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Rules of Golf Clinic



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UHSAA/Utah PGA High School Golf Rules and Competition Clinic



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Spirit of the Game!



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Golf is played, for the most part, *without supervision of a referee or umpire. 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, irrespective of how competitive they may be.*

This is the spirit of the game of golf.



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Always be honest with your score!

Count every shot, including “whiffs”. It is better to post a high score and save your reputation than alter your card.

Spirit of the Game:

- While others are playing- stand at a safe distance preferably facing the player at the 4 o' clock position.
- If someone else is playing from the tee, do not tee your ball until they have played.
- Do not walk, talk, or create a disturbance while another player is playing.

Etiquette

- **Respect and take care of the golf course.**
- **Repair divots and ball marks.**
- **Rake bunkers.**
- **Pick up all trash especially yours.**
- **Leave bags and heavy objects off of greens and never damage a green by taking a divot or making a mark.**
- **Do not walk on another players line of putt.**

UHSAA-Dress Code.

- No denim.
- Boys- may wear shorts.
- Must wear uniform shirts at the State Competitions.
- Shorts or skorts are ok for girls as long as they are no more than 4 inches above the knee
- Collard shirts- Mocks okay.
- Always look clean and presentable.

Pace of play

- The easiest way to stay on pace is walk quickly between shots and holes. Visit as you walk.
- There should never be an entire hole open in front of you.
- You have 5 minutes to search for lost or OB balls.
- If you are not within one-half hole of the group in front of you- you are out of position and must pick up the pace!



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UHSAA RULES OF COMPETITION

- No motorized equipment (carts) can be used by players during play of a UHSAA
- No electronic devices (range finders, cell phones, or MP3 players) can be used during play.
- Poor sportsmanship, bad language or tempers will not be tolerated. Penalties will be given to those who act out. This includes parents, students, or coaches.

UHSAA RULES OF COMPETITION.

- All UHSAA Golf Championships will use a Modified Stroke Play Scoring System. Contestants will pick up after reaching a maximum score of ten (10) on any hole of a competition.
- UHSAA Boys Competition Formats- 36 Holes Stroke Play. Rule 3 Stroke Play.
- No spectator carts will be given out at the State Tournaments.
- The Region Coaches and their UHSAA Region Representative are the Committee for Region Events.
- The UHSAA and the PGA are the Committee for State Competitions.
- Visit the UHSAA at uhsaa.org or Jan Whittaker for further details.





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Etiquette

Player with the lowest score on the previous hole gets to tee off first.



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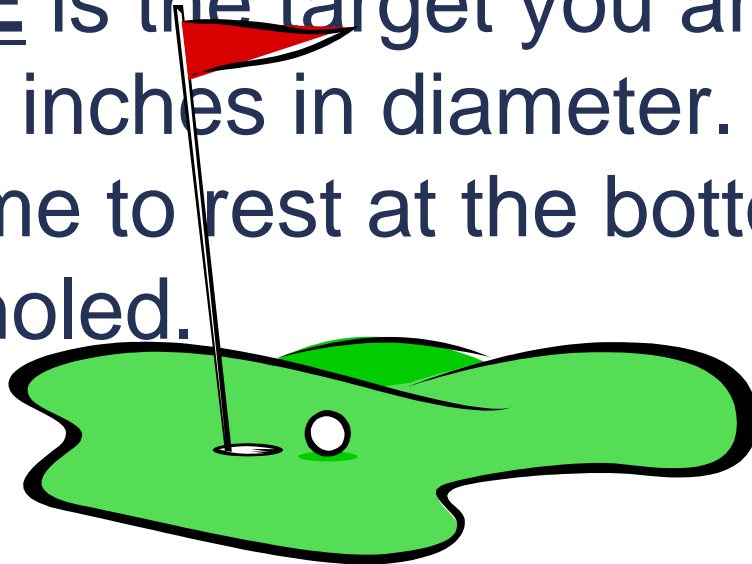
Definitions

ORDER of Play- Honors

- On the first tee- The person listed first on the scorecard or tee-sheet goes first and then players follow in subsequent order.
- On the tee- the person who had the lowest score on the previous hole tees first and so on. Ties are played in the previous tee order.
- In the fairway- The player furthest from the hole plays first.
- The green- Same as fairway but short putts that don't interfere with other players may be putted out.

Flag Stick & Hole

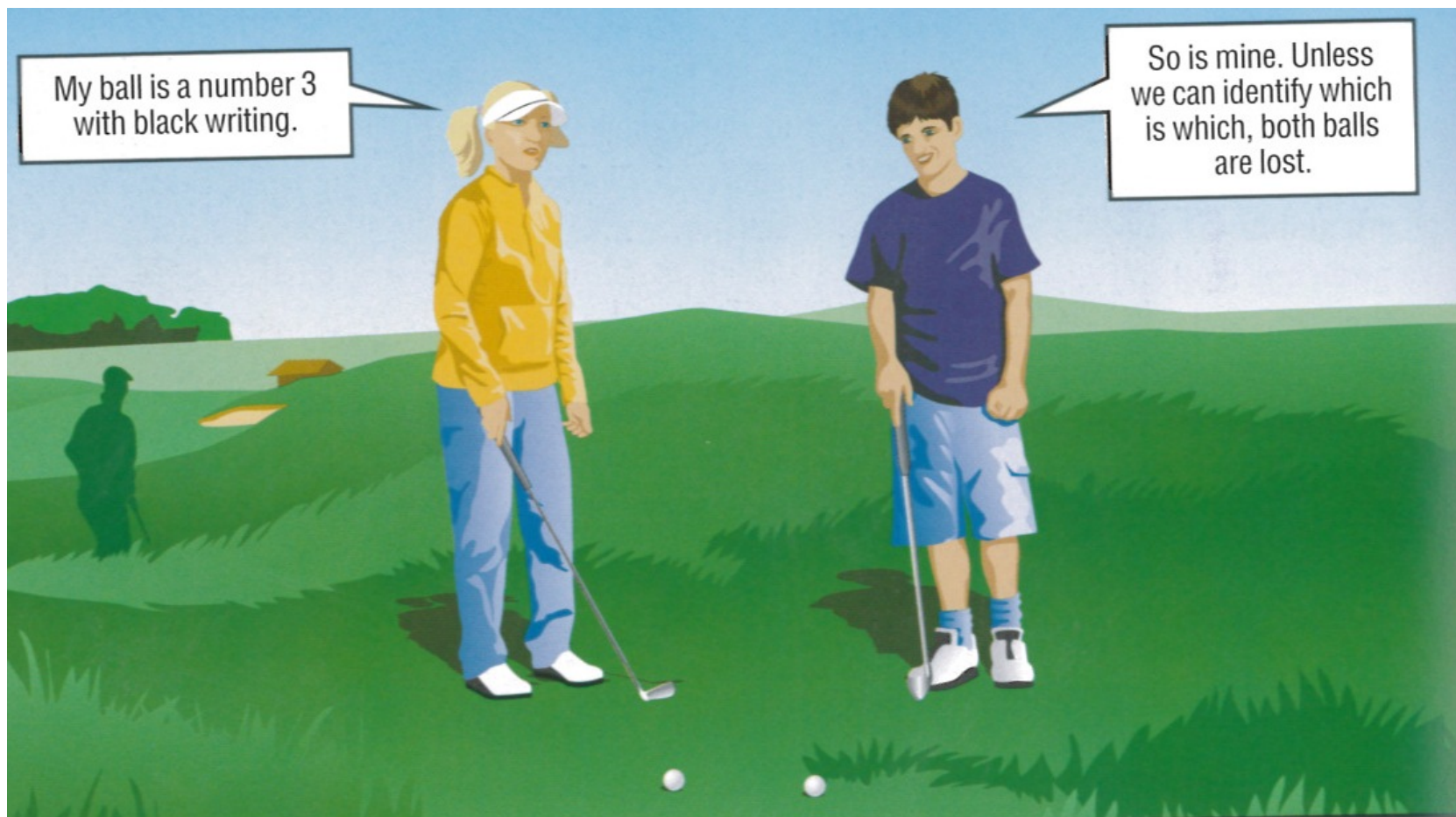
- The **FLAGSTICK** is a moveable straight indicator, with or without bunting or other material attached, centered in the hole to show it's position.
- The **HOLE** is the target you are trying for. It is 4&1/4 inches in diameter. Your ball has to come to rest at the bottom to count as holed.



The Ball

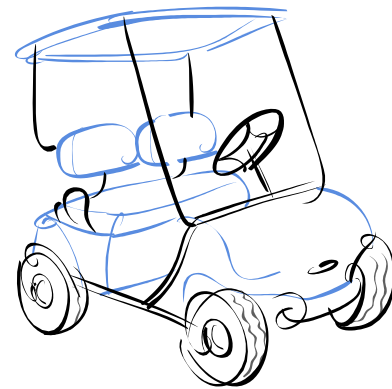
- Use only USGA Rule Conforming Golf Balls.
- Mark your ball with your own special mark. You must be able to prove it's your ball.
- Always check that it's your ball before playing a shot. Finish the hole with your correct ball.
- Never touch or move your ball during the play of a hole unless the rules allow it.

Unable to identify golf ball.



Equipment

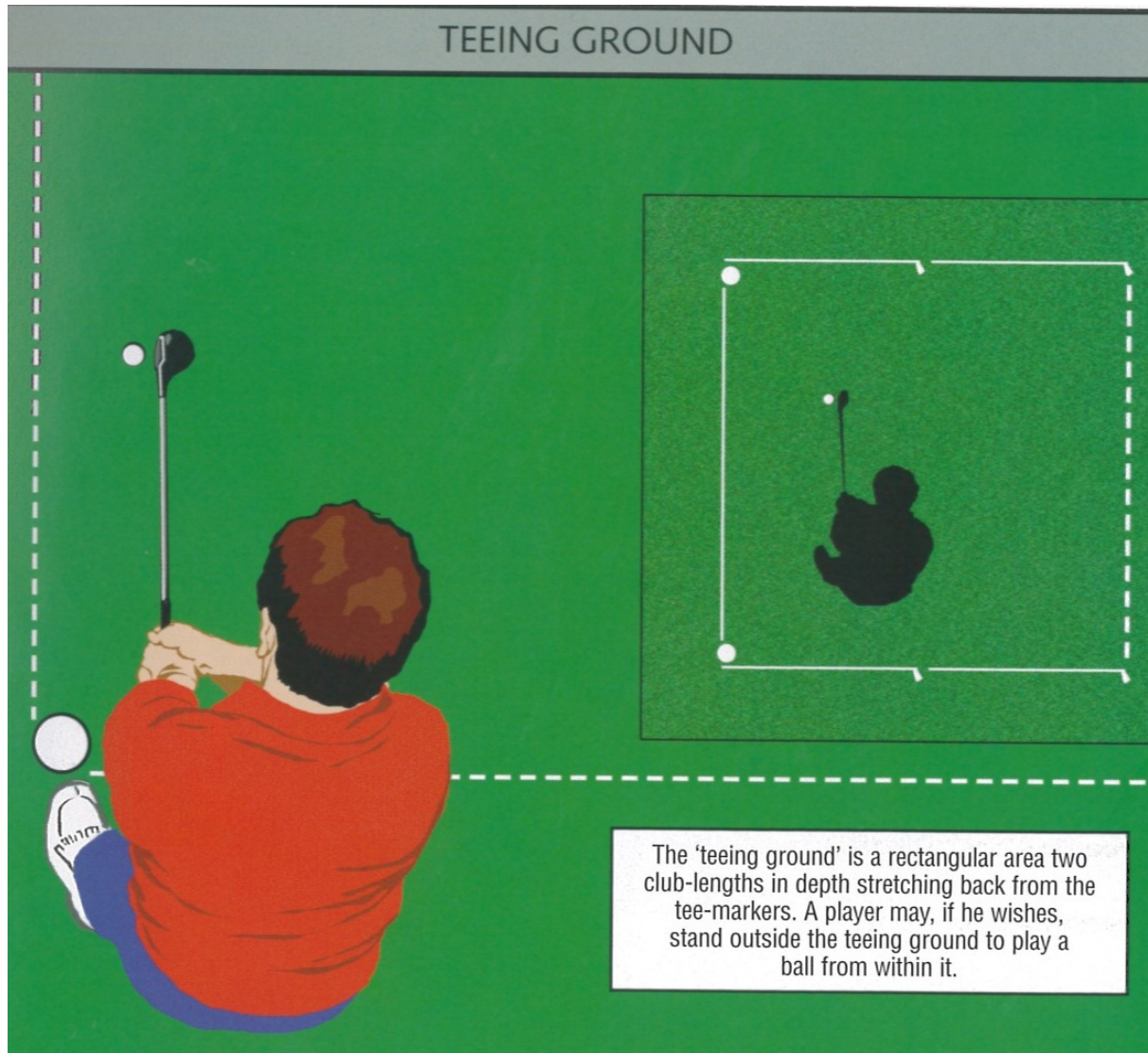
Equipment is anything used, worn or carried by the player or anything carried for the player by his partner or either of their caddies, except any ball he has played at the hole being played and any small object, such as a coin or a tee, when used to mark the position of a ball or the extent of an area in which a ball is to be dropped. Equipment includes a golf cart, whether or not motorized.



Clubs – Selection & Addition

- The player must not start a stipulated round with more than **14 clubs**. He is limited to the clubs thus selected for that round, except that if he started with fewer than 14 clubs, he may add any number, provided his total number does not exceed 14.

Teeing Ground



The 'teeing ground' is a rectangular area two club-lengths in depth stretching back from the tee-markers. A player may, if he wishes, stand outside the teeing ground to play a ball from within it.



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BUNKER

A bunker is a hazard consisting of prepared area of ground, often hollow, from which turf or soil has been removed and replaced with sand or the like.



Water Hazards

- Water Hazards- Yellow Lines or Stakes.
- Usually lakes- you must play over them.
- One stroke penalty to take relief.
- Lateral Water hazards- Red Lines or Stakes.
- Usually streams or rivers that run parallel to a hole.
- On stroke penalty to take relief but has more options.



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The Rules

PLAYING GOLF MADE SIMPLE

- Strike the ball fairly.
 - Find it.
 - Don't move it.
 - Hit it again.
- Repeat until you hole out.
- Record an accurate score!

GENERAL POINTS- Prior to Starting

- Know the format.
- Read the local rules sheet.
- Check your scorecard and know who your marker is.
- Count your clubs.
- Be to the tee on time!
- Mark your ball. Have plenty of them in-case.
- Be ready when its your turn and Play at a good pace!

GENERAL POINTS- During Play

- Don't ask for advice from anyone but your coach. Teammates aren't partners and parents have no status!
- Don't Play any practice shots during the play of a hole!
- Ensure that your scorecard is complete and accurate! Check several times during the round. Turn it in promptly.
- Make sure you give an accurate score to your marker on each hole and that it is recorded correctly. Both your signature and the markers are required on the scorecards.
- Make sure you talk about any doubtful points with the Committee.



Starting Time

- It is your responsibility to know what your tee time is.
- Always be to the golf course at least 20-30 minutes early
- Be to your starting tee 5 minutes early.
- Being late can cause a penalty for you and in turn, your team.

The Putting Green

- Touching the line of putt.



The Putting Green

- Removing loose impediments on line of putt.

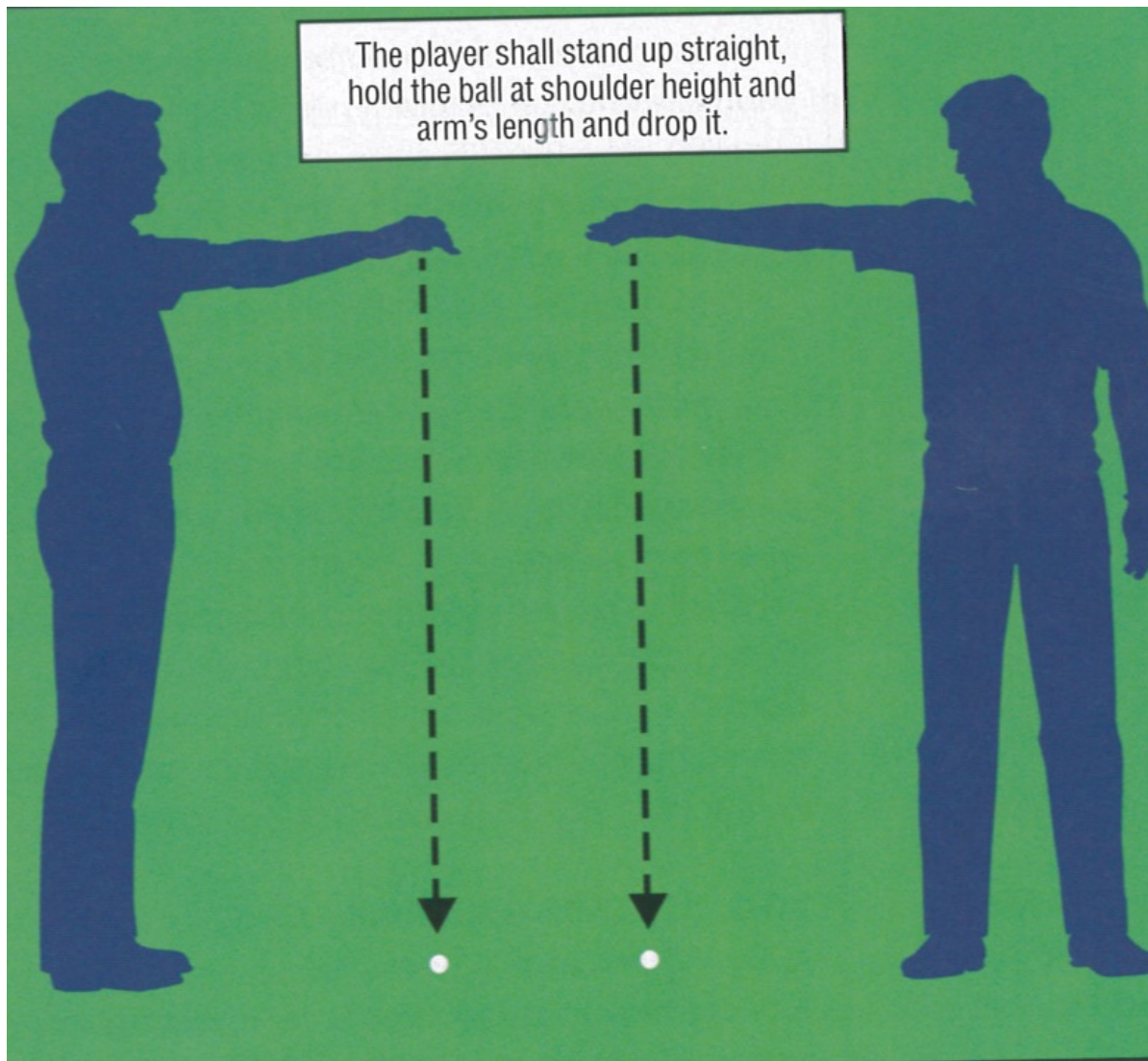


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Rule 20

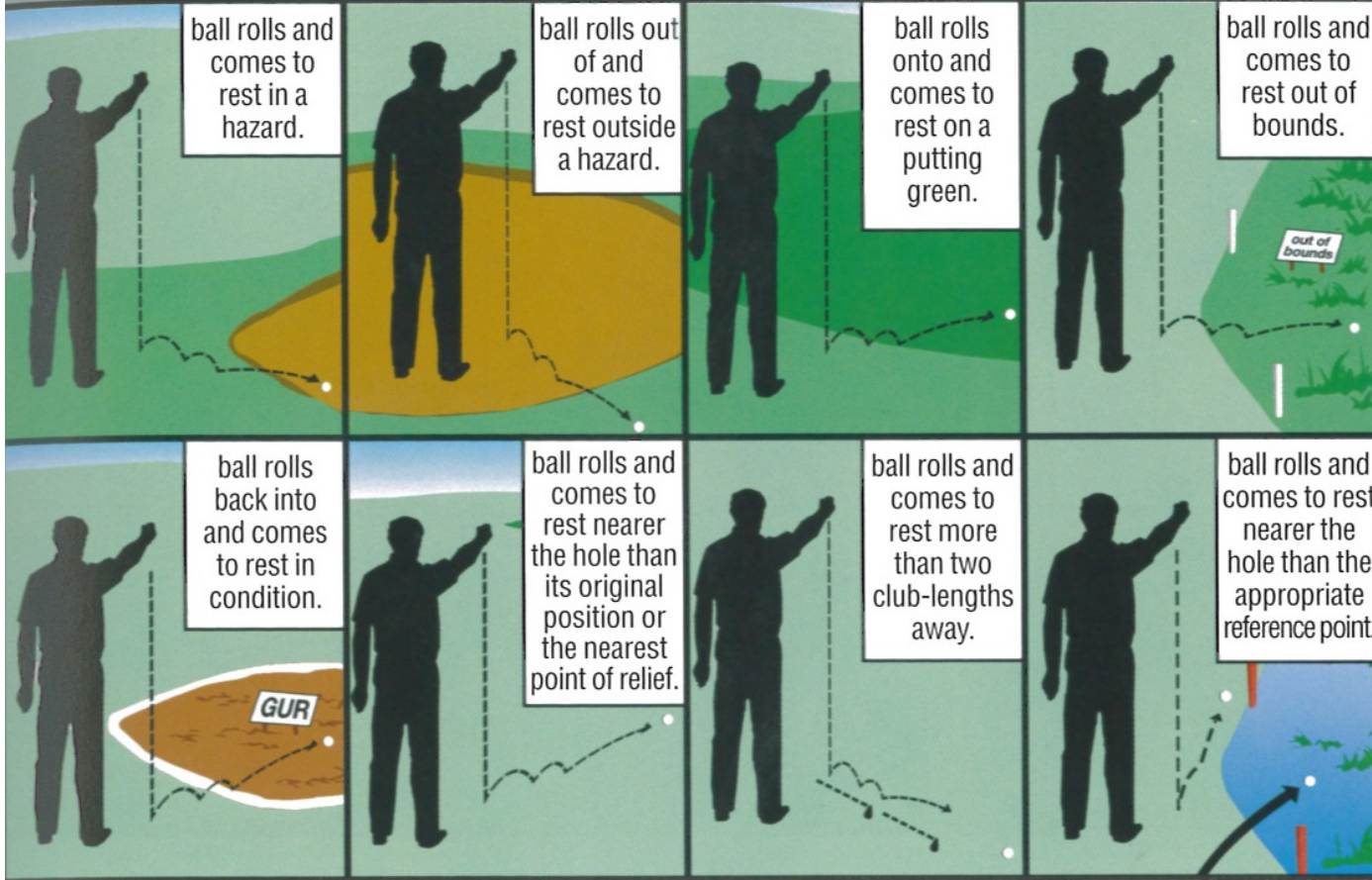
Lifting, dropping
and placing.

Dropping a Ball



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WHEN TO RE-DROP BALL

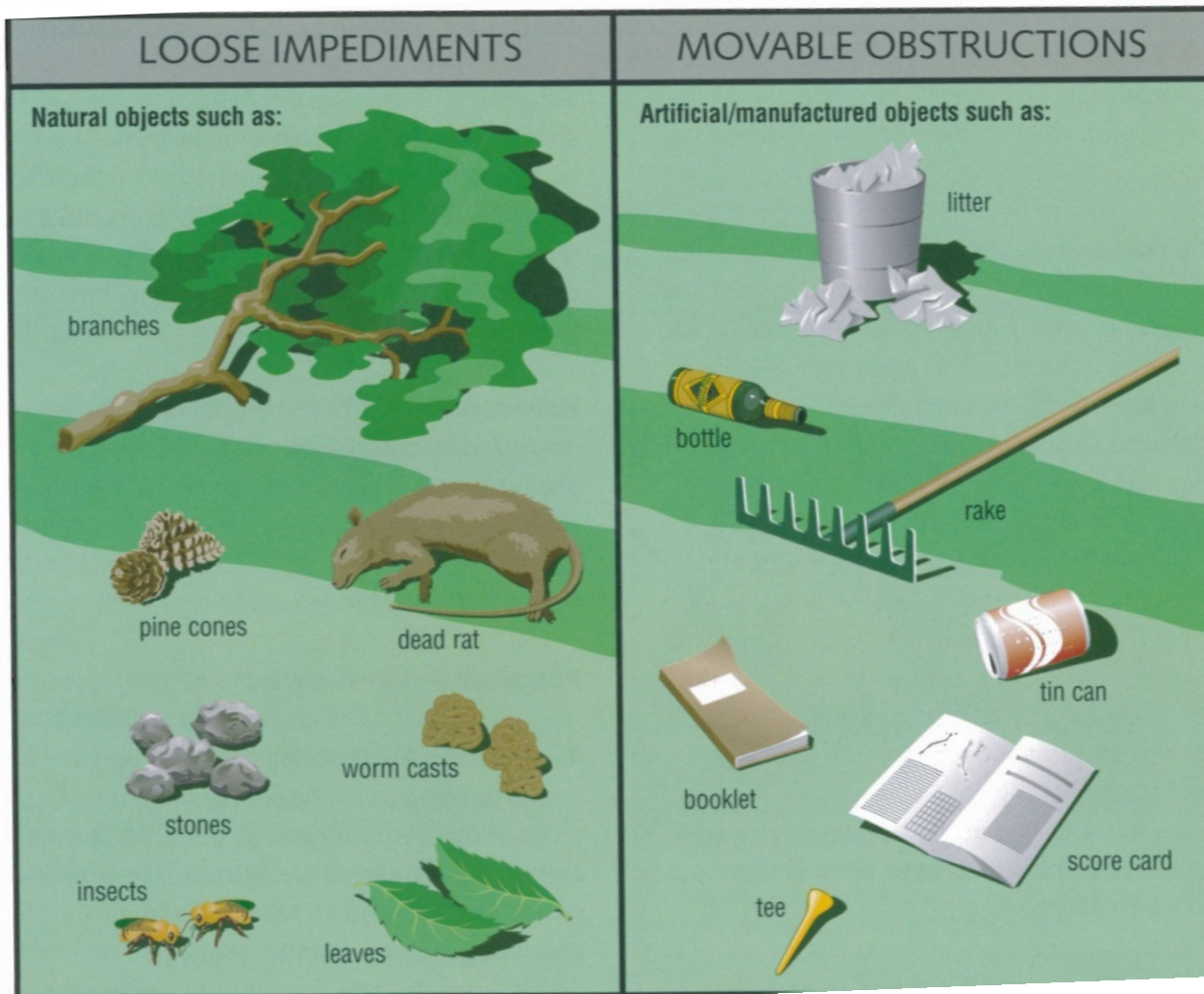


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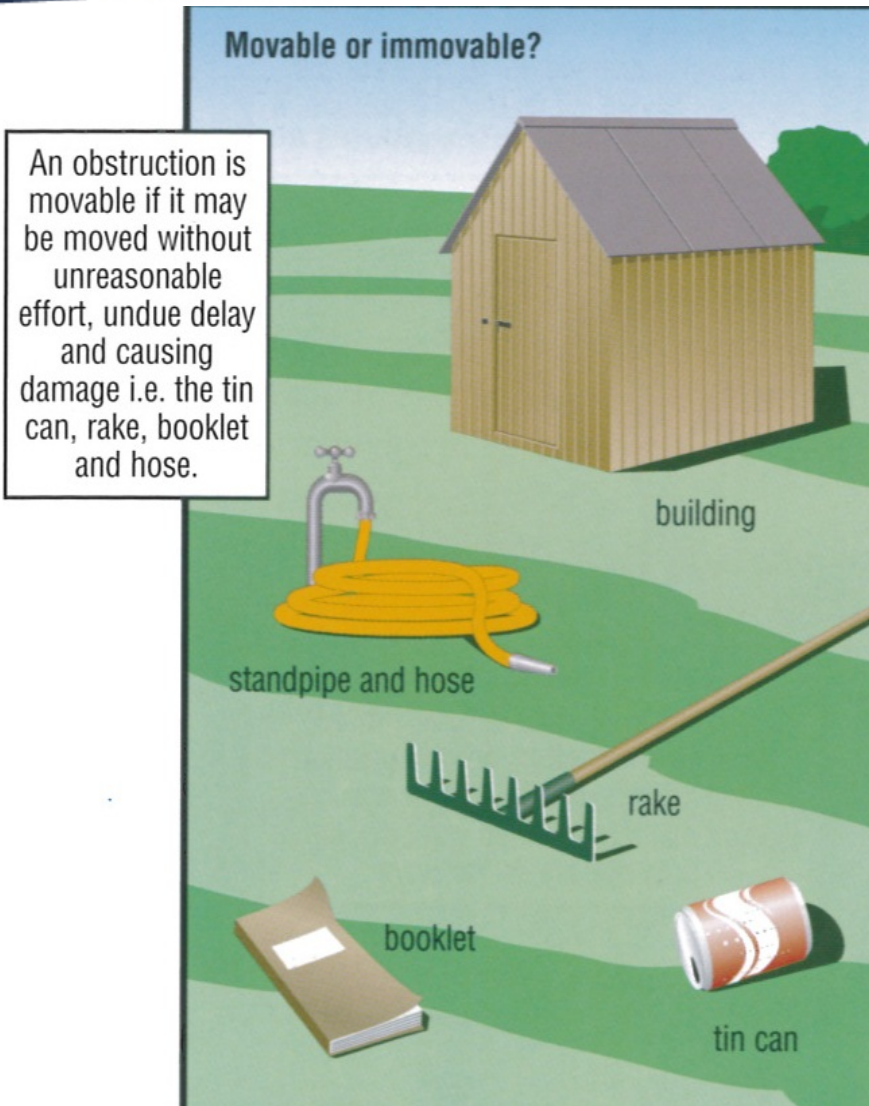
Rule 24

Obstructions

Impediments & Obstructions



Obstructions



Relief Situations

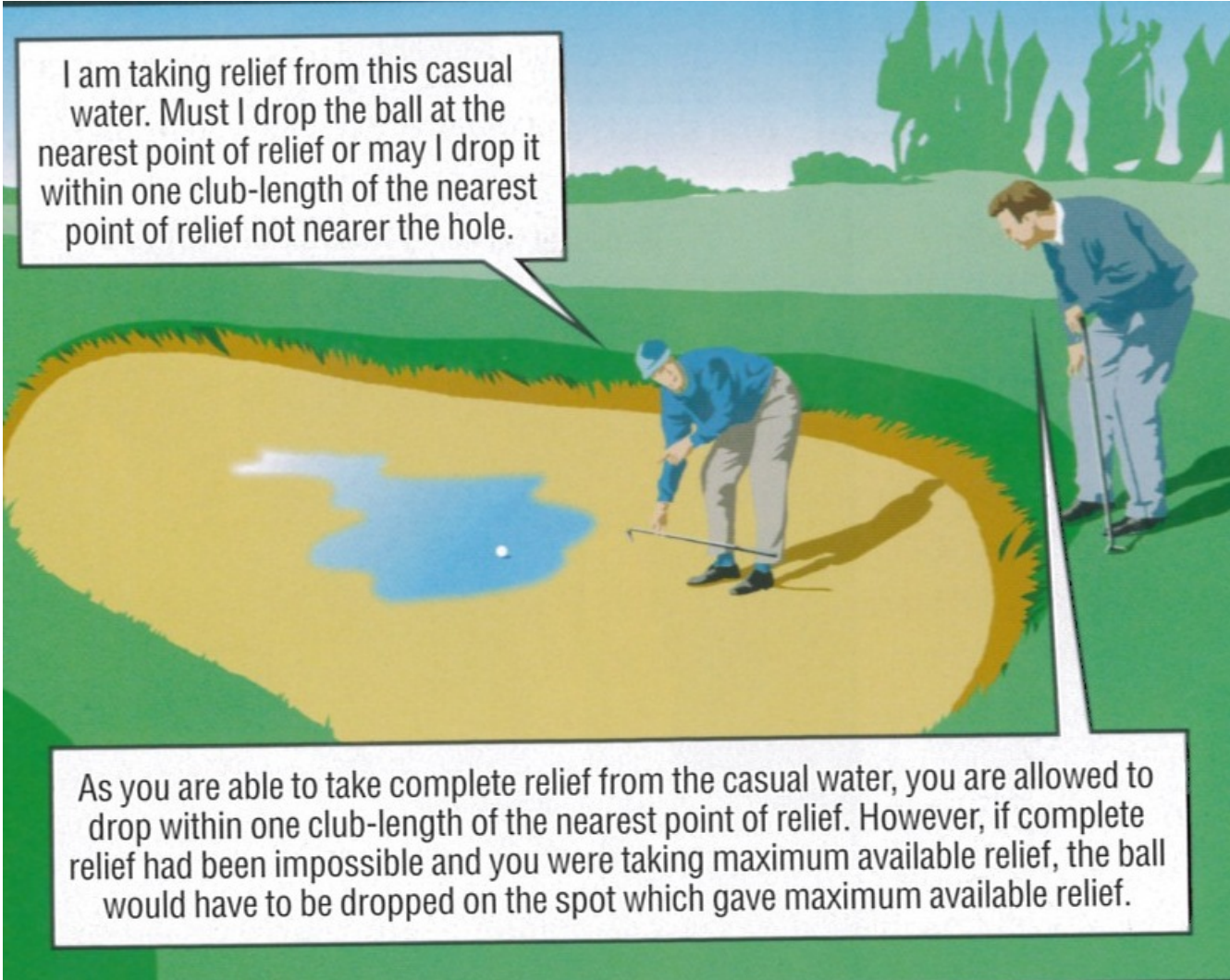


- You may drop your ball within one clublength of and not nearer the hole than the nearest point of relief.

Rule 25

Abnormal Ground Conditions & Embedded Ball

Ball in casual water in bunker



I am taking relief from this casual water. Must I drop the ball at the nearest point of relief or may I drop it within one club-length of the nearest point of relief not nearer the hole.

The illustration shows a golfer in a blue shirt and grey pants standing in a bunker with a small pool of water. He is using a club to move the ball. Another golfer in a blue suit stands on the green nearby, watching. The background features a green landscape with trees under a blue sky.

As you are able to take complete relief from the casual water, you are allowed to drop within one club-length of the nearest point of relief. However, if complete relief had been impossible and you were taking maximum available relief, the ball would have to be dropped on the spot which gave maximum available relief.



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Embedded Ball

- A ball embedded in its own pitch-mark in the ground in any closely mown area through the green may be lifted, cleaned and dropped, without penalty, as near as possible to the spot where it lay but not nearer the hole. The ball when dropped must first strike a part of the course through the green. "Closely mown area" means any area of the course, including paths through the rough, cut to fairway height or less.

Rule 26

Water & Lateral Water Hazards

Water & Lateral Water Hazards

- Water hazard margins are identified by **YELLOW** stakes or lines.
- Lateral water hazard margins are identified by **RED** stakes or lines.

Water Hazards

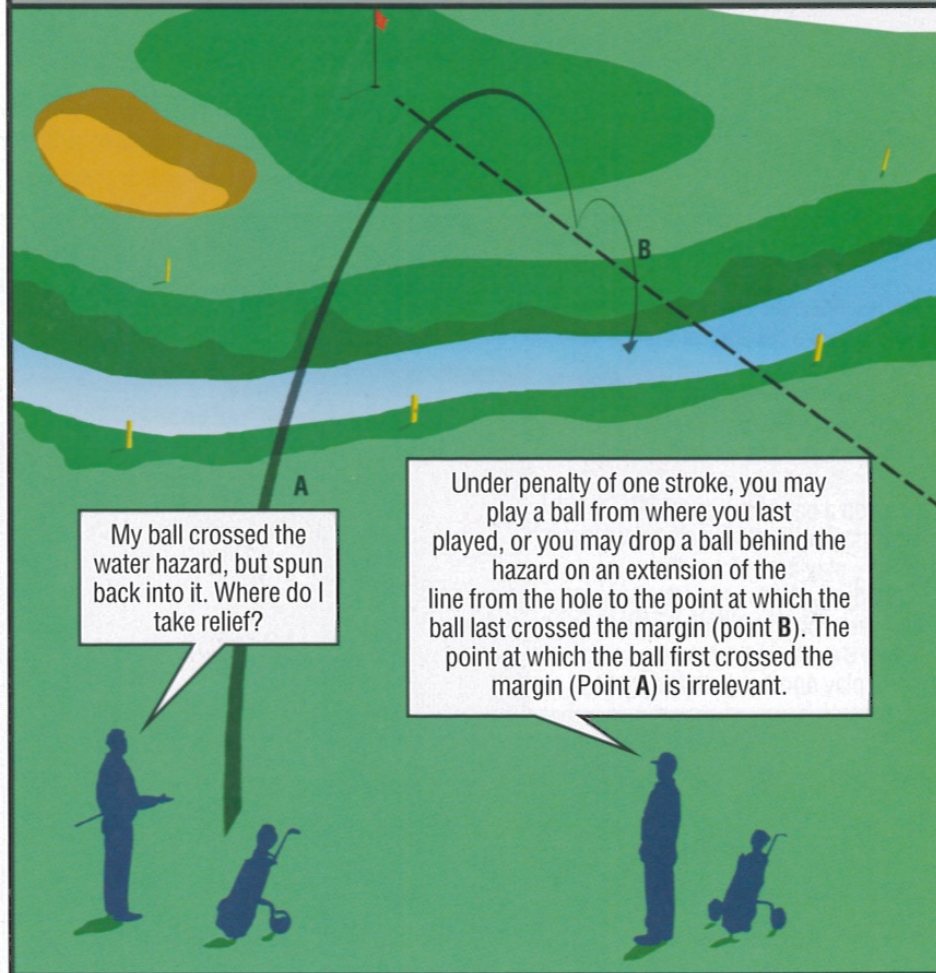
Water hazard margins are identified by **YELLOW** stakes or lines.

- A "*water hazard*" is any sea, lake, pond, river, ditch, surface drainage ditch or other open water course (whether or not containing water) and anything of a similar nature on the course . All ground and water within the margin of a water hazard are part of the water hazard.

Water & Lateral Water Hazards

- Lateral water hazard margins are identified by RED stakes or lines.
- A "*lateral water hazard*" is a water hazard or that part of a water hazard so situated that it is not possible, or is deemed by the Committee to be impracticable, to drop a ball behind the water hazard in accordance with Rule 26-1b. All ground and water within the margin of a *lateral water hazard* are part of the lateral water hazard.

BALL CROSSING MARGIN OF WATER HAZARD



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RELIEF FROM LATERAL WATER HAZARD

The player has played a ball from the tee (Point A) into the lateral water hazard at Point B. It last crossed the margin of the hazard at Point C and the point on the opposite margin, equidistant from the hole is Point E.

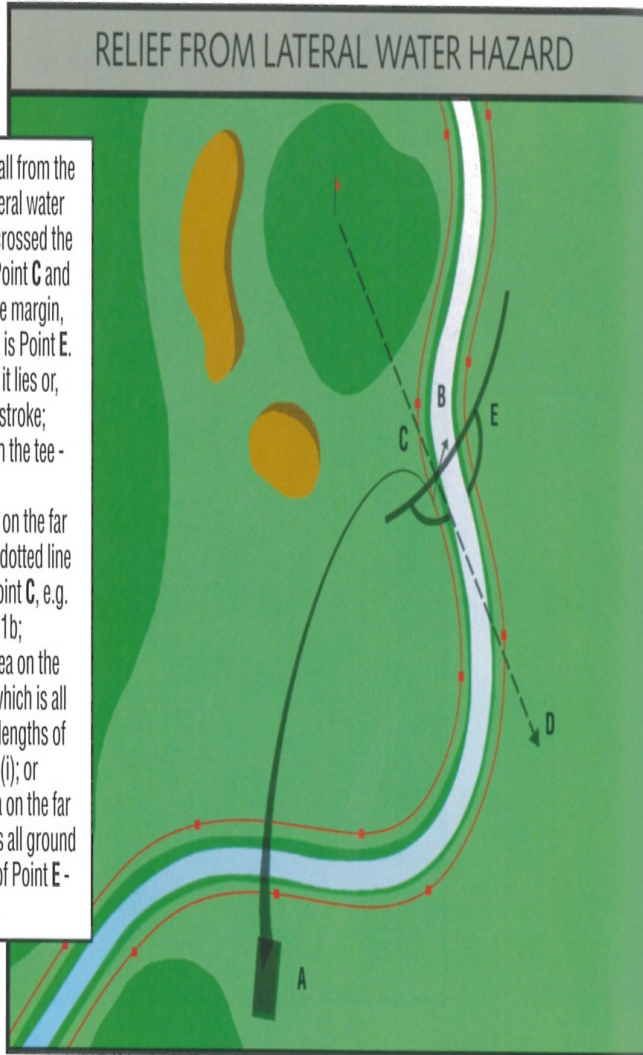
He may play the ball as it lies or, under penalty of one stroke;

(i) play another ball from the tee - Rule 26-1a;

(ii) drop a ball anywhere on the far side of the hazard on the dotted line from the hole through Point C, e.g. Point D - Rule 26-1b;

(iii) drop a ball in the area on the near side of the hazard which is all ground within two club-lengths of Point C - Rule 26-1c(i); or

(iv) drop a ball in the area on the far side of the hazard which is all ground within two club-lengths of Point E - Rule 26-1c(ii).



1. Play it where it lies. No penalty.
2. Drop it within 2 club lengths of the point of entry no nearer to the hole. One penalty stroke.
3. Drop as far back as you would like on a line from the point of entry and the hole. One penalty stroke.
4. Play another ball from the last place played. Usually the tee. One penalty stroke.

Rule 27

BALL LOST OR OUT OF BOUNDS; PROVISIONAL BALL

Rules for Players

- **RULE 27—BALL LOST OR OUT OF BOUNDS; PROVISIONAL BALL**
 - Stroke and Distance; Ball Out of Bounds; Ball Not Found Within Five Minutes
 - Provisional Ball
 - Procedure
 - When Provisional Ball Becomes the Ball in Play
 - When Provisional Ball to be Abandoned

Rule 28

UNPLAYABLE LIE

Rules for Players

- **RULE 28—UNPLAYABLE LIE**
 - Player is the sole judge
 - May drop into another unplayable lie
- **OPTIONS**
 - Two Club Lengths from Where the Ball Lay
 - Keep the Point Where the Ball Lay Between Yourself and the Hole
 - Play another ball from the spot the last shot was played



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**Thank You
for attending.**