

Yellow Stakes, count stroke into the penalty area, add penalty stroke and option of:

1. replay from prior spot (known as stroke-and-distance)
2. drop on a line that contains the hole and the point of entry into the yellow penalty area not closer to the hole

White Stakes = out of bounds, count stroke hit out of bounds, add penalty stroke and:

- only option is to replay from prior spot (known as stroke-and-distance)

Red Stakes, count stroke into the penalty area, add penalty stroke and option of:

1. replay from prior spot (known as stroke-and-distance)
2. drop on a line that contains the hole and the point of entry into the red penalty area not closer to the hole
3. added option of taking penalty stroke and dropping 2 club-lengths from point of entry into the red penalty area

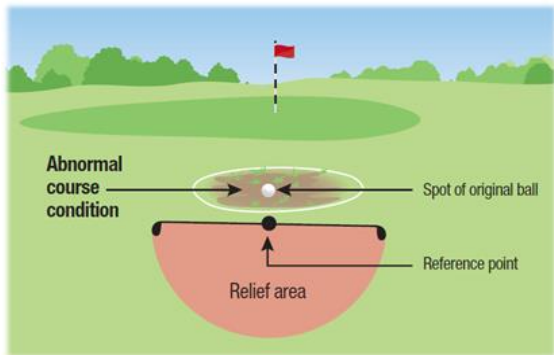
DIAGRAM #2 17.1d: RELIEF FOR BALL IN RED PENALTY AREA



Free Drop = find nearest point of relief and drop within 1 club-length, not closer to hole

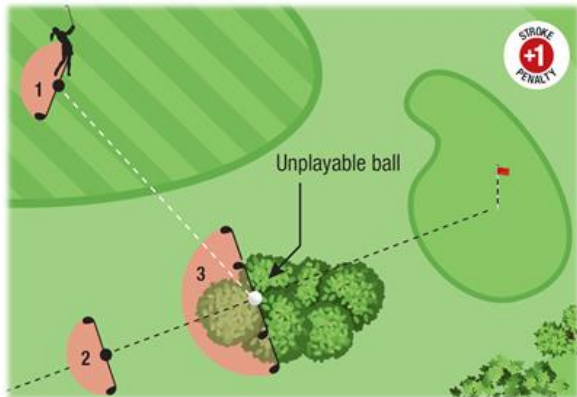
Free relief from

- cart path
- sprinkler head
- embedded ball
- immovable obstructions (shelter hut, sprinkler box, un-natural object that you can't move)
- temporary water
- ground under repair



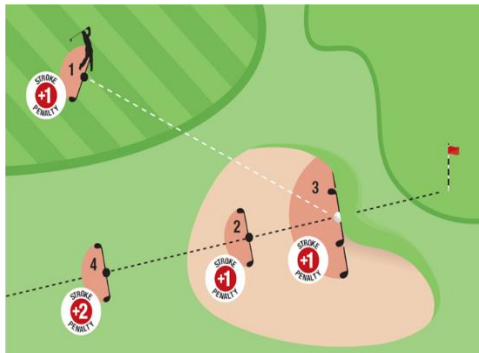
Unplayable Lie

1. replay from prior spot (known as stroke-and-distance)
2. drop on a line that contains the hole where the ball lies, not closer to the hole
3. drop within 2 club-lengths of where ball is, not closer to the hole



Unplayable lie in a bunker, count original stroke into bunker and add a penalty stroke then option of:

1. replay from prior spot (known as stroke-and-distance)
2. drop in the bunker on a line that contains the hole and where the ball lies
3. drop in the bunker, within 2 club-lengths of where ball is, not closer to the hole
4. drop outside the bunker for an additional penalty stroke (2 penalty strokes in total) on a line that contains the hole and where the ball lies, not closer to the hole



Play a 2nd ball, if a ruling is in doubt, you can play a second ball, one ball with each ruling. You should choose which ball will count if the Rules allow it and announce your choice to another player before making a stroke. You keep track of both scores and then get a final ruling when a rules official is available.