Proper relief from penalty areas and "abnormal course conditions"

Leading into our championship season we wanted to give everyone a refresher in the proper way to take relief from penalty areas and abnormal course conditions. Each penalty area will be marked by the committee with red or yellow stakes and/or lines. The abnormal course conditions (such as ground under repair and cart path extensions) will be marked with white lines by the committee. If your ball is not in one of these areas you must play it as it lies subject to our local rule which allows you to improve your lie in your own fairway no closer to the hole and no more than the length of a scorecard.

#### Penalty areas

Penalty areas are marked with yellow or red stakes/ lines. The procedure for taking relief from a penalty area differs depending on the color of the stakes. For each option you are charged with a one stroke penalty.

Yellow stakes options (see diagram attached)

- 1. Play a ball from the spot where you played the previous shot; or
- 2. Identify the point where the ball crossed into the penalty area (or the point where you reasonably believe it crossed) and drop the ball as far back as you wish from the penalty area on a line from the pin through the point where the ball crossed in to the penalty area. Once you decide how far back on that line you wish to go drop the ball on the line. You then get one club length from that point to drop the ball no closer to the hole.

Red stakes options (see diagram attached)

- 1. You have the same options as you would for a yellow staked penalty area or,
- 2. You can drop a ball within two club lengths of the spot (or reasonably estimated spot) from where the ball crossed into the penalty area, no closer to the hold.

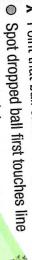
Abnormal course conditions (no penalty or "free drop)

If you are in an area marked by the committee with a white line or otherwise in an area with an immoveable obstruction (such as a cart path) or temporary ("casual") water you always have the option of playing the ball from that spot. Alternatively, you may drop the ball with no penalty outside of the lined area, the obstruction or the temporary water. The drop must be from nearest point of relief no closer to the hole regardless of whether that relief point is in the fairway or rough. You are entitled to take complete relief, stance and swing, from the lined area, obstruction or temporary water before establishing the relief point. You then may drop the ball within one club length of that relief point again no closer to the hole. The diagrams attached illustrate the point.

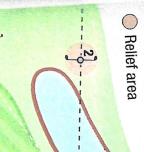
If you have questions about these procedures please contact one of the members of the rules committee.

#### DIAGRAM #2 17.1d: RELIEF FOR BALL IN RED PENALTY AREA

X Point that ball entered the penalty area



Reference point







to take relief, the player has three options, each for one penalty stroke. The player may: When it is known or virtually certain that a ball is in a red penalty area and the player wishes (1) Take stroke-and-distance relief by playing a ball from a relief area based on where the

(2) Take back-on-the-line relief by dropping a ball outside the penalty area, keeping point X previous stroke was made.

between the hole and the spot where the ball is dropped.

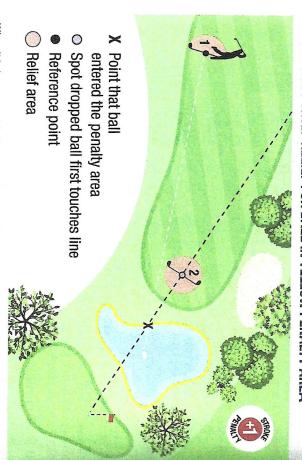
3 Take lateral relief (red penalty area only). The reference point for taking relief is point X, and a ball must be dropped in and played from the two club-length relief area, which is no nearer the hole than point X.

(3) Lateral Relief (Only for Red Penalty Area). When the ball last crossed the edge of a red penalty area, the player may drop the original ball or another ball in this lateral relief area (see Rule 14.3):

Reference Point: The estimated point where the original ball last crossed the edge of the red penalty area.

Size of Relief Area Measured from Reference Point: Two club-lingths, but with

### DIAGRAM #1 17.1d: RELIEF FOR BALL IN YELLOW PENALTY AREA



When it is known or virtually certain that a ball is in a yellow penalty area and the player wishes to take relief, the player has **two** options, each for one penalty stroke. The player may:

- (1) Take stroke-and-distance relief by playing a ball from a relief area based on where the previous stroke was made.
- (2) Take back-on-the-line relief by dropping a ball outside the penalty area, keeping point X between the hole and the spot where the ball is dropped.

adopt a Local Rule denying relief from an *abnormal course condition* that only interferes with the area of intended *stance*).

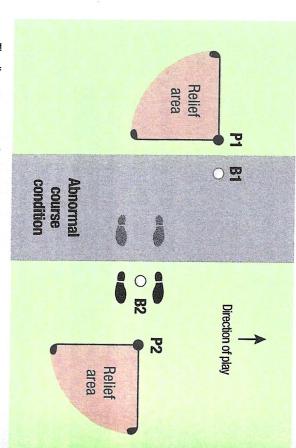
See Committee Procedures, Section 8; Model Local Rule F-6 (the Committee M

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# DIAGRAM 16.1a: WHEN RELIEF IS ALLOWED FOR ABNORMAL COURSE CONDITION

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The diagram assumes the player is right-handed.

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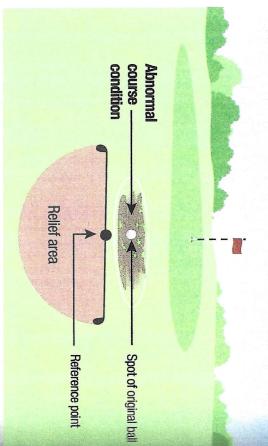
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- Free relief is allowed for interference by an abnormal course condition (ACC), including an
  immovable obstruction, when the ball touches or lies in or on the condition (B1), or the
  condition interferes with the area of intended stance (B2) or swing.
- The nearest point of complete relief for B1 is P1, and is very close to the condition.
- For B2, the nearest point of complete relief is P2, and is farther from the condition as the stance has to be clear of the ACC.

# DIAGRAM 16.1b: FREE RELIEF FROM ABNORMAL COURSE CONDITION IN GENERAL AREA



- Free relief is allowed when the ball is in the general area and there is interference by an abnormal course condition.
- The nearest point of complete relief should be identified and a ball must be dropped in and come to rest in the relief area.
- The relief area is one club-length from the reference point, is not nearer to the hole than the reference point and must be in the general area.
- When taking relief, the player must take complete relief from all interference by the abnormal course condition.

#### 16.1c Relief for Ball in Bunker

If a player's ball is in a *bunker* and there is interference by an *abnormal course condition* on the *course*, the player may take either free relief under (1) or penalty relief under (2):

- (1) Free Relief: Playing from Bunker. The player may take free relief under Rule 16.11 except that:
- The nearest point of complete relief and the relief area must be in the bunker
- If there is no such nearest point of complete relief in the bunker, the player may still take this relief by using the point of maximum available relief in the bunkers as the reference point.