

2017

CONDITIONS OF PLAY HANDBOOK



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OVERVIEW

PGA Junior League Golf is a fun, social and inclusive opportunity for boys and girls, ages 13 and under, to learn and enjoy the game of golf. Participants wear numbered jerseys and play on teams with their friends, utilizing a popular scramble format that creates a nurturing environment for learning the game.



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SAFETY

Golf is a very safe sport as long as you follow these simple rules:

1. Stop and look before you swing to make sure other players are clear. Also, when you are walking, make sure no one is hitting around you. Have no fear when your path is clear.
2. Rule of 5 – Be sure there are 5 BIG STEPS between you and other players. Always strive to use the Rule of 5.
3. Club Check – Hold your club upside down until it is your turn to swing. If it is not your turn to play, put your club away.
4. Listen to adults because they care about your safety. Don't ignore what you have been told before.
5. Yell *"FORE"*! if your ball comes close to landing near someone else. If the shot you hit is poor, don't forget to yell *"FORE"*!

FUN IN THE SUN

It's great to play outdoors, but don't end up like a piece of burnt toast!

1. Wear sunscreen at all times. If the sun is in the sky, make sure to reapply.
2. Wear a hat. A hat protects your face, which is the most important place.
3. Find shade. When you start to fade, find a spot in the shade.
4. Drink **LOTS** of water. Drink water each day to stay hydrated the right way.
5. Watch for storms and lightning. Thunder can be frightening, but the danger is in the lightning.

ETIQUETTE

Have fun:

- Make friends and say *"hi"* to other golfers.
- Wait your turn.
- Never stand near, or in front of, someone who is hitting their ball.
- Be quiet and stand still while others are hitting.
- Play quickly.
- Listen to and learn from players more experienced than you.

Take care of the course:

- Leave the course better than you found it.
- Walk softly and carefully on the greens.
- Always rake sand before leaving a bunker.
- Repair your divots.
- Fix your ball marks and the ball marks of others that they may have forgotten.

PACE OF PLAY

PGA Junior League Golf players are young and often new to the game. Please use the below tips to assist pace-of-play:

1. A PGA Junior League Golf match is recreational match-play in a scramble format and should never take more than 2.5 hours.
2. Be sure to always keep up with the group in front.
3. Players should not spend more than 5-minutes searching for lost balls, if a player believes his/her ball may be lost outside a water hazard or is out of bounds, he/she should play a provisional ball.
4. Encourage conceding short putts instead of continuing play.
5. Players should not spend more than 1-2 minutes deciding which shot to select.
6. Players should be ready when it's their turn to hit.
7. Players should always place their golf bags on the side of the green that allows them to transition quickly to the next teeing ground.
8. Players should move off the putting green as soon as possible so that group behind them can hit their approach shots.

PLAYER CONDUCT

- Players acknowledge that the purpose of PGA Junior League Golf is to have fun with friends.
- Players agree to demonstrate sportsmanship, teamwork and a positive attitude.
- Players agree to be respectful of fellow players, spectators, coaches, and facility staff.
- Players agree to care for the golf facility and leave it in better condition than they found it.



SPECTATOR CONDUCT

- Spectators acknowledge that the goal of PGA Junior League Golf is for players to have fun with friends.
- Spectators are encouraged to cheer, have fun and be supportive of all players.
- Spectators agree to stay on the cart path at all times.
- Spectators agree to refrain from having any contact with players during play of a match.
- Spectators agree to defer the review and enforcement of rules decisions to PGA Junior League Golf Officials. Failure to do so results in the first offense being a warning and the second offense being loss of the hole and expulsion.

SPECTATOR CONDUCT (CONT.)

- Spectators agree to abstain from caddying.
- Spectators agree to demonstrate sportsmanship, respect and a positive attitude.
- Spectators agree to abide by any rules and regulations of the host facility (dress code, cell phone policy, spectator policy, etc.)
- Spectators agree not to argue with other spectators, players, captains, coaches, host facility staff or PGA Junior League Golf Officials. Failure to comply will result in the immediate removal of the individuals involved for the remainder of the competition. Zero Tolerance. No warnings will be issued.



DEFINITIONS

Captain - PGA or LPGA Professional who oversees a team and/or league

Cart - motorized vehicle to transport clubs, players and spectators around a golf course

Coach - Assists the Captain with managing the team and can be a parent and/or guardian

Flag - Each match is 9-holes in length, broken into three 3-hole segments called “flags”. There are three flags per match.

Game - A competition between two teams in PGA Junior League Golf is referred to as a “game”

Match - Two players from one team playing against two players from another team, each side plays a scramble format. Each match is comprised of three flags.

Partner - A “partner” is a player associated with another player on the same side.

Point(s) - Each flag is worth one point. Each match is worth a total of three points.

Postseason - The postseason is comprised of all-star teams formed from all teams in your league. Depending on the number of leagues in your geographic area, your all-star team may need to compete in postseason qualifiers, and/or Section championships before advancing to Regional competitions and ultimately the PGA Junior League Golf Championship.

DEFINITIONS (CONT.)

Regional - Second level of postseason qualifying for the National Championship. Currently eight Regional events hosting top 32 teams from sub-regionals. Regional champions advance to the National Championship.

Regular Season - Refers to time of year in which local matches are being played (the regular season is open from April 1 - July 31) nationwide.

Scramble - Format for PGA Junior League Golf. Refers to two players on the same side selecting the best shot/location to play from in a match.

Spectator - Term used to describe individuals who come out to watch golf. In PGA Junior League Golf, spectators are typically, parents, guardians, and extended family.

Stipulated Round - Consists of playing the holes of the course in their correct sequence, unless otherwise authorized by the Committee. The stipulated round in PGA Junior League Golf is three holes.

Substitute - PGA Junior League Golf allows for the substitution of players within each of a game's four matches. A substitute player may only be subbed in at the start of a new flag. Substitutes are a very important and critical part to the team's success.

Sub Regional - First level of postseason qualifying for the National Championship.

Team - Refers to a group of at least eight players, who are a part of the same side, participating in a PGA Junior League Golf game.

COURSE SET-UP

For regular season and sub-regional matches, the host PGA or LPGA Professional is responsible for setting up the competition course. PGA Junior League Golf is recreational and developmental in nature. The goal is to create and encourage a fun environment for players of all abilities. The recommended distance of your regular season should not exceed 2,800 yards.

- No par-5 should exceed 450 yards in regular season games
- No par-4 should exceed 350 yards in regular season games
- No par-3 should exceed 150 yards in regular season games

Please be advised that Regionals and National Championship course yardage totals can vary between 2,700-3,000 yards.

GAME FORMAT

A competition between two teams in PGA Junior League Golf is referred to as a *"game"*.

A game consists of two teams, each fielding at least eight players broken into four groups of two, playing a 2-person match play, scramble-format vs. a similar pairing from the opposing team. These 2-player vs. 2-player scramble pairings are called *"matches"*.

MATCH FORMAT

Each match is 9-holes in length, broken into three 3-hole segments called *"flags"*. There are three flags per match. Flags are the key scoring component of your games. Each flag is worth one point. Each match is played for three points.

Your Captain or Coach will assign two starting players to each match, and will determine where your remaining players will be assigned as substitutes.

All players in attendance must play a minimum of one 3-hole flag.

Once assigned to a match, a player must remain with that match for the entire game. The only exception to this rule would be in the case of an injury in another match where no substitute is assigned.

The home team Captain (or their designated Coach) is responsible for posting and reporting game/match results, via SportsEngine, within one week of the game.

If a team appears at a regular season or sub regional game and cannot compete in at least two matches (four players), then the game will be deemed a forfeit and a score of 12-0 will be the result.

- Less than eight active players on a team – must fill as many two-player matches as possible, requiring a minimum of five players to avoid forfeiture.
- Five players = Matches 1 & 2 will have two players, Match 3 will have one player, Match 4 is forfeited.
- Six players = Matches 1, 2, & 3 will have two players each. Match 4 is forfeited.
- Seven players = Matches 1, 2, & 3 will have two players each. Match 4 will have one player.

MATCH SCORING

- As in traditional match play, each hole is won by the team with the lowest score.
- Each three-hole segment of a match is called a *"flag"* (shown below). Matches consist of three *"flags"*, or 9-holes
- The team that wins more holes in a flag, wins that flag, and wins one point.
- If a flag ends in a tie, then each team will be awarded a half-point

MATCH SCORING (CONT.)

- Each game has a total of twelve flags/points possible. The team with the most points is determined to be the game winner.
- A game must complete at least seven of twelve flags to be deemed official.
- Regardless of a win or loss, each team retains their total points won in a game towards their season total.
- The score for each match will be kept by the official markers. Each team is responsible for providing two adults as markers (who may also be Coaches of the team).
- Scorecards will be provided by the PGA of America. All match scorecards should be saved by the team Captain for the entirety of the season and be made available upon request to verify results.
- Following regular season matches, for every flag that a team member wins, they should be awarded a PGA Junior League Golf flag sticker to apply to their bag-tag as an achievement.

SUBSTITUTIONS

PGA Junior League Golf allows for the substitution of players. A substitute player may only be subbed in at the start of a new flag. Substitutes considered part of the side and are a critical part to the team's success. Substitutes should walk with the teammates and provide valuable assistance such as:

- Give advice to that side.
- Carry or handle clubs for that side.
- Mark, lift, clean and place a ball for that side.
- Repair old hole plugs and ball marks on the putting green.
- Assist pace-of-play by searching for a ball, retrieving a ball not selected for play, attending the flagstick and raking bunkers.

POSTSEASON PLAY

While PGA Junior League Golf is designed to be more recreational than competitive, there is no denying that the thrill of competition fuels some of the fun. The competition also helps keep *"role model"* players involved in the program to provide peer mentoring to younger, developing players.

The postseason is comprised of all-star teams made up of a combination of players from all teams in your league. Depending on the number of leagues in your geographic area, your all-star team may need to compete in postseason qualifiers, Section championships and Regional competitions in order to advance to the PGA Junior League Golf Championship. Upon making a league's all-star team, all players will have to produce birth certificates prior to the Regional competitions.

- At the end of your regular season, a league champion team will be crowned. The winning Captain will be your league's all-star team Captain unless he/she declines the opportunity, in which case the 2nd place Captain will have next priority, then the 3rd place Captain, and so on.
- All-star teams are comprised of 10 players from the league's regular season teams.
- Every team in the league will have some representation on the all-star team, however the actual numbers will vary based on league size.
- Forfeiting multiple matches or participating in a league with less than four teams could limit your team's inclusion on a league's all-star team. Final consideration will be made among all Captains in your league and the PGA of America.

Each all-star team will be comprised of 10 active players.

The recommended breakdown is:

- For a seven team league: Championship team gets three spots, runner-up gets two spots, one spot each from the remaining five teams
- For a six team league: Championship team gets four spots, runner-up gets two spots, one spot each from the remaining four teams
- For a five team league: Championship team gets four spots, runner-up gets two spots, one spot each from the remaining three teams, one at large spot awarded by league Captains' majority vote
- For a four team league: Championship team gets four spots, runner-up gets two spots, one spot each from the remaining two teams, two at large spots awarded by league Captains' majority vote
- At no time, without the expressed permission of the PGA of America will an all-star team be permitted to have more than five players on its roster from any one team in the league.

Beginning with the Regional competitions, all 10 all-star players are required to participate. A team that arrives with only nine players will incur a one point deduction from the team's overall game score each session. A team that arrives with eight or less players will incur a two point deduction from the team's overall game score each session. These deductions apply to each round of competition. Under special circumstances, the PGA of America reserves the right to allow a permanent roster replacement pending investigation.

All-star team players must participate in at least two of their team's regular season games to be eligible. The PGA of America reserves the right to request regular season scorecards to confirm game participation.

All regular season play must conclude with all-star teams selected and rosters submitted to the Section League Manager by August 1st.

PGA JUNIOR LEAGUE GOLF RULES OF PLAY

The following rules of play and conditions of competition will govern the postseason, starting with Sub-Regionals.

As scramble play is not recognized in the Rules of Golf, the PGA of America feels it is important to establish some guidelines by which this format can be reasonably governed. The following are PGA Junior League Golf official guidelines and do not constitute any attempt to alter or revise the Rules of Golf but attempt to fairly apply the Rules of Golf to a Two Person Scramble-Match Play format.

Players should be familiar with the Rules of Golf and in particular, "A Quick Guide to the Rules of Golf" near the front of the Rules of Golf Booklet.

The PGA Junior League Golf is governed by the Rules of Golf effective January 2016, the 2016-2017 Decisions on the Rules of Golf, the following Local Rules Specific to Two Person Scramble-Match Play, Other Local Rules and Conditions.

Committee will be defined here as:

Captains & Coaches + a host facility representative at Sub Regional competitions
Assigned designees at Regional Competitions and National Championship

FORMAT

- Two-person scramble-match play.

MATCH

- Each Match is comprised of three flags, over 9-holes.

STIPULATED ROUND

- Each flag (3-hole match) is considered a separate stipulated round.
All players must play of minimum of one flag.

ORDER OF PLAY

- The team listed first on the scoreboard/scorecard will have the honor to start the match. A team that wins the hole takes the honor at the next teeing ground.

MAKING STROKES AND SELECTING BALL

- At each hole, both players on a side may make a stroke from the teeing ground. Unless the tee shot is holed, the side must select one of the tee shots and both players may make a stroke from that location. Unless the second shot is holed, the side must select one of the second shots and both players may make a stroke from that location. This procedure is repeated until a ball is holed. Once a ball is holed no further strokes count (A player should not hole out until both players have played from the previous location).
- Maximum score on a hole is "*triple-bogey*". Once a team reaches three-over par on a hole, the ball is picked up, and "*triple-bogey*" is recorded.
- Any rules violations must be reported to the official scorekeeper before play begins on the following hole or leaving the green of the final hole.

CADDIE

- A player is prohibited from using a caddie at any time during the match.
Note: a substitute is not a caddie

SHARING CLUBS

- Each player must not start a stipulated round with more than 14 clubs. However, the side may share clubs regardless of the total number of clubs carried.

OUT OF BOUNDS

- Defined by inside points, at ground level, of large white stakes and fence posts. Rule 27-1.
- Relief should be taken as prescribed in Rule 26-1 (Lateral Water Hazards).

WATER HAZARDS; LATERAL WATER HAZARDS

- Yellow or red stakes or lines used to define margin of or identify a hazard
- If a player elects to play the ball from within the hazard the ball must be placed within the hazard or under penalty of one stroke use the relief options under Rule 26.

LOST BALL

- If a team's ball becomes lost outside of a Lateral Water Hazard the team **MUST** play under stroke and distance, playing their ball from where the previous stroke was made.

LINE OF PUTT

- The Line of Putt **MUST NOT** be touched **EXCEPT**: (i) the team may remove loose impediments, provided they do not press anything down; (ii) the player may place the club in front of the ball when addressing it, provided he/she does not press anything down; (iii) in measuring; (iv) in lifting or replacing the ball; (v) in pressing down a ball-marker; (vi) in repairing old hole plugs or ball marks on the putting green; (vii) and in removing movable obstructions.

STANDING ON EXTENSION OF LINE OF PLAY OR LINE OF PUTT

- A player's partner or their substitute may be positioned behind the player on an extension of the player's line of play or line of putt, while the player is making a stroke.

SUBSTITUTE

When a substitute is assigned to a two-person side of a match, the substitute is considered part of that side.

The following are examples of acts which the substitute may perform:

- Give advice to that side.
- Carry or handle clubs for that side.
- Mark, lift, clean and place a ball for that side.
- Repair old hole plugs and ball marks on the putting green.

The following are examples of acts which the substitute may perform:

- Assisting pace-of-play by searching for a ball, retrieving a ball not selected for play, attending the flagstick and raking bunkers.

LIFTING AND MARKING SELECTED BALL

- The selected ball may be lifted by the player, his/her partner, their substitute or another person authorized by the player and may be cleaned. The position of the ball must be marked before it is lifted. The ball should be marked either immediately behind the ball or within a clubhead-length to the side of the ball.

PLACING A BALL

- A ball to be placed must be placed by the player, his/her partner or their substitute.
- If the selected ball is through the green, a ball must be placed through the green, within one club-length of and not nearer the hole than the original ball's position.
- If the selected ball is in a bunker, a ball must be placed in the bunker, within one club-length of and not nearer the hole than the original ball's position.
- If the selected ball is in a water hazard and the player elects to play the ball as it lies, a ball must be replaced in the water hazard, within one club length of and not nearer the hole than the original ball's position. Or, the player may take relief under Rule 26-1 incurring the penalty stroke.
- If the selected ball is on the putting green, a ball must be placed on the putting green, within one clubhead-length of and not nearer the hole than the original ball's position.

WINNER OF FLAG; CONCESSIONS

- A flag (3-hole match) is won when one side leads by a number of holes greater than the number remaining to be played. However, all three holes should be played. The total number of holes won is part of a tie breaking procedure. If a flag ends in a tie, each side receives half point.
- A player may concede his/her opponents next stroke at any time, provided the opponent's ball is at rest. This concession does not affect the other opponent's right to play from the previous location. A concession may not be declined or withdrawn.
- The opponent is considered to have holed out with his next stroke, and the ball may be removed by either team.

DETERMINING A WINNER

In the event that a game is halved the team Captain or Coach will pick two players to represent their team, select a playoff hole and begin a one-hole playoff to determine the winner. If no winner is determined after the playoff hole, those players will then proceed to a chip-off on a playoff green, with the lowest cumulative distance determining the advancing team.

OFFICIAL RESULT OF A GAME

The Committee will determine when to suspend or call the game. It is strongly encouraged that every effort be made to finish a game. Seven out of 12 flags in a game must be decided for the result of a game to be official (exception below).

In rare situations when play is suspended for player safety; and all efforts to conduct or reschedule the competition have been exhausted; and the Section League Manager approves; a game can be deemed "*Official*" if less than seven flags have been decided.

These additional guidelines can be applied:

- If at least one flag is complete; the winner of that flag is declared to have won the game. If the flag is tied the Committee may elect to use a chip-off (if possible), The Captains will select two players to represent their team with the lowest cumulative distance determining the winner. If teams are unable to conduct a chip off; we recommend Captains conduct a coin flip to determine a winner.
- If no flags have been completed; and all of the stipulations above apply; We recommend Captains conduct a coin flip to determine a winner.

APPENDIX I - OTHER LOCAL RULES

GROUND UNDER REPAIR

Defined by white lines. Fire ant hills, sod-covered trenching for temporary cables and French drains are deemed to be ground under repair. Ground under repair may include areas of unusual damage, including areas where spectators or other traffic has combined with wet conditions to affect materially the ground surface, but only when so declared by an authorized member of the Committee. When immediately adjacent to an obstruction, such an area is part of the obstruction.

Seams of Cut Turf (Sod Seams) – Local Rule as prescribed in Appendix I is in effect.

Turf Plugs on Putting Greens – On the putting green, in addition to Rule 16-1c, the player may repair turf plugs of any size.

White-Lined Areas Tying Into Artificially-Surfaced Roads and Paths – Have the same status as the roads and paths, that of obstructions.

Wood Chips and Mulch – Are loose impediments, unless otherwise provided for in the Notice to Players.

Embedded Ball Through the Green – Local Rule as prescribed in Appendix I is in effect.

Stones in Bunkers – Stones in Bunkers are Movable Obstructions.

Integral Parts of the Course – Include cables, rods, wires or wrappings when closely attached to trees; artificial walls and pilings when located in hazards.

Temporary Immovable Obstructions – Local Rule as prescribed is in Appendix I is in effect.

Distance Measuring Devices – Local Rule as prescribed in Appendix I is in effect.

Accidental Movement of Ball on Putting Green – Local Rule as prescribed on the USGA website is in effect.

APPENDIX II - CONDITIONS

SUSPENSION OF PLAY DUE TO A DANGEROUS SITUATION

When play is suspended for a dangerous situation, if the players in a match are between the play of two holes, they must not resume play until the PGA Rules Committee has ordered a resumption of play. If they are in the process of playing a hole, they must discontinue play immediately and must not resume play until the Committee has ordered a resumption of play.

Note 1: A suspension for a dangerous situation will be signaled by one prolonged siren or horn blast. All other types of suspension will be signaled by three intermittent siren or horn blasts. Resumption of play will be signaled by two intermittent siren or horn blasts.

Note 2: All practice areas will be closed during suspension for a dangerous situation until the Committee has declared them open for use.

TRANSPORTATION

Players must not ride on any form of transportation during a stipulated round unless authorized by the Committee.

Note 1: On holes in which the Committee is providing a player shuttle, for safety reasons, the Committee authorizes any person (i.e. parent/spectator) to transport the player's clubs. In particular, bags that are on push carts.

Note 2: Substitute's bags can be transported on the captain or coach's golf car.

Use of Caddie Prohibited: A player is prohibited from using a caddie during the stipulated round.

ADVICE

As PGA Junior League is primarily a developmental program, some limited communication between Captains, Coaches and Players during the round is understandable. In modification of the Note to Rule 8 of the Rules of Golf, at any point during a match, each team's official Captain and registered Coach(es) may give (and Players may seek) advice regarding; Player Safety, Pace of Play, Rules of Play and Conditions of Competition.

MATCH OFFICIALLY ANNOUNCED

The result of a flag (3-hole match) is considered to have been "officially announced" when the Committee has confirmed the result of the match with the scorekeeper.

APPENDIX III - PENALTIES

Penalties are applied similarly to four-ball match play (see Rule 30). The exceptions are the first sentence of Rule 30-3c and the last sentence to Rule 30-3f. When the penalty in Rule 30-3c is stated *“he is disqualified from that hole”*, the effect is to disqualify the player from making the next stroke. When the penalty in Rule 30-3f is stated *“the effect is to disqualify the player for that hole”*, the effect is to prohibit the side from selecting that shot made or subsequently made. Another exception is that the maximum penalty for any rules violation in PGA Junior League Golf is one stroke.

The following are examples of how these exceptions are applied:

- If a player incurs a penalty under Rule 15-3a for making a stroke at a wrong ball and subsequently one of the original balls is found and selected, the player is disqualified from making that next stroke. Only the partner may play from that location and the partner incurs no penalty. If the original balls are lost and the side elects to proceed under stroke and distance, both players may make the stroke. If the original balls are out of bounds and the side elects to proceed under stroke and lateral relief, both players may make the stroke.

Note 1: If a player plays a wrong ball and his/her partner also plays from that location (wrong place) the side incurs a one stroke penalty.

Note 2: If a wrong ball is lifted and placed (or another ball is placed) in that location, that ball is not a wrong ball; it becomes the ball in play. If a player plays from that location, he/she has played from a wrong place.

- If a player plays from a wrong place and the side selected that shot and played from that location, the side incurs a one stroke penalty. Otherwise, if the side selected the partner's shot played from the correct location, there is no penalty. If both players played from a wrong place, the side incurs a one stroke penalty.
- Before making a stroke, if a player improves the lie of his/her ball in play in breach of Rule 13-2 and the side selected that player's subsequent shot and played from that location, the side incurs a one stroke penalty. Otherwise, if the side selected the partner's shot, there is no penalty, unless the breach assisted his partner (see Rule 30-3f).

Also, when dealing with one stroke penalties, penalty strokes incurred solely by playing a ball which is not selected are disregarded.

The following are examples of if and how these penalties are applied:

- If a ball-marker, marking the position of the selected ball, is lifted after the first person places a ball, but before the second person places a ball, the second player incurs the one stroke penalty (Rule 20-1). If the side selects the first player's shot, the penalty is disregarded.
- Other than on the putting green, if a player accidentally moves his/her placed ball in play, the player incurs the one stroke penalty (Rule 18-2). If the side selects the partner's shot, the penalty is disregarded.
- When a player fails to mark the position of a selected ball in play, prior to lifting it and the side plays from that location, the side incurs a one stroke penalty (Rule 20-1).
- Other than on the putting green, if a player accidentally moves the selected ball in play, prior to marking its position and the side plays from that location, the side incurs the one stroke penalty (Rule 18-2).

