

## How to Fairly Search for Your Ball (Rule 7.1)

You may fairly search for your ball by taking reasonable actions to find and identify it, such as:

- Moving sand and water, and
- Moving or bending grass, bushes, tree branches, and other growing or attached natural objects, and also breaking such objects, but *only* if such breaking is a result of other reasonable actions taken to find or identify the ball.

### When your search actions improve the conditions affecting the stroke

- If you take *reasonable actions* as part of a fair search: There is *no penalty* under Rule 8.1a.
- *Be Careful.* If your actions *exceed* what was reasonable for a fair search, you get a **two-stroke penalty** (the general penalty) for breach of Rule 8.1a.

### Searching: Loose Impediments and Movable Obstructions

In trying to find and identify your ball, you may remove loose impediments as allowed in Rule 15.1 and may remove movable obstructions as allowed in Rule 15.2.

- *Be careful.* If your removal of a loose impediment causes your ball to move, your ball must be replaced on its original spot (which if not known must be estimated), and you get a ...
- **Penalty.** If your moved ball had been at rest anywhere except on the putting green or in the teeing area, you receive a *one-stroke penalty*.

### After Moving Sand to Find Your Ball

The player must *re-create the original lie* in the sand, but may leave a small part of the ball visible if the ball had been covered by sand. (7.1.b)

- **Penalty.** If the player plays the ball without having re-created the original lie, the player gets a *two-stroke penalty* (the general penalty).



After you begin to search for your ball, it is *lost* if not found in 3 minutes.

*If your ball is found after 3 minutes, it is still lost.*

#### Why the search time was reduced from 5 minutes to 3:

In most cases, if the ball is going to be found, it will be found within the first 3 minutes. On average, the overall impact should be to speed up play.

#### Other Options to Consider

1. Play a provisional ball.
2. SRPGA Local Rule: Alternate to Stroke and Distance.
3. Desert Rule: on designated courses.

USGA Rule 7 [LINK](#), Interpretations [LINK](#)

USGA Rule 8 [LINK](#)

USGA Rule 15 [LINK](#)