



CHAPTER 14

The Rules

“34 Rules of Golf, how am I supposed to remember them all?” Don’t worry, you aren’t expected to know everything all at once. The more you play, the more you will become familiar with the Rules and you’ll

be able to remember them in no time.

Our hedgehog friend will take you through a summary of the Rules of Golf. He will explain the most important points of each rule.



The official Rules of Golf of the R&A (Royal and Ancient Club of St. Andrews) have been condensed in a handy little book. You should always have a copy with you, so that you can refer to it when you end up in any possible and, for that matter, impossible situation.

Rule 1:

Play the ball as it lies and observe the Rules.

Rule 2: Match Play

In match play, you win the hole. “That’s strange. Everybody knows that holes are full of air. What am I supposed to do with that?”

But that’s the way this game is played. The player who wins the hole is the one who uses the fewest number of strokes from teeing off to sinking the putt.

Rule 3: Stroke Play

Before you begin, you and your opponent should agree on the number of rounds to be played. The number of strokes is added up and the player with the fewest strokes wins.





Regel 4: Schläger(-Typ) und Zauberspruch

No non-conformists, please. The characteristics of your clubs must conform to the Rules. Moreover, you are permitted to take no more than 14 clubs on a round of golf, otherwise you will be disqualified.



If, in the middle of a round, you discover you have too many clubs with you, immediately say to your fellow-competitor or marker: “I declare this club out of play.”

This magic spell makes the club disappear into thin air, so to speak. You may not play with that club for the rest of the round and you will receive a hefty penalty.

Match play: Penalty is loss of the hole, with a maximum of two holes up to the point in time that you noticed the extra club.

Stroke play: Two penalty strokes for each hole, with a maximum of 4 penalty strokes up to the moment you noticed the extra club.



**Did you know?
Who is your marker?**

This is the person (usually a fellow-competitor) whom the Committee has designated to keep track of your score.

If a club should become irreparably damaged during the game, you may replace it. But, be extra careful during a tournament; do not borrow a club from your opponent!

The substitute club may not have been brought along by someone else to use in play. Have someone bring you a replacement from outside the golf course!

Otherwise, you will receive the same penalties as described above in “Magic Spell”.