

# The Five Defined Areas of the Course (Rule 2.2)

It is important to know the **area of the course** where the ball lies.

They affect a players' options in their play.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



# The Five Defined Areas of the Course (Rule 2.2)

## The General Area

The Teeing Area the player must use in starting the hole he or she is playing

All Bunkers

All Penalty Areas

The Putting Green of the hole the player is playing

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The **General Area** covers the entire *course*...except for the other four *areas of the course*.

Certain Rules apply specifically to the other four *areas of the course*.

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## The Four Other Areas

- 1 The **teeing area** the player must use in starting the hole he or she is playing.



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## The Four Other Areas

- 1 The **teeing area** the player must use in starting the hole he or she is playing.

not any other teeing locations on the *course*



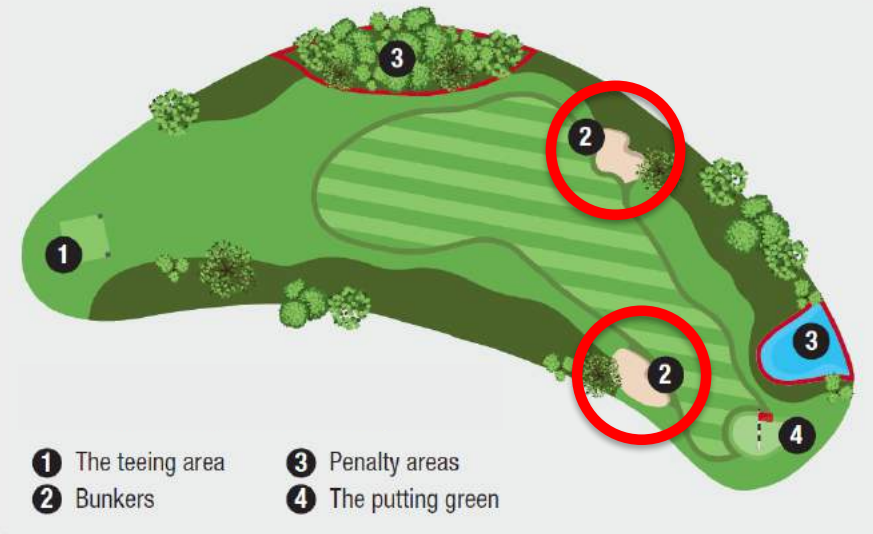


# The Five Defined Areas of the Course (Rule 2.2)

## The Four Other Areas

- 1 The *teeing area*
- 2 All **bunkers**

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# The Five Defined Areas of the Course (Rule 2.2)

## The Four Other Areas

- 1 The *teeing area*
- 2 All *bunkers*
- 3 All *penalty areas*

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# The Five Defined Areas of the Course (Rule 2.2)

## The Four Other Areas

- 1 The *teeing area*
- 2 All bunkers
- 3 All *penalty areas*
- 4 The **putting green** of the hole the player is playing

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