



Water Hazard **USGA** Rule 26-1

You have 3 options.

1. Play it where it lies—no penalty (*one-stroke penalty if you ground your club*).
2. Play a ball from where you last played—one-stroke penalty (*you lose the distance also*).
3. Drop a ball behind the hazard—one-stroke penalty. (*Drop the ball on the line that intersects the **hole** and the point where the original ball **entered** the hazard*).

Lateral Hazard – Fourth Option

4. Drop a ball within **2 club lengths** no nearer the hole of (4A) the point where the original ball entered the hazard or (4B) a point on the opposite side of the hazard equidistant from the hole.

Notes

- All water, stakes, lines, and ground within the defined area are part of the hazard (*stakes are obstructions*). The hazard's margins extend vertically upward and downward.
- There must be reasonable evidence that the ball is lost in the hazard, otherwise it must be treated as a lost ball.



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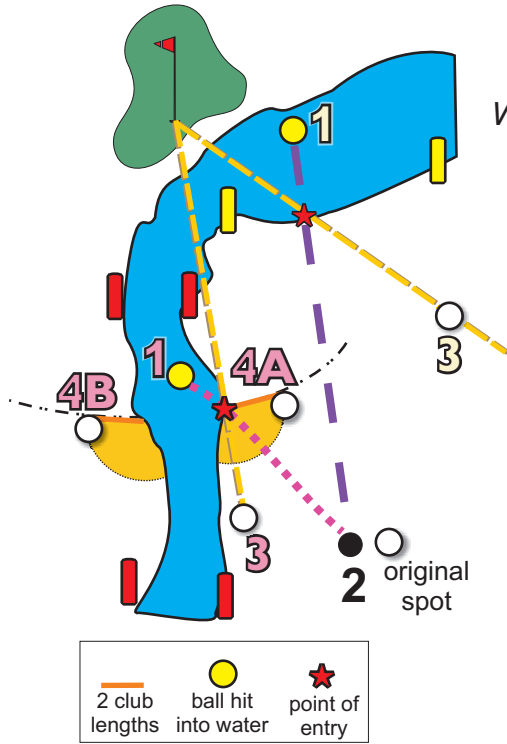
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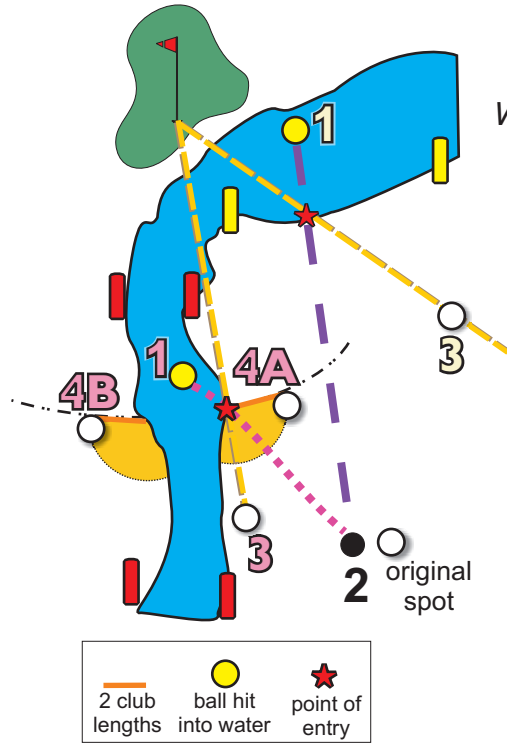


Yellow Stakes 
 Water Hazard
 Options 1, 2, and 3

Red Stakes 
 Lateral Water Hazard
 Options 1, 2, 3, and 4

		
2 club lengths	ball hit into water	point of entry

Water Hazards

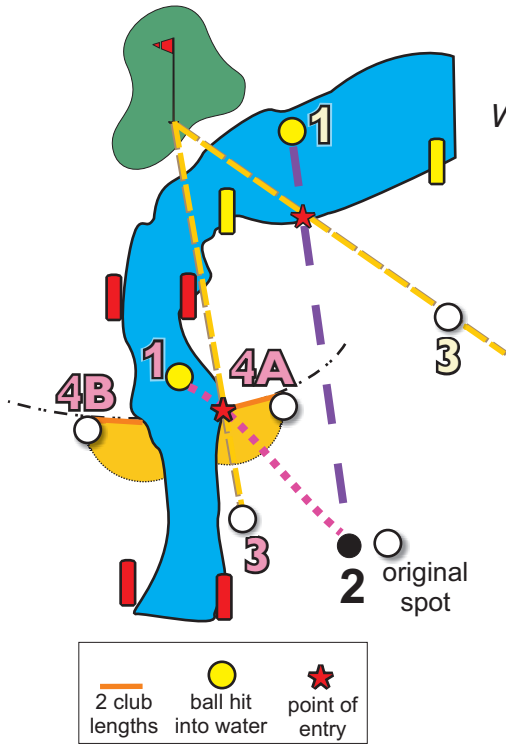


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2 club lengths	ball hit into water	point of entry

Water Hazards

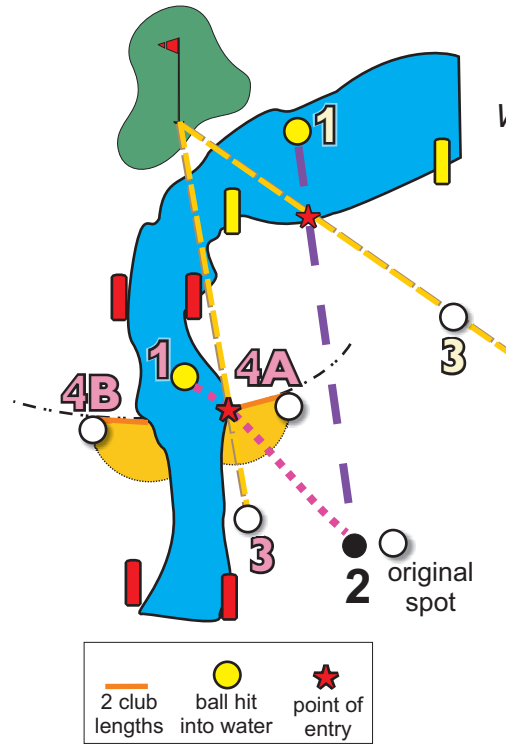


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2 club lengths	ball hit into water	point of entry

Water Hazards



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2 club lengths	ball hit into water	point of entry