



CGA Doubles Golf – Rules of Play



Playing the Hole

- First, each player will hit a tee shot from the teeing area to start the hole
- Then, both players will select one ball they wish to play next.
- Once the ball is selected, the ball is marked, and players are allowed to lift, clean, and place their ball within one club-length, no closer to the hole. Both players will play a ball from the selected location and may choose their own order of play for each shot.
 - *For all shots, both players are not **required** to play a shot, and a team may opt to use the first player's shot without the second player hitting.*
- The same process will be repeated for every shot until the ball is on the putting green, where players must place their ball within one club head length of the original ball. This process continues until the ball is holed.
 - ❖ *Anywhere on the golf course, including bunkers and penalty areas, each team member may put a ball in play* within one club length of the selected shot in the same area of the course (General Area, Bunker, Penalty Area, Teeing Area), not nearer the hole.*
 - ❖ *Putting a ball in play – Players may put a ball in play by placing it or dropping it from knee height.*
 - ❖ *On the putting green, each team member must place a ball within one club head length of the spot of the ball that is played. (A ball-marker should be used to the side of the selected spot.)*

Lifting & Marking Selected Ball

- A team will mark its chosen shot. The selected ball may be lifted by the player, his/her partner, their caddie, or another person authorized by the player and can be cleaned.
- **The position of the ball must be marked before it is lifted or played unless the original ball is played from its original location.**
 - If the ball is played from the original location, the ball does not need to be marked before the first shot, but the second shot must be played from within one club-length (or club-head on putting green) of the original position.
 - If the ball is not played from the original location, the mark must be placed right behind or right next to the ball, and the mark may be moved up to one club head length (on the putting surface) or club-length (everywhere else on the course)
- If a selected ball is lifted without being marked, the team will incur a one-stroke penalty.

This process continues for each team's shots until reaching the putting green.

Playing a stroke from the General Area

- A ball may be moved one club-length in all areas of the course except the putting green. When the player is in the general area, this includes all areas of the golf course except the putting green, teeing area, penalty areas, or bunkers.
- This means that a player may move their ball between the rough, first cut or fairway if that cut of grass is within a club length (general area includes the rough, fairway and first cut with no distinction between the cut of grass).
 - ❖ *Once a ball is put in play properly with intent, that ball may not be lifted. If a ball was put in play in the wrong place, the player may correct the error by lifting the ball and putting it in play in the correct place before they make a stroke.*

- ❖ *If the original ball is in a position that does not entitle a player to free relief (e.g., standing on an obstruction) a player may not intentionally place their ball in a position that creates interference under Rule 16.*

Playing a stroke from the Bunker

- Each team member may put a ball in play within one club-length at the position of the selected shot (**the ball must remain in the bunker**). The bunker may be raked prior to the second player playing their bunker shot (may only rake between the first and second shot, not before the first shot). Any member of the team or their caddies may rake the bunker.

Playing a stroke from a Penalty Area

- If a team should choose to play a ball from a penalty area, the ball **must be played by the player as it lies on the first shot**. The second ball must be placed as close to the first ball as possible, no closer to the hole, replicating the conditions of the first ball. **Should the team decide to take relief from the penalty area**, USGA rules apply with a one-stroke penalty, and the players must use the same penalty relief procedure.

Putting (Holing Out)

- Players should mark their ball for any shot in close proximity to the hole that isn't holed. **When holing out, once a player hits a shot from a new position, the team loses their right to play from the previous location.**
- If player A misses a putt for a 3, player A can't tap in for a '4' and then allow their partner to putt for a 3. If player A plays from the new location before the second player makes a stroke, they lose their right to play from the previous location, and it would be the second player's turn to play from 'A's new position.

Pace of Play

Players are expected to play at a prompt pace and must decide which ball to play in a timely manner. Players may not unduly delay play to determine which ball they would like to play. If one ball is in play and another ball may be lost, players should expedite the search process if they know they will not be using the ball that hasn't been found.

Standing on the Extension of the Line of Play

For this format only, team members may stand behind one another while they are hitting a shot or putting. (Rule 10.2b(4) is waived).

Provisional Ball from Teeing Area

If both golf balls may be lost outside a penalty area or may be out of bounds, both players may play a provisional ball from their teeing area.

Lost Ball from Teeing Area

If both golf balls are lost either outside a penalty area or out of bounds, both team members may play a tee shot under stroke and distance (the team's third stroke) from their teeing area.