



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 Lie (ball is NOT in bunker)	A, C, E
Unplayable Lie (ball lies IN bunker)	A, E, F
Abnormal Course Condition (not in penalty area) ... G (immovable obstruction, temporary water, ground under repair, animal hole and includes dangerous animal condition which interferes with lie of ball, stance or swing)	
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	
Ball (played off green) in motion deflected by self, any person, equipment	L
Play from Incorrect Tee or Outside of Teeing Area M	



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 Identify reference point (RP) back in line with flag and point of entry into penalty area. Drop within 1 club length of RP. **ONE** penalty stroke (RP can be identified as far back as you like on line to hole where ball last crossed the penalty area or where unplayable ball lies.)
- 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 Identify RP back in line with flag and point of entry into penalty area. Drop within 1 club length of RP.
Drop in bunker = **ONE** penalty stroke.
Drop outside of bunker = **TWO** penalty strokes (RP can be as far back as you like).
- 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 drop in line with flag, 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 spot immediately behind embedded ball. **NO** penalty.
- L If accidental, play the ball as it lies. **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 not play ball as it lies. Must take relief from area as defined by course.

Note: Always check for Local Rule Options on scorecard or tournament hard card. (i.e., the new OB or lost ball option for a two stroke penalty with relief in fairway)