oldest form of the game. Even though most of the golf we watch on TV are stroke-play events, team competitions such as the Ryder Cup and the Solheim Cup have long used the match-play format – an entirely different approach to golf. Winning a Hole Matches are scored by winning a hole, not by cumulative strokes. Suppose players A and B play a three-hole match. Player A records 3, 4 and 5 for the holes, while Player B records 4, 5 and 3. In stroke play, both would tie with 12 strokes. But in match play, A would win the first hole 3 vs. Player B 4 vs. Player A would win the second hole 4 vs. Player B would win the final hole 5 vs. Player A would win the match, 1 up, because he was one hole ahead at the end of the match. Had A and B tied on a hole, that hole would be "halved" and not affect the scores at all. Winning a Match Although a match is typically 18 holes, this is hardly a given in match play. A match can end in fewer than 18 holes if one player is up by more holes than are left to be played. In that case, the score would be recorded as the number of holes won and the number of holes left. For example, if Player A was ahead by four holes after the 15th is played, the match would be over because there were only three holes left, and Player B could not catch up. In this example, Player A would win, 4 and 3. In most match-play competitions, extra holes will be played until somebody wins one hole and the match. For example, if players A and B were tied after 18 holes and it took three more holes for A to win, the result would be that Player A won in 21 holes. Concessions A unique aspect of match play is the concession. An entire hole can be conceded if one player feels he is too far behind to even halve the hole. And a match can be conceded if one player feels he is too far behind to come back. Penalties Match-play penalties are different from stroke-play penalties. In stroke play, the typical penalty is two strokes. In match play, the general penalty is loss of the hole. Mindset Perhaps the biggest difference is the mindset of match play. Unlike stroke play, all that matters is winning the hole. Because of that, match players tend to adjust their strategy on a particular hole depending on what their opponents are doing. It makes for a very exciting competition. He is the author of the instructional golf book "Ruthless Putting" and edited a collection of swashbuckling novels. Southern was trained in electronics at Forsyth Technical Community College and is also an occasional woodworker.

Chapter 6 : Rules and Decisions

Golf Rules Golf Rule 3 Stroke Play (Video) So the third rule in the golf rulebook covers stroke play. Now stroke play is a fancy name for just the general stuff you see on the TV most weeks.

Rule of the Month: Pete Scholz and Terry McEvilly [Click Here for the Rule of the Month Archive](#) Differences Between Stroke Play and Match Play As the golf season moves into summer and clubs begin to provide a variety of competition opportunities, it is important to understand the differences between stroke play and match play. While many competitions will have a stroke play qualifier followed by match play, Rule prohibits playing both forms of golf simultaneously. When the two forms of play are combined and a rule situation occurs, it may be impossible to get a final ruling that is equitable to both forms and may result in the players being disqualified from the stroke play competition and the match declared null and void. The biggest difference in the two forms of play is the number of golfers a player may be playing against at any given time during a competition round. In stroke play, every player is competing against every other player in the competition. But in match play, a player will be competing against only one or two other players in the same grouping, depending on the format. A competitor in stroke play expects every golfer in the field to adhere and enforce the Rules properly. This month we look at the differences between match and stroke play by offering ten scenarios where you must decide if the situation pertains to stroke play, match play or both. The player plays it as it lies. The stroke for a ball played from the wrong teeing ground is cancelled without penalty and replayed from the correct teeing ground. At the end of the round, a score card must be returned to the Committee as soon as practicable. Players agree to disregard a penalty incurred by one of them and are disqualified. A player is uncertain of a procedure and completes the hole with two balls. A player is disqualified for failing to hole out. Practice on the course is prohibited on the day of the competition prior to the round. There is no penalty for playing out of turn. There is no penalty to either player. In stroke play, Rules and require the player to play the ball as it lies. However, in match play, Rule allows the player to choose to either play the ball as it lies or cancel the stroke and replay without penalty. Only in match play is this breach without penalty. Rule allows the opponent to cancel the stroke and require the player to replay from the correct teeing ground. Alternatively, the opponent may require the player to play the ball as it lies without penalty. However, in stroke play, the player incurs a two-stroke penalty and must correct the error by putting a ball into play from the correct teeing ground before teeing off on the next hole. Rule requires the Committee to provide every competitor in a stroke play competition with a score card and Rule requires the player to return the score card as soon as practical after the round. Generally, in match play, the players are only required to report the result of the match to the Committee and will not be issued score cards. Regardless of the form of play, Rule prohibits players from agreeing to disregard any Rule or penalty. Any player involved with the agreement is disqualified. However, while a player in a match may choose to ignore a breach of a Rule by an opponent, he or she must not discuss or agree with the opponent that they are overlooking the breach. Rule Doubt as to Procedure is only applicable in stroke play. If uncertain of how to proceed, the player may complete the hole with two balls. In match play, if players are unable to agree upon the proper procedure, the player whose ball is involved must proceed as they see fit and if the opponent disagrees, the opponent may make a claim See Rule Rule requires every player in a stroke play competition to hole out on every hole before teeing off at the next hole. Failure to do so results in disqualification for the round. In match play, if a player picks up without holing out and without a concession of the next stroke from the opponent, the player incurs a loss of hole penalty unless the player corrects the error by replacing the ball and holing out before playing from the next teeing ground. In which case, the player would incur one penalty stroke see Rules and However, in match play, since both players will be starting at the same time, they both have the same opportunity to practice on the course prior to the start of their match. Regardless of the form of play, there is no penalty for playing out of turn. However, when a player plays out of turn in match play, the opponent may immediately require the player to cancel the stroke and play in the proper order See Rule Also, in match play, there is no penalty if the ball was moved while searching for it. Only in match play are players

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allowed to discontinue the match by agreement for any reason. The one stipulation is that the competition must not be delayed. In stroke play, rainy weather is not a valid reason for discontinuing play unless ordered by the Committee. See Rule for further guidance on discontinuing and resuming play.

Chapter 7 : The Rules of Golf in Plain English, Table of Contents

RULE 3. STROKE PLAY General; Winner Competitor playing the stipulated round(s) in the fewest strokes, gross score or net score, is the winner.

Chapter 8 : Rules of Golf: Rule 3 - Stroke Play

the rules of golf & golf equipment The fast and simple way to access the complete Rules of Golf or search our extensive equipment database to find out if your clubs and balls conform to the Rules Refine search.

Chapter 9 : Rules of golf - Wikipedia

And yet, in stroke play competitions, this is what every player should do when they have a doubt as to the correct application of a Rule and are unsure of how to proceed. Let's take a look at the salient points of Rule , Stroke Play - Doubt as to Procedure.