



THE JUNIOR ROOM

Rules Skool Open – Junior Organiser Support Pack 2023 Rules of Golf Update

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Introduction

Junior Organiser Support Pack

Golf is normally played without a referee, so it is important for golfers to learn the Rules, whatever their age. Knowing the Rules helps players to understand what they can and cannot do and knowing all the relief options can result in them making better decisions and help them to save shots.

The purpose of this pack is to provide Junior Organisers with additional support in helping juniors to learn and understand the basics of the Rules of Golf, and in particular the Rules that are covered in the Rules Skool Open Videos. This pack will be developed further in the coming months as we receive feedback on the materials.

The Rules Skool Open

The Rules Skool Open is an R&A video playlist for junior golfers wanting to learn about the Rules of Golf.

Each of the ten episodes follows the progress of featured player George Harper Jnr as he gets to grips with the Rules of Golf when faced with a number of different situations during the championship.

Claire Hargan of The R&A's Rules team joins the commentary to explain how the Rules are applied in each situation while her colleague Conor Finlay becomes 'Conor on Course' to provide practical demonstrations for young golfers to build their knowledge and understanding of the Rules.

Where to Watch the Rules Skool Open

The Rules Skool Open videos are available on the following R&A platforms:

Youtube: [The R&A's YouTube Channel](#)

Rules of Golf App: [iOS App](#)

[Android App](#)

Twitter: <https://twitter.com/RandA>

Facebook: [The R&A](#)

Instagram: <https://www.instagram.com/therandagolf/>

Randa.org: <https://www.randa.org/rules-junior-room>

The Rules Skool videos have also been made available to many national golf associations and other golf organisations, so they may also have the videos available to view on their own platforms.

Rules Skool – Additional Quiz Questions

The Junior Room section of the R&A App and Website contain 10 quiz questions, one for each of the Rules Skool Episodes. The following two sets of quiz questions are extra questions that are again based on the Rules covered in the videos, but this time, the order of the questions is random.

You could hand these out for your juniors to try at home, test them out individually or in teams at the end of a coaching session.

The back 9 questions are intended to be a little trickier than the front 9 questions, so you might want to save the back 9 questions for your older and / or more experienced golfers.

There is also a play-off question for when there is a tie and you want to award a prize to the best score.

Front 9 Quiz

1. When playing from the teeing area, you must always hit the ball from a tee.
 - A. True.
 - B. False.
2. If you need to measure a club-length to show you the relief area in which you must drop, what club should you use?
 - A. Any club in my bag.
 - B. The longest club anyone in my group is carrying.
 - C. The longest club in my bag (except my putter).
3. When taking relief from a red penalty area, when do you have a two club-length relief area in which to drop?
 - A. Stroke-and-distance relief.
 - B. Back-on-the-line relief.
 - C. Lateral Relief.
4. How much time do you have to find your ball from when you start to search for it?
 - A. As long as I want.
 - B. 3 minutes.
 - C. 5 minutes.
5. Which of the following is NOT allowed when your ball is in a penalty area?
 - A. Removing stones and leaves in the penalty area.
 - B. Touching water with your backswing for a shot.
 - C. Taking free relief from an animal hole.
6. What are you NOT allowed to remove from the bunker, before you play.
 - A. Sticks, stones and leaves.
 - B. A rake.
 - C. Sand from behind your ball.
7. When taking relief from a cart path, you drop your ball for the first time. The ball lands inside the relief area, but comes to rest outside the relief area. What do you need to do next?
 - A. Play the ball from there.
 - B. Drop a ball in the relief for a second time.
 - C. Place the ball on a tee so it is easier to hit.
8. Which of the following should you do to help you play at a good pace throughout the round?
 - A. Stand close to other players when they are playing their shots so you can keep talking to them.
 - B. Get ready to play your shot if you can while other players in your group are playing.
 - C. Run to the next tee to hit your shot while the other players in your group are finishing the previous hole.
9. When are you NOT allowed to play a provisional ball.
 - A. When you see your ball landing in a penalty area.
 - B. When you think your ball might be lost in a bush.
 - C. When you think your ball might be out of bounds.

Back 9 Quiz

10. When taking lateral relief from a red penalty area, where do you measure your two club length relief area from?
 - A. The point where the ball lies.
 - B. The point where the ball last crossed the edge of the penalty area.
 - C. Wherever you want.

11. When are you NOT allowed free relief?
 - A. When you are standing in a puddle of water to play a ball lying outside the puddle in the fairway.
 - B. When the ball is lying on grass, but you are likely to hit a cart path with your club on your follow through.
 - C. When there is a sprinkler between your ball and your feet, but the sprinkler is not interfering with your shot.

12. In stroke play, if you play your tee shot with your ball in front of the tee markers, what is the ruling?
 - A. You get two penalty strokes and must start the hole again by teeing off from inside the teeing area (before you start the next hole).
 - B. There is no penalty, but you must start the hole again by teeing off from inside the teeing area (before you start the next hole).
 - C. You can put a 10 on your scorecard for that hole and walk to the next tee.

13. When taking free relief from a cart path, which of the following is true?
 - A. You always get to drop on the fairway side of the path on the nicest spot you can find.
 - B. You might end up standing on the path, you just need to make sure the ball is dropped away from the path.
 - C. You must drop within one club-length of the nearest point of complete relief, no nearer the hole.

14. Which of the following actions are always allowed both on the putting green and on the fairway?
 - A. Removing sand and loose soil.
 - B. Moving loose impediments.
 - C. Marking, lifting and cleaning your ball.

15. You hit your tee shot towards some bushes, so you decide to play a provisional ball. You can't find your first ball, so you continue with your provisional ball, which you hit onto the green and you hole the first putt. What is your score for the hole?
- A. 3
 - B. 4
 - C. 5
16. When are you NOT allowed to touch the sand when your ball lies in the bunker?
- A. When leaning on your club that's touching the sand, while waiting to play.
 - B. On your backswing for your shot.
 - C. On your follow through for your shot.
17. When are you allowed free relief?
- A. When your ball is in a puddle of water in the rough.
 - B. When your ball is unplayable.
 - C. To drop out of a penalty area.
18. You find a ball in the thick rough, but you can't tell if it is yours. Which of the following actions is NOT required as part of the identification process?
- A. Marking the position of the ball before you lift it.
 - B. Telling someone else in your group before you lift it.
 - C. Showing the identification mark on your ball to everyone in your group, to prove it's yours.

Play-off Question

Q. How old was the youngest ever winner of The Open Championship?

See pages 20 - 21 of the pack for the answers.

Frequently Asked Questions relating to the Rules Skool Open

Episode 1 - Starting Your Round

- Q1. Do I always need to put my own identification mark on my golf ball?
- A1. No, but it is a good idea to do so, to make sure you can identify your ball from other balls of the same make and number.
- Q2. What is the maximum and minimum number of golf clubs I can have in my bag during the round.
- A2. There is no minimum number of clubs that you must have with you, but the maximum number of clubs you can start a round with is 14. If you start your round with less than 14 clubs, you could add clubs to your bag during the round up to the 14-club limit.
- Q3. What is meant by General Penalty?
- A3. If you get the General Penalty for breaching a Rule, that means you get two penalty strokes in stroke play and you lose the hole in match play.
- Q4. What happens if you play from outside the teeing area in match play?
- A4. In match play there is no penalty for playing from outside the teeing area. But, your opponent may require you to cancel your stroke, in which case you must play again from inside the teeing area. As your first stroke has been cancelled, the stroke played again from inside the teeing area will be your first stroke.

Episode 2 - Free Relief from Abnormal Course Conditions

- Q1. What are abnormal course conditions?
- A1. Abnormal course conditions include animal holes, ground under repair, immovable obstructions and temporary water. These types of conditions are not part of the challenge of playing the course and so you are normally allowed free relief away from the condition when they get in your way (i.e. interfere with your play) on the course, except when you are in a penalty area.
- Q2. What are immovable obstructions?
- A2. Immovable obstructions are man-made objects that cannot be easily moved. Common examples include; artificially surfaced roads and paths, buildings, sprinkler heads and drain covers.

- Q3. When are you allowed free relief from abnormal course conditions?
- A3. You are normally allowed free relief from abnormal course conditions when your ball touches the condition, when any part of your swing would touch the condition or when your feet would touch the condition when you take your stance for the shot you are planning to play.
- Q4. Do I get free relief from an abnormal course condition that is on my line.
- A4. The only time you are allowed free relief from an abnormal course condition that is on your line is when your ball lies on the putting green.
- Q5. In the video George didn't mark the position of his ball on the cart path before he lifted it. Should he have done so?
- A5. The Rules don't require George to mark the position of the ball before lifting it to take relief, but it would have been a good idea for him to do so as that would have made it easier for him to check he had found the nearest point of complete relief.
- Alternatively, George could have left the ball on the path until he had found his nearest point of complete relief.
- Q6. If George hadn't liked where he was going to have to take relief away from the cart path, could he have put the ball back down on the original spot on the cart path without penalty?
- A6. If George hadn't liked where he was going to have to drop away from the path, he could have decided not to take free relief. But, as he had lifted his ball, he would get a one stroke penalty for moving his ball when he wouldn't normally be allowed to lift it, and he would have to replace it on the original spot. Even if he had marked the ball first, he would still get the penalty. It is always a good idea to check where you will be required to drop your ball before you lift it.

Episode 3 - Playing in the Spirit of the Game

- Q1. What penalty applies if I don't play in the spirit of the game?
- A1. There is no penalty, unless the Committee considers that you have committed serious misconduct, in which case you may be disqualified.
- Q2. Would George get a penalty for throwing his club?
- A2. There is no penalty under the Rules of Golf, unless the Committee considered that he had committed serious misconduct. However, the Committee may set its own standards of player conduct in a Code of Conduct that specifies certain actions that would result in a player getting a warning or a penalty. For example, a Code of Conduct may say that a player had breached it if he or she takes actions such as throwing clubs, failing to rake bunkers, not shouting fore or using bad language

Episode 4 - Penalty Relief for Ball Lost or Out of Bounds

- Q1. If I think my ball is lost outside a penalty area or out of bounds and I've played a provisional, do I have to spend 3 minutes looking for my first ball?
- A1. No, you don't have to spend any time looking for your first ball if you don't want to. But if someone else finds a ball that could be yours before you play your provisional from a point closer to the hole than where you thought your original ball was, you must check it to see if it is yours. If that ball is yours, you must abandon your provisional ball.
- Q2. If I decide that I don't want to look for my first ball when I've played a provisional, can I ask other people not to look for my ball?
- A2. You can ask other people not to look for your first ball, but you can't stop them from looking for it.

Episode 5 - Putting Green Do's and Don'ts

- Q1. If I accidentally cause my ball to move on the putting green, (for example with a practice swing), what is the ruling?
- A1. If you accidentally cause your ball to move on the putting green, you simply replace your ball on the spot it was moved from, and there is no penalty. It is only on the putting green that there is no penalty in these situations. If you don't know the exact spot then you must estimate where it was.

Episode 6 - Play at a Good Pace

- Q1. What actions can I take to play at a good pace?
- A1. You should:
- Walk quickly between shots and between holes, but you don't have to run.
 - Get your yardage for your next shot and select your club while others in your group are playing their shots.
 - If you are the first player in your group to play from the tee, play your tee shot and then mark your scorecard for the previous hole.
 - If you wear a glove, put it on as you are walking towards your ball.
 - Play "Ready Golf" when it is safe and responsible for you to do so. This only applies to stroke play though as the order of play is an important part of the tactics of match play.

Episode 7 - Penalty Area Relief

- Q1. Do I need to find my ball in a penalty area to take relief from the penalty area?
- A1. You don't need to find your ball in a penalty area to be allowed to take relief, but, you must either know that your ball is in a penalty area or be virtually certain that your ball is in the penalty area to take back-on-the-line relief or lateral relief.
- If you are not virtually certain your ball is in the penalty area, your only option is to play again from where you played your last stroke, under penalty of stroke-and-distance.

Episode 8 - Bunker Do's and Don'ts

- Q1. George put one of his clubs down in the bunker. Is that allowed under the Rules?
- A1. Yes, you are allowed to place your clubs, equipment or other objects in the bunker. George could even have taken his whole bag into the bunker with him if he had wanted to and placed that down in the bunker.
- Q2. In the 'Conor on the Course' segment, Conor said that you need to make sure you don't cause the ball to move when you remove loose impediments like stones and leaves. What happens if you do cause the ball to move when you move loose impediments?
- A2. If you move loose impediments and that causes your ball to move, your ball must be replaced on its original spot (which if not known must be estimated). If this happens anywhere except on the putting green or the teeing area, you also get one penalty stroke.
- Q3. What happens if you cause your ball to move when you remove a movable obstruction like a rake, a towel or a bottle.
- A3. Movable obstructions are not normally found on the golf course, so if your ball moves when a movable obstruction is removed, there is no penalty and you must replace your ball on its original spot (which if not known must be estimated).

Episode 9 - Penalty Relief for Unplayable Ball

- Q1. If George had chosen to take the two club-length lateral relief option and the ball had rolled back into the bush, would he have been allowed to drop again without another penalty stroke?
- A1. The two club-length lateral relief area for unplayable relief is measured from where the ball lies. That means if the ball comes to rest anywhere within two club-lengths of where the ball originally lay in the bush, no nearer the hole, the ball would be back in play and would need to be played from that position. George could then decide to take another unplayable drop based on the ball's new position, but that would be for a second one stroke penalty.

Episode 10 - Playing the Course as You Find It

- Q1. George didn't look like he told anyone that he was going to lift his ball to identify it. Should he have done so?
- A1. No. If a ball might be yours but you cannot identify it as yours where it lies, you may lift the ball to identify it. You must mark the spot of the ball first and you must not clean the ball any more than is needed to identify it, but, there is no need to tell anyone else that you are going to lift your ball to identify it.
- Q2. Before George cuts the branch he backed into the branch. Would there have been a problem if he had played his shot from that position?
- A2. When George was first looking at how to play the shot, we saw that he could quite easily stand to play the ball without needing to move the branch that much at all. That means he cannot choose another way of standing to play his shot that would result in more movement of the branch. In other words, George must find the way of standing to play his shot that moves the branches the least amount. If George had played a shot at the ball when he had backed into the branches, he would get the general penalty.
- Q3. George looked like he touched the ground with his putter between him and the hole when he was looking at his line. Is that allowed?
- A3. Yes you can touch your line without penalty, providing you don't do anything to improve your line.

Running a Practical Session

It is recommended that you give your juniors a chance to practice the relief Rules that are covered in the Rules Skool videos to ensure that they have fully understood these important Rules.

A list of 11 scenarios are detailed on page 13 of this pack and these match with the Scenario Cards that are provided on pages 14 – 18. We have suggested a couple of ways that you could use these under Options 1 and 2 below. But, there are many other ways that you could do this and it is up to you to do this in the way that will work best for your group.

Length of Session

You should adapt the length of a Rules practical session depending on the age of your group, for example:

- For younger juniors we would suggest that you spend just 5 – 10 minutes covering 2 - 3 scenarios at a time. So, perhaps this could be done in the middle of, or at the end of a coaching session.
- Even for older juniors, we would recommend limiting a Rules practical session to a maximum of 15 - 20 minutes with 4 – 6 scenarios available for them to try.

That should increase the likelihood that they will retain the information.

Setting Up the Scenarios

To run this session, you should ideally find a practice area or an area of the course which has the features required for the scenarios that you plan to cover that day. Irrespective of the scenarios you are covering, you should always ensure that there is a flagstick visible to be used as a reference for the relief scenarios.

The other course features required for all of the scenarios are listed below, however, you can always improvise if certain features are not available. For example, if you don't have an area with a penalty area (which will often be the case), you could borrow 4 red stakes from the greenkeeper and create a rectangular penalty area (or of whatever shape you like for that matter).

- A bunker
- A putting green
- A tree or bush
- A path, or some other abnormal course conditions such as a drain cover or sprinkler head
- Two tee markers (or large stones or other objects could be used) placed around 6 paces apart on the fairway
- A penalty area

If possible, the scenarios should be set up as detailed below. These will then match with the Scenario Cards which start on the next page.

Scenario	Recommended Set Up
1	Place a marker or tee in the rough, but just a few inches from the fairway.
2	Place a marker or tee in the teeing area.
3	Place a ball close to the edge of the bush where it can be seen, but where the player would likely want to take unplayable relief.
4	Place a ball in a bush where it can be seen, but where the player would likely want to take unplayable relief.
5	Place a ball on a sprinkler head or on another immovable obstruction such as a drain cover.
6	Place a ball on grass close to a path (or another immovable obstruction such as a sprinkler or drain cover) so that the player would have to stand on the path (obstruction) to play their next shot.
7	Place a ball in the red penalty area.
8	Place a ball in the red penalty area.
9	Place a ball in a bunker and put stones, leaves and twigs near to ball, including putting one so close to the ball that the ball would likely move if the loose impediment was moved.
10	Place a ball on the putting green and place a pitch mark, some spike marks and sand between the ball and the hole.
11	Place a ball in some thick rough and position it so the identification mark can't be seen.

Suggested Ways of Running a Practical Session

Print off the Scenario Cards on pages 14 - 18 and cut along the red line on each page up to leave one scenario on each piece of paper. You can then fold the paper down the dotted line so that the scenario is on one side of the page and the demonstrator checklist is on the back.

Option 1

Split your group into pairs or teams to work together.

One member of the group should read out the scenario from the Scenario Card and another member of the group should act as the player to carry out the ruling. The group member with the scenario card should run through the correct ruling if need be, or mention anything that has been missed by 'the player' based on the Demonstrator Checklist.

Option 2

For juniors that don't mind giving things a try, split your group into teams with one organiser assigned to each group. The organiser should then read out the scenario from the Scenario Card and encourage one member of the group to try the ruling. The organiser will then run through the correct ruling if need be, or mention anything that has been missed by 'the player' based on the Demonstrator Checklist.

Scenario Cards

<p>Scenario 1</p> <p>You've hit your third shot out of bounds from the edge of the rough (from the point where the marker or tee has been placed).</p> <ul style="list-style-type: none"> • Demonstrate what you should do now • Say what number of shot will you be playing next 	<p>Scenario 1 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player should put down a tee at the point where the last shot was played (recommended but not required). • This is the reference point for the drop. • Player should drop within ONE club-length of the reference point, but no nearer the hole. • Player must go through the dropping procedure (see the checklist points that apply to all dropping scenarios). • This could allow the player to drop on the fairway, even if their last shot was from the rough. • The next shot will be the 5th shot.
<p>Scenario 2</p> <p>You hit your tee shot towards some bushes (from the point where the marker or tee has been placed) and you're not sure if you will find your ball in the bushes.</p> <ul style="list-style-type: none"> • Demonstrate and explain what do should do now! 	<p>Scenario 2 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player should announce they are going to play a provisional ball. • Player should play a provisional ball. • Player can play from anywhere inside the teeing area. • The ball could be teed (if the player wants). • Player has 3 minutes to search for the 1st ball. • If the first ball isn't found, the player must continue with the provisional ball. • The next shot with the provisional will be the 4th.
<p>Scenario 3</p> <p>Your ball is lying in a bush, so you decide to declare it unplayable.</p> <ul style="list-style-type: none"> • Demonstrate taking lateral relief. • Say what penalty would apply (if any). 	<p>Scenario 3 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player should put a tee behind the ball in the bush if possible (recommended but not required). • The position where the ball lies in the bush is the reference point for the drop. • Player should drop within TWO club-lengths of the reference point, but no nearer the hole. • Player must go through the dropping procedure (see the checklist points that apply to all dropping scenarios). • Player should say that there is a one stroke penalty for taking this kind of relief.

<p>Scenario 4</p> <p>Your ball is lying in a bush, so you decide to declare it unplayable.</p> <ul style="list-style-type: none"> • Demonstrate taking back-on-the-line relief. • Say what penalty would apply (if any). 	<p>Scenario 4 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player should go back on THE LINE, which means walking further away the hole than where the ball lay in the bush, keeping that point between them and the hole (they might have to use their best judgement to do that). • Player can go back as far as they want. • When the player decides where to drop, he or she should put down a tee at their chosen spot on THE LINE (recommended but not required). • This is the reference point for the drop. • Player should drop within ONE club-length of the reference point, but no nearer the hole. • Player must go through the dropping procedure (see the checklist points that apply to all dropping scenarios). • Player should say there is a ONE stroke penalty for taking this kind of relief.
<p>Scenario 5</p> <p>Your ball lies on a sprinkler head (or other abnormal course condition).</p> <ul style="list-style-type: none"> • Demonstrate how to take relief away from the sprinkler head. • Say what penalty would apply (if any). 	<p>Scenario 5 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player should identify the point that is nearest to where the ball lies where there is no interference from the sprinkler head to the lie of the ball, player’s stance, or area of intended swing. But this point must be no nearer the hole. • Player should put down a tee at this point (recommended but not required). • This is the reference point for the drop. • Player should drop within ONE club-length of the reference point, but no nearer the hole. • Player must go through the dropping procedure (see the checklist points that apply to all dropping scenarios). • Player must have complete relief from the sprinkler head. This means no interference to the lie of the ball, player’s stance, or area of intended swing. • Player should say this is FREE relief, so there is no penalty.

<p>Scenario 6</p> <p>Your ball is lying on grass, but you would be standing on an artificial path (or sprinkler head) to play your shot.</p> <ul style="list-style-type: none"> • Demonstrate how to take relief away from the path. • Say what penalty would apply (if any). 	<p>Scenario 6 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player should identify the point that is nearest to where the ball lies where there is no interference from the sprinkler head to the lie of the ball, player’s stance, or area of intended swing. But this point must be no nearer the hole. • Player should put down a tee at this point (recommended but not required). • This is the reference point for the drop. • Player should drop within ONE club-length of the reference point, but no nearer the hole. • Player must go through the dropping procedure (see the checklist points that apply to all dropping scenarios). • Player must have complete relief from the path at the spot where the ball comes to rest. This means there must be no interference to the lie of the ball, player’s stance, or area of intended swing. • Player should say this is FREE relief, so there is no penalty.
<p>Scenario 7</p> <p>Your ball is lying in a red penalty area. You decide to take relief from the penalty area.</p> <ul style="list-style-type: none"> • Demonstrate taking back-on-the-line relief. • Say what penalty would apply (if any). 	<p>Scenario 7 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player should identify the point where ball last crossed the edge of the penalty area. • Player should use best estimate/ reasonable judgement to take a line from the hole, through the point where the ball last crossed the penalty area and go back as far as he or she wishes on that line. • Player should put down a tee at his / her chosen spot on the line (recommended but not required). • This is the reference point for the drop. • Player should drop within ONE club-length of the reference point, but no nearer the hole. • Player must go through the dropping procedure (see the checklist points that apply to all dropping scenarios). • Player should say there is a ONE stroke penalty for this kind of relief.

<p>Scenario 8</p> <p>Your ball is lying in a red penalty area. You decide to take relief from the penalty area.</p> <ul style="list-style-type: none"> • Demonstrate taking lateral relief. • Say what penalty would apply (if any). 	<p>Scenario 8 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player should identify the point where ball last crossed the edge of the penalty area (this is the point where it last crossed between the stakes or where it last crossed the red line, if there is a painted line). • Player should put down a tee at the spot where the ball last crossed (recommended but not required). • This is the reference point for the drop. • Player should drop within TWO club-lengths of the reference point, but no nearer the hole. • Player must go through the dropping procedure (see the checklist points that apply to all dropping scenarios). • Player should say that there is a one stroke penalty for taking this kind of relief.
<p>Scenario 9</p> <p>Your ball is lying in a bunker and there are leaves and stones lying close to your ball.</p> <ul style="list-style-type: none"> • Demonstrate what you can do with the leaves. • Explain when you would be allowed to touch the sand, and when you would not be allowed to touch the sand. 	<p>Scenario 9 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player can remove loose impediments in the bunker. • Player must not cause the ball to move when removing loose impediments. • If he / she causes ball to move, the ball must be replaced on original spot and there is a one stroke penalty. • Cannot touch without penalty – when taking practice swings, right behind or in front of the ball, on backswing for the shot, with club or hand to test the condition of the sand. • Can touch without penalty – when leaning on a club (without testing).
<p>Scenario 10</p> <p>Your ball is lying on the putting green. There is a pitch mark on your line as well as some sand, some leaves and spike marks.</p> <ul style="list-style-type: none"> • Demonstrate what you can do. 	<p>Scenario 10 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player can repair pitch mark and spike marks on putting green only. • Player can remove sand and leaves.
<p>Scenario 11</p> <p>Your ball is lying in some thick rough. You can't see the identification mark on the ball to know for certain that its yours.</p> <ul style="list-style-type: none"> • Demonstrate what you should do to identify the ball. 	<p>Scenario 11 – Demonstrator Checklist</p> <ul style="list-style-type: none"> • Player must mark the position of his / her ball (e.g. with a tee), before lifting the ball to check for brand, number, make or any identification marks. • Player must not clean ball except to the extent necessary to identify it as his / her ball. • Player must replace the ball on the original spot.

Demonstrator Checklist that applies to all Dropping Scenarios

- It is recommended (but not required) for the player to measure out the size of his / her relief area to the side of the reference point that he / she plans to drop.
- When the relief area is being measured, the player should use the longest club in his / her bag (except for a putter), so this will likely be a driver.
- The relief area must be no nearer the hole than the reference point.
- Any ball can be dropped (i.e. the original ball or another ball).
- The ball must be dropped from knee height.
- The ball must first strike the ground in the relief area.
 - If the ball comes to rest inside the relief area, the relief procedure is complete.
 - If the ball rolls outside the relief area, the player must drop a ball in the relief area for a second time.
 - If the ball comes to rest inside the relief area, the relief procedure is complete.
 - If the ball rolls outside the relief area, the player must place the ball on the spot where it first hit the ground on the second drop.
- If the ball doesn't strike the ground in the relief area on either drop, that drop doesn't count
- See Rule 14.3 for full details of the dropping procedure.

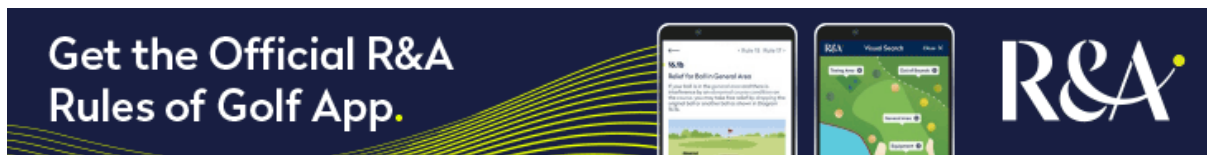
Additional Rules Resources

The Rules Academy (Level 1)

We would encourage all junior organisers to refresh their knowledge of the basics of the Rules of Golf by completing the online Rules Academy course, before you help to teach juniors about the Rules of Golf. The Rules Academy covers the most commonly occurring Rules situations and culminates in the official (but optional) R&A Level 1 Exam.

Why not encourage your older and more experienced juniors to register and complete the Rules Academy, including the Level 1 exam at the end.

R&A Rules of Golf App



The Rules Skool videos and associated quiz are available on the Rules of Golf App, but there are many other aspects of the App, which should help your and your juniors get to grips with the Rules of Golf:

Visual Search – a quick and easy way to find the Rule you are looking for

Rules Essentials – A series of 10 short animated videos covering the basics of the Rules

Rules Quiz – Beginner, Intermediate and Advanced questions will help golfers with all levels of Rules knowledge test how much they really know

Most importantly, the App also includes full details of the Rules of Golf and the associated diagrams and videos, and is available in over 15 languages.

iOS App: <https://apps.apple.com/gb/app/rules-of-golf/id1435204099>

Android App: <https://play.google.com/store/apps/details?id=com.randa.android>

Rules From The Garden Videos

This fun set of videos, will help all golfers learn more of the basics of the Rules of Golf.

https://www.youtube.com/results?search_query=The+R%26A+Rules+from+the+garden

Level 2 Rules Seminar

If you are junior organiser who has completed the Rules Academy and you are interested in taking your own Rules knowledge to the next level, why not contact your national golf union to register your interest in attending a Level 2 Rules Seminar. These seminars are taught by the national golf unions using The R&A's education materials.

Some older and more experienced juniors may also be interested in attending this level of seminar.

Ask the Experts

If your juniors have questions relating to the Rules Skool videos or other Rules of Golf questions that you would like help with, please send these to the following email address with the heading 'Rules Skool Open Query':

Rules@randa.org

We will include any frequently asked questions to the FAQ's section of this document and we may also look to cover some of these in future Q&A's on social media.

Quiz Answers

Front 9 Answers

Question	Answer	Explantation
1	B	When playing your ball from the teeing area, you may play the ball from a tee placed on the ground or from the ground itself.
2	C	When you are required to measure under the Rules of Golf, club-length is the length of the longest club you have in your bag, other than a putter.
3	C	The only relief procedure which has a two club-length relief area is lateral relief.
4	B	Your ball is lost if it's not found in three minutes after you begin to search for it.
5	C	Free relief is not available when your ball is in a penalty area. That means you are not allowed to take free relief from an animal hole in a penalty area.
6	C	You are allowed to remove loose impediments and movable obstructions from a bunker, but you cannot remove sand.
7	B	If you drop in the relief area and it comes to rest outside the relief area, you must drop a ball in the relief area for a second time.
8	B	You should prepare in advance for your next stroke and be ready to play when it is your turn.
9	A	You cannot play a provisional ball when you know your ball is in a penalty area.

Back 9 Answers

Question	Answer	Explanation
10	B	When taking back-on-the-line or lateral relief from a penalty area, the reference point for your drop is where your ball last crossed into the penalty area (or where you estimate it last crossed into the penalty area). So where your ball lies in the penalty area is irrelevant.
11	C	You are allowed free relief from an abnormal course condition (such as a puddle) when you are standing in it, because that is interfering with your stance. You are also are allowed free relief from an abnormal course condition (such as a cart path) when it interferes with the area where you intend to swing, so that includes where your club will go after you hit the ball.

		However, you are not allowed free relief if an abnormal course condition (such as a sprinkler head) if it is just a distraction and does not interfere with the lie of the ball, or where you intend to stand, or where will swing.
12	A	You must start each hole from inside the teeing area so that everyone is playing the same course. In stroke play if you play your tee shot from outside the teeing area you get a two stroke penalty and must correct your error by starting the hole again from inside the teeing area. Any strokes made before you correct the mistake do not count.
13	C	When taking relief from an abnormal course condition (such as a cart path) you must take complete relief so that your ball is no longer lying on the path, you are no longer standing on the path and your swing will not hit the path. When taking relief, you must find the nearest point to where the ball lies on the path where that is the case (but no nearer the hole).
14	B	The putting green is specially prepared for playing your ball along the ground, so there are certain things that area allowed on the putting green that are not allowed elsewhere on the course. You can only remove sand and loose soil that lies on the putting green and you can always mark and lift your ball on the putting green, but those are actions that are not normally allowed off the putting green. However, you can remove loose impediments anywhere on the course.
15	C	Your score for the hole is 5: 1 – your tee shot with your first ball 2 – one penalty stroke for the stroke and distance relief 3 – second shot played from the tee 4 – shot to the green 5 – your putt
16	B	Part of the challenge of playing from a bunker is to play a ball from the sand, which means you cannot touch the sand in the bunker with your backswing.
17	A	A puddle of water in the rough (or anywhere else on the course other than a penalty area) is an abnormal course condition which is not part of the challenge of the course. That means you can take free relief from the puddle. Unplayable ball relief and penalty area relief are penalty relief situations.
18	B	If you need to lift your ball to identify it, you must mark its position first and you must not clean it any more than is needed to be able to identify it, but there is no need to tell anyone else that you need to lift it to identify it.

Play Off Question

17 years old - Tom Morris Junior was only 17 years old (and 156 days) when he won The 9th Open Championship in 1868.