

# Bay Area Pinseekers Simplified Rules\*

## Situation (*Know Local Rules for additional relief*) | See Code Below

- Penalty Area (water red) \* — **B, D, or E**
- Penalty area (water yellow) \* — **B, or E**
- Ball Lost or Out of Bounds — **B or Q**
- Hitting wrong ball — **G or M**
- Playing wrong hole - **R**
- Playing from incorrect or outside the tee box, — **J or K**
- Touching sand in bunker in front/behind ball or in backswing— **A or G**
- Unplayable lie \* — **B, C or E**
- Abnormal Ground Condition \* (casual water, GUR, burrowing animal, Local Rule) — **F**
- Advice: Asking/Giving.(Other than public information, direction or yardage) — **A or G**
- Ball at rest moved by:
  - Outside agency — **I**
  - Player, caddie, partner — **B**
  - Player moves ball (e.g.to identify it or slightly improve lie) but does not replace it – **A**  
Important to note that moving the ball is a 1 stroke penalty, while NOT replacing it is a 2 stroke penalty.
  - Competitor, equip. — **I**
  - After marking on the putting green the ball moves - **P**
- Ball accidentally hits self, caddie, or equipment — **I**
- Immovable/Artificial Obstruction (interferes w/ lie, stance or swing) — **F**
- Lifting ball to ID — **N**
- Playing “provisional” ball — **O**

## Code Penalties & Options Legend

- **A:** 2-stroke penalty (General Penalty)
- **B:** Replay from original lie; 1-stroke penalty
- **C:** Drop within 2 club-lengths, not nearer the hole; 1-stroke penalty
- **D:** Drop within 2 club-lengths of where ball last crossed the hazard, not nearer the hole; 1-stroke penalty
- **E:** Drop as far back as you want on a line to the hole from where the ball last crossed penalty area (OR where unplayable ball lies); keep that point between you and the hole; 1-stroke penalty
- **F:** Find nearest point of complete relief PLUS 1 club-length no closer to the hole; no penalty
- **G:** Loss of hole in Match Play
- **H:** 1-stroke penalty
- **I:** No penalty
- **J:** Stroke play — must replay shot; 2-stroke penalty
- **K:** Match play — no penalty, but opponent may require that shot be replayed from correct area
- **L:** Drop within 2 club-lengths of point on opposite side of hazard equidistant to the hole from where it last crossed hazard margin
- **M:** Must play correct ball; 2-stroke penalty (do NOT count strokes made with wrong ball). If

not replayed, Disqualification

- **N:** Mark ball position, lift to ID, then replace ball into same original position and lie. Ball must NOT be cleaned.
- **O:** Whenever original ball may be lost outside a water hazard OR may be OB. Provisional must be played BEFORE going forward to search for original ball
- **P:** Replace the ball, no penalty
- **Q: Local Rule:** drop at an adjacent point on the edge of the fairway plus two club lengths (not nearer the hole) from where you believe your ball crossed the out of bounds perimeter or was lost. Not if you hit a provisional. 2-stroke penalty
- **R:** You must go to the correct teeing area and play the correct hole. 2-stroke penalty. If you do not realize the mistake and tee off on the *following* hole (or turn in your scorecard for the final hole), you are disqualified.

**\*Refer to USGA Rules of Golf for complete understanding**