AUSTIN SENIOR GOLF ASSOCIATION RULES OF GOLF

As of 2025-08-28 (changes from prior edition noted in italics)

1. ASGA Rules – These rules differ from the World Golf Rules

A. Improvement of Lie: You may lift your ball "through the green", clean it and replace it within 6 inches (1 club length for *certain teamed* tournaments when not on the green—see item J) of the original lie, but not nearer the hole and not to a different cut of the grass. You may NOT move the ball onto the green from the fringe or into the fairway from the rough with the 6" rule or the one club length rule. Breach of this rule is a one stroke penalty.

Through the Green (definition): the whole area of the golf course except the teeing ground, the putting green of the hole being played, and all *penalty areas*.

- **B.** Changing Balls: Balls may be changed at any time during play of a round except when in a bunker or penalty area.
- <u>C. Club Limit:</u> You may have more than 14 clubs in your bag at one time except in a special format tournament where the number of clubs is specifically limited.
- **<u>D. Out of Bounds:</u>** Drop ball two club lengths in bounds at the point where it crossed the out of bounds line or back in line of flight as far as you wish One stroke penalty.
- **E. Lost Ball:** Drop ball where last seen or back in the line of flight as far as you wish One stroke penalty.
- **<u>F. Ball in Penalty Area:</u>** (Also see *World Golf rule* 2C below for other options) Drop ball as far back in line of flight as you wish. One stroke penalty.

For <u>Lions Holes 13 and 17:</u> Retee or move as near to the hazard line as you wish while keeping the water between you and the hole--One stroke penalty. Use of drop zone located between the water and the hole is not permitted.

For Morris Williams Hole 3; The red tee box is the designated drop area.

- **G.** Unplayable lie: Drop ball two club lengths from where the ball lies, no nearer the hole, or back in the line of flight as far as you wish One stroke penalty.
- <u>H. Lateral Tree Roots-Rocky Areas:</u> Ball may be moved to the nearest point of relief (off the rocks and/or roots) but no closer to the hole. No penalty
- **I. Boundary fences & large rocks:** Ball may be moved to the nearest point of relief plus one club length, no closer to the hole, with no penalty.
- **J. Team competition** (2P or 4P): For team competitions where a player selects a ball to play other than his own, balls may be moved within one club length from the spot of the ball selected (except on the green), no closer to the hole, but may not be moved from the limits of a penalty area. For example, Scrambles would be subject to one club length, while Best Ball would not.
- **K. Maximum score:** Maximum score is four(4) over par. On a par three hole the maximum score is seven(7). On a par 4 hole the maximum is eight(8) and on a par 5 hole the maximum score is nine(9).

Other than ASGA rules, current World Golf Rules apply.

2. WORLD GOLF RULES OF INTEREST (Refer to USGA rule book for complete rules)

- **<u>A. Putt out on each hole.</u>** If ball is picked up unmarked before being holed, it must be replaced and putted out, one stroke penalty.
- **B. Should another player concede a putt** and move a player's ball on the green, the opponent will incur a one stroke penalty. The player must return the ball to the nearest estimated spot and putt out no penalty. *Putts may only be conceded in match play*.
- C. Ball in Penalty Area: (Also see ASGA rule 1F above for added options.) Ball may be played from penalty area without penalty (do not improve lie--2 stroke penalty). OR drop ball two club lengths from last point of entry, no nearer hole--one stroke penalty; OR drop back from last point of entry in line with hole--one stroke penalty; OR play the next shot as near as possible where the previous shot was made--One stroke penalty.
- **<u>D. Sand Bunker:</u>** Grounding of club directly in front of or directly behind the ball, or improvement of lie –2 stroke penalty. You may carry a rake into the bunker. Any man-made or loose objects may be removed from the bunker.
- **E. Scoring:** Use the official scorecard provided for the group near the check-in area. A second person in the group should cross-check the player who writes the official scorecard. You may not keep your own score, except when writing to the official scorecard. To assure accuracy, cards must be signed by the scorer and attested by another player in the group, and turned in promptly.

F. Playing Wrong Ball: Two stroke penalty.