

ANALYSIS OF PENALTIES IN RULE 4

Rule 4 Clubs	Penalty For Carrying But Not Making Stroke With Club or Clubs in Breach	Penalty for Making Stroke with Club in Breach	Penalty Regardless of Number of Excess Clubs Carried	Penalty if Club or Clubs Not Immediately Declared Out of Play Upon Discovery	Breach Discovered Between Play of Two Holes, Penalty Applies to Next/Last Hole
4-1. Form and Make of Clubs					
a. General	General Penalty	DQ	---	DQ	Next Hole
b. Wear and Alteration	General Penalty	DQ	---	DQ	Next Hole
4-2. Playing Characteristics Changed and Foreign Material					
a. Playing Characteristics Changed	General Penalty	DQ	---	DQ	Next Hole
b. Foreign Material	General Penalty	DQ	---	DQ	Next Hole
4-3. Damaged Clubs: Repair and Replacement					
a. In Normal Course of Play	---		General Penalty	DQ	Last Hole
b. Not Normal Course of Play	---	DQ*	---	---	---
c. Prior to Round	General Penalty	DQ	---	DQ	Next Hole
4-4. Maximum of 14 Clubs					
a. Selection and addition of Clubs	---	---	General Penalty	DQ	Last Hole
b. Partners May Share Clubs	---	---	General Penalty	DQ	Last Hole
c. Excess Club Declared Out of Play	---	---	---	DQ	--

General penalty - In match play, at the conclusion of the hole at which the breach is discovered, the state of the match is adjusted by deducting one hole for each hole at which a breach occurred with a maximum deduction per round of two holes; in stroke play, two strokes for each hole at which any breach occurred with a maximum penalty per round of four strokes (two strokes at each of the first two holes at which any breach occurred).

DQ* - Rule 4-3b. If, during a stipulated round, a player's club is damaged other than in the normal course of play rendering it non-conforming or changing its playing characteristics, the club must not subsequently be used or replaced during the round; penalty for breach: Disqualification