

# *Rules of Golf Test*

## *(Answers at Bottom of File)*

NAME \_\_\_\_\_ SCORE \_\_\_\_\_

This section of the Test will test you on your knowledge of the rules of golf. Please circle the correct answer, or multiple answers, to each of the questions.

1. Which color stakes or lines define out of bounds?
  - A. Red
  - B. Green
  - C. Yellow
  - D. White
2. If you hit your ball out of bounds, what are your options?
  - A. Drop a ball where it went out of bounds
  - B. Go back to where you last hit the ball and hit another ball
  - C. Drop a ball wherever looks like an easy spot to keep playing from
3. What is the penalty for hitting a ball out of bounds?
  - A. No penalty
  - B. Two strokes
  - C. Stroke and distance
4. Which color stakes or lines define a lateral hazard?
  - A. White
  - B. Red
  - C. Yellow
  - D. Green
5. Which color stakes or lines define a water hazard?
  - A. Green
  - B. Red
  - C. Yellow
  - D. White
6. If your ball goes into a lateral hazard, what are your options?
  - A. Drop a ball with-in 2 club lengths where it last crossed the margin of the hazard
  - B. Go back to the point where you last hit the ball and hit another ball
  - C. Hit the ball as it lies, in the hazard
  - D. All of the above

7. If your ball goes into a water hazard, what are your options?
  - A. Play the ball as it lies
  - B. Drop a ball at the point of entry, keeping that point in line with the flagstick on the green you are aiming for
  - C. Go back and hit another ball from the point you last played
  - D. All of the above
8. What is the penalty for hitting your ball into a lateral or water hazard?
  - A. No penalty
  - B. One stroke penalty
  - C. Stroke and distance
9. When playing a ball from a hazard, you may **not**:
  - A. Press down the grass or dirt behind the ball
  - B. Ground your club before hitting your shot
  - C. Hover your club above the ground as you address the ball
  - D. Move natural debris or branches around your ball
10. Ground under repair is defined by white lines or signs. If your ball lands in ground under repair, you may:
  - A. Play the ball as it lies
  - B. Drop within *one club* length at the nearest point of relief, no closer to the hole and must take complete relief from the area
  - C. Drop within *two club* lengths of the white line defining ground under repair
11. Casual water is defined as a temporary accumulation of water on the course which is visible before or after a player takes their stance (does not include hazards). You may:
  - A. Play the ball as it lies
  - B. Drop at the nearest point of relief where the water no longer effects your stance or swing
  - C. Go back to where you last hit
  - D. Drop a ball within two club lengths of the point of entry
12. If your ball comes to rest on a paved cart path, what options do you have?
  - A. Hit it from the path
  - B. Drop it off the path at the nearest point of relief
  - C. Either A or B, both are acceptable
13. When playing a shot from a sand bunker, you may:
  - A. Remove stones and twigs
  - B. Remove the rake
  - C. Remove a paper cup or candy wrapper
  - D. Remove a pine cone
  - E. You test the condition of the sand with your club before you hit the shot

14. A player may declare an unplayable lie anywhere on the course except in a water or lateral hazard. What are your options for an unplayable lie?
- A. Hit the ball as it lies and not declare it unplayable
  - B. Drop a ball within two club lengths no closer to the hole, adding a one stroke penalty
  - C. Drop a ball, keeping the original position of the ball in line with the flagstick. You may go back on this line as far as you like.
  - D. All of the above
15. If you lose your golf ball during the play of a hole, where should you hit your next shot from?
- A. Where you lost it
  - B. Where you last hit it
16. How long can you look for a lost ball?
- A. One minute
  - B. Five minutes
  - C. Ten minutes
  - D. All day
17. What is the penalty for a lost ball?
- A. One stroke
  - B. No penalty, just the price of the golf ball
  - C. Stroke and distance
18. In order to speed up the pace of play, you should hit a \_\_\_\_\_ ball when you think your ball may be lost or out of bounds.
- A. Another ball
  - B. Reload
  - C. Provisional
19. If you hit a wrong ball during the play of a hole, you should:
- A. Just keep playing and not tell anyone
  - B. Keep playing and add a one stroke penalty
  - C. Go back to where your original ball was and play the correct ball. You must add a two stroke penalty in stroke play and you lose the hole in match play
  - D. Correct the mistake before teeing off on the next hole, otherwise you are disqualified in a competition
20. While playing golf under U.S.G.A. summer rules, you may touch your ball during the play of the hole at which times?
- A. Teeing it up at the beginning of the hole

- B. Moving it to a better lie in the fairway
  - C. Picking it up to clean your ball in the rough
  - D. While marking your ball on the putting green
21. When starting to play a hole on the teeing ground, which of the options are permitted?
- A. Tee your ball between the markers
  - B. Tee your ball ahead of the markers
  - C. Tee your ball as far back on the tee block as you want
  - D. Tee your ball behind the markers and within two club lengths of the markers
22. A “GIMMEE” putt is one that is within:
- A. One foot of the hole
  - B. Two feet of the hole
  - C. Within the leather
  - D. There is no such thing as a “GIMMEE” putt
23. The maximum number of clubs you may carry during a round of golf is:
- A. As many as you can fit into your golf bag
  - B. Fourteen, including the putter
24. If during a round of golf you swing at the ball and miss, you should;
- A. Call it a practice swing
  - B. Call it a stroke and add it to your score
  - C. Check and see if anyone saw you before you tell your opponents
25. When marking your golf ball on the putting green, you should:
- A. Place a tee in the ground as a marker
  - B. Place a leaf or pebble on the green to mark the location of the ball
  - C. Place a small, round object, such as a penny or plastic marker directly behind the ball before picking up your ball
  - D. Avoid stepping in someone else’s line of putt
26. If you are not sure about a rule while playing golf, you should:
- A. Play a second ball on the hole in question, keep both scores and ask the golf professional or rules official at the end of your round on the correct decision, then write the correct score on your scorecard
  - B. Flip a coin to determine which ruling is correct
  - C. Ask your opponents what they believe the ruling is and use their answer

#### ANSWERS:

- 1. D - White
- 2. B – Go back to where you last hit the ball and hit another ball.
- 3. C – Stroke and distance
- 4. B - Red

5. C - Yellow
6. D – All of the above
7. D – All of the above
8. B – One stroke penalty
9. A, B, and D – Press down the grass or dirt behind the ball, Ground your club before hitting your shot and Move natural debris or branches around your ball.
10. A and B – Play as it lies, Drop within one club length at the nearest point of relief, no closer to the hole and must take complete relief from the area.
11. A and B – Play the ball as it lies and Drop at the nearest point of relief where the water no longer affects your stance or swing.
12. C – Either A or B, both are acceptable.
13. B and C – Remove the rake, Remove a paper cup or candy wrapper, (you cannot remove cup or wrapper if it is sitting under the ball)
14. D – All of the above
15. B – Where you last hit it
16. B – Five minutes
17. C – Stroke and Distance
18. C - Provisional
19. C and D – Go back to where your original ball was and play correct ball. You must add a two stroke penalty in stroke play and you lose the hole in match play. Correct the mistake before teeing off on the next hole, otherwise you are disqualified in a competition (if you putt out, you must go back and fix the mistake by replaying the ball).
20. A and D – Teeing it up at the beginning of the hole and After marking your ball on the putting green.
21. A and D – Tee your ball between the markers and Tee your ball behind the markers and within two club lengths of the markers.
22. D – There is no such thing a “GIMMEE” putt.
23. B – Fourteen, including the putter.
24. B – Call it a stroke and add it to your score.
25. A, B, C and D – Place the tee in the ground as a marker (legal but not recommended), Place a leaf or pebble on the green to mark the location of the ball (legal but not recommended), Place a small, round object, such as a penny or plastic marker directly behind the ball before picking up your ball, and Avoid stepping in someone else’s line of putt (golf etiquette).
26. A – Play a second ball on the hole in question, keep both scores and ask the golf professional or rules official at the end of your round on the correct decision, then write the correct score on your scorecard.

#### Notes for Sandpiper Bay:

- As a general guide, you usually take two club lengths for a penalty (i.e., ball in hazard) and one club length if no penalty (i.e., ground under repair).
- Range Finders are now legal to use, as long as they don’t measure Slope and Wind Speed.