

# GOLF



## **History:**

Although the actual origins of golf are unknown, there is evidence that the game began in St. Andrews, Scotland, before the founding of the University in 1411. King James II of Scotland felt that golf was interfering with archery practice, so he banned the game by a Scottish Act of Parliament in 1457.

In many parts of Scotland's East Coast, parishioners were punished for playing golf on the Sabbath. Interest in golf later expanded to England. Mary Queen of Scots lost a match to one of her attendants, Mary Seton, and presented her with a famous necklace.

Mary Queen of Scots was reprimanded for playing golf at Seton House shortly after the murder of her husband, Lord Darnley, in 1567. In the first known reference to golf in America, golf was banned from the streets of Albany, New York in 1659.

The Company of Gentlemen Golfers was established in Edinburgh, at Leith Links, in 1744, and introduced the first set of rules. The United States Golf Association (USGA) and the Royal and Ancient Golf Club of St. Andrews currently govern the rules of golf. The USGA governs play in the United States.

The Professionals Championship was opened to amateurs in 1861, and the British Open was born. St. Andrews, one of the oldest golf clubs in the United States, was established as a 3-hole layout in 1888 at Yonkers, New York. It was extended to 6 holes on a cow pasture. The first 18-hole course in the United States, the Chicago Golf Club, was founded near Wheaton, Illinois in 1893.

There were 387 golf courses worldwide in 1890. The number had grown to 1,280 by 1895. It had taken 500 years to build the first 400 courses, and just 5 more years to triple that number.

There were 80 courses in the U.S. in 1896. Almost 6,000 golf courses had been built by 1930

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## Rules:

- You must Tee your Ball within a Club length of the Hole.
- Your Tee must be upon the ground
- You are not to change the Ball which you strike off the Tee.
- You are not to remove Stones, Bones, or any Break-club for the sake of playing your Ball, except upon the fair Green, and that only within a Club length of your Ball.
- If your Ball come among Water, or any watery filth, you are at liberty to take out your Ball, and bringing it behind the hazard, and teeing it, you may play it with any club and allow your Adversary a stroke for so getting out your Ball.
- If your Balls be found anywhere touching one another, you are to lift the first Ball till you play the last.
- At holing, you are to play your Ball honestly for the Hole, and not play upon your Adversary's Ball, not lying in your way to the Hole.
- If you should lose your Ball by its being taken up, or in any other way, you are to go back to the spot where you struck last, and drop another Ball, and allow your Adversary a stroke for your misfortune.
- No man, at Holing his Ball, is to be allowed to mark to the Hole with his Club or anything else.
- If a Ball be stopped by any person, Horse, Dog, or anything else, the Ball so stopped must be played where it lies.
- If you draw your Club in order to strike, and proceed as far in the stroke as to be bringing down your Club-if then your Club shall break in any way, it is to be accounted a stroke.
- He whose ball is farthest from the Hole is obliged to play first.
- Neither Trench, Ditch, nor Dyke made for the preservation of the Links, nor the Scholars' holes, nor the Soldiers' lines, shall be accounted a Hazard, but the Ball is to be taken out, Teed, and played with any iron Club.

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## Rules Continued:

Golf is a game in which a ball is struck with a club from a prepared area, known as the *tee*, across *fairway* and *rough* to a second prepared area, which has a hole in it, known as the *putting green*. The object of the game is to complete what is known as a *hole* by playing a ball from the tee into the hole on the putting green in the fewest possible number of strokes. A round of golf consists of playing 18 holes. There are two forms of play: *match play* which is decided by holes won and lost, and *stroke play* which is decided by the total number of strokes taken to complete the round. You are allowed a maximum of 14 clubs to play a round.

## Teeing:

- Tee off between, and up to two club-lengths behind, the front line of the tee markers.
- There is no penalty in match play for teeing off outside this area, but an opponent may ask for a replay of the stroke.
- A two-stroke penalty is incurred in stroke play and play continues from within the proper area.

## Playing the Ball:

- The ball must be played where it lies.
- The lie, the area of the intended swing or the line of play, may not be improved by moving, bending, or breaking any- thing fixed or growing except in taking a stance or making the swing.
- If the ball lies in a bunker or a water hazard, the ground in the bunker or the ground or water in the water hazard may not be touched, before the downswing.
- If a wrong ball is played in match play, the hole is lost.
- If a wrong ball is played in stroke play, a two-stroke penalty is incurred and the correct ball must then be played.

## On the Putting Green:

- Ball marks and old hole plugs on the line of the putt may be repaired, but not spike marks or any other damage.
- A ball may be marked, lifted, and cleaned on the putting green, but it must be replaced on the exact spot.
- The putting surface may not be tested by scraping it or rolling a ball over it.
- If a ball played from the putting green strikes the flags tick in match play, the hole is lost.
- In stroke play, a two-stroke penalty is incurred.

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## **Rules Continued:**

### **Moving a Ball at Rest:**

- If the ball is at rest and it is moved by the player, or if it moves after the player has addressed it, a penalty stroke is added and the ball is replaced.
- If the ball is at rest and is moved by someone else or another ball, it is replaced with no penalty.

### **Stopping a Ball in Motion:**

- If the ball struck by the player is deflected or stopped by the player in match play, the hole is lost.
- In stroke play, a two-stroke penalty is incurred and the ball is played as it lies.
- If a ball struck by a player is deflected or stopped by someone else, the ball is played as it lies without penalty.
- If the ball struck by a player is deflected or stopped by another ball at rest in match play, no penalty is incurred and the ball is played as it lies.
- In stroke play, a two-stroke penalty is incurred if both balls were on the putting green before you played.

### **Lifting, Dropping, and Placing a Ball:**

- If a lifted ball is to be replaced, its position must be marked.
- If a ball is to be dropped or placed in any other position, it is recommended that the ball's original position be marked.
- When dropping, stand erect, hold the ball at shoulder height and arm's length and drop it.

### **Loose Impediments:**

- A loose impediment may be moved unless it and the ball are in a hazard.
- If a loose impediment is touched within one club-length of the ball and the ball moves, the ball must be replaced and (unless the ball was on the putting green) a penalty stroke is incurred.

### **Obstructions:**

- Movable obstructions (rakes, etc.. anywhere on the course may be moved and, if the ball moves, it must be replaced without penalty.
- If an immovable obstruction (water fountain, etc.) interferes with the player's stance or swing, the ball may be dropped within one club-length of the nearest point of relief not nearer the hole.

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## Rules Continued:

Casual Water, Ground Under Repair, Etc.

- If the ball is in casual water, ground under repair, or a hole made by a burrowing animal, the ball may be dropped without penalty within one club-length of the nearest point of relief not nearer the hole.

## Water Hazards:

- If the ball lies in a water hazard, play the ball as it lies or, under penalty of one stroke:
  - Drop any distance behind the water hazard keeping a straight line between the hole, the point where the ball crossed the margin of the water hazard and spot on which the ball is dropped.
  - Play again from where the ball was hit into the hazard.
- If the ball is in a lateral water hazard, in addition to the options for a ball in a water hazard, under penalty of one stroke, the ball may be dropped within two club-lengths of:
  - The point where the ball crossed the margin of the hazard.
  - A point on the opposite side of the hazard no closer to the hole.

## Ball Lost or Out of Bounds:

- If the ball is lost outside a water hazard or out of bounds, another ball must be played from the spot where the last shot was played under penalty of one stroke.
- Five minutes are permitted to search for a ball, after which if it is not found it is considered lost.
- A *provisional ball* may be played if a player thinks the ball is lost outside a water hazard or out of bounds.
- It must be stated that it is a provisional ball and it must be hit before the player goes forward to search for the original ball.
- If the original ball is lost or out of bounds, the player must continue with the provisional ball under penalty of one stroke.
- If the original ball is not lost or out of bounds, the player must continue play of the hole with the original ball and the provisional ball must be abandoned.

## Ball Unplayable:

- If a player believes the ball is unplayable outside a water hazard, under penalty of one stroke, a player may:
  - Drop within two club-lengths of where the ball lies not nearer the hole.
  - Drop any distance behind the point where the ball lay keeping a straight line between the hole, the point where the ball lay and the spot on which the ball is dropped.
  - Replay the shot.