



Amateur Golf  
— association. —

SACRAMENTO, CA

## SITUATION

Out of Bounds .....	A
Lost Ball (Not in a Penalty Area) .....	A
Yellow Penalty Area .....	A, B, C
Red Penalty Area .....	A, B, C, D
No Play Zones .....	N
Unplayable Ball (ball is NOT in bunker) .....	A, E, F
Unplayable Ball (ball lies IN bunker) .....	A, E, F
Abnormal Course Condition (not in penalty area) ... G (interference with lie of ball, stance, or swing by immovable obstruction, temporary water, ground under repair, animal hole and includes a ball near a dangerous animal condition)	
Hit the Wrong Ball .....	H
Bunker - grounded club in front of or behind ball....	I
Giving/Asking Advice .....	I
Movable Obstruction .....	J
Embedded Ball (in own pitch mark in general area)	K
Accidental movement of ball (or ball marker) on the putting green.....	L
Play from Incorrect Tee or Outside Teeing Area .....	M

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## PENALTIES AND OPTIONS

- A Replay. Tee box or drop within 1 club length of prior shot - same area, no closer to hole. **ONE** penalty stroke.
- B Play ball as it lies. **NO** penalty.
- C **Back-on-the-Line Relief option**—the ball must be dropped on the line (as far back as you like) in line with the flag and point of entry into penalty area. Ball may roll up to one club length in any direction. May not be closer to hole than original location of ball. **ONE** penalty stroke.
- D Drop within 2 club lengths of point of entry into penalty area, no closer to hole. **ONE** penalty stroke.
- E Drop within 2 club lengths of where the ball lies, no closer to hole. **ONE** penalty stroke.
- F **Back-on-the-Line Relief option** — the ball must be dropped on the line between the flag and where the unplayable ball lies. Ball may roll up to one club length in any direction. No closer to hole than original location of ball.  
Drop in bunker = **ONE** penalty stroke.  
Drop outside of bunker = **TWO** penalty strokes.
- G Drop within 1 club length of nearest point of relief, no closer to hole, providing complete relief (or maximum available relief). **NO** penalty, OR if ball is in bunker, may use option "F" above to drop outside of bunker = **ONE** penalty stroke.
- H Stroke Play - must return to play correct ball. **TWO** penalty strokes. Match play = **LOSS of hole**.
- I **TWO** penalty strokes.
- J Move obstruction. If ball moves, replace. **NO** penalty.
- K Drop ball within 1 club length of the nearest spot in general area right behind embedded ball. **NO** penalty.
- L If accidental, replace the ball or marker. **NO** penalty.
- M Stroke Play - must correct and **TWO** penalty strokes.  
Match Play - **NO** penalty, but opponent may require you to replay from correct teeing area.
- N **Must** take relief from area as defined by course—Penalty area or Abnormal Course Condition.

**Note:** Always check for Local Rules on Hard Card or scorecard.