

# MGA Rules Review

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## Differentiation of Penalty Stake and Line Colors and Resulting Scoring and Play

- Red and Yellow Markers (Stake and Line)/Penalty Areas, i.e., how do I take relief from a yellow or red penalty area?
  - **When you take relief from a penalty area, you get one penalty stroke.** For yellow penalty areas, you have two relief options. For red penalty areas, you have three relief options (the same two relief options as you do for yellow, plus one additional option.) For a yellow penalty area, you may take relief by dropping into a relief area using (1) the spot at which your last stroke was made under stroke and distance (see Rule 17.1d(1)) or (2) the back-on-the-line relief procedure (see Rule 17.1d(2)). For a red penalty area, you have the two options above for a yellow penalty area, plus an additional option to take lateral relief. Lateral relief allows you to drop a ball into a relief area measured from where your ball last crossed the edge of red penalty area. From that reference point, you are allowed to drop outside the penalty area and anywhere within two club-lengths of that spot, no nearer to the hole (see Rule 17.1d(3)). (Rules are USGA rules and numbers have been included for reference.)
- Out of Bounds White Stake (and Line) Markers
  - Please reference the December 2021 Tee Times issue for Peter Eckle's Par for the Course section which specifically addresses this occurrence. For convenience, an excerpt of Peter's section follows:

At Carolina Colours there are not many holes where out of bounds comes into play. The Rules of Golf are very clear when it comes to boundaries— if any part of the ball is deemed to be in bounds, the ball is in bounds and playable. Where the gray area comes into play is determining the “official” boundary line. A ball is out of bounds when all of the ball is outside the inside (course side) edge of the boundary line. A ball is in bounds when any part of the ball lies on or touches the ground or

anything else (such as any natural or artificial object) inside the boundary edge.

What do you do when you think your ball might be out of bounds? The first thing in order to save time, would be to declare and hit a provisional ball from the spot of your original shot. If your ball is determined to be lost or out of bounds, then your provisional ball becomes the ball in play and you are playing with one stroke penalty, along with the distance involved. If your ball is not out of bounds when you find it, then you play it as it lies and pick up your provisional ball.

As an alternative, and in an effort to maintain pace of play, Carolina Colours has implemented an additional option, i.e., the back-on-the-line relief procedure, which is the same as both the Red and Yellow Penalty Area relief, except for the penalty assessment. Specifically, the use of this option requires a two-stroke penalty, which is intended to approximate the same scoring as a stroke and distance rules application. In other words, you would drop your ball back-on-the-line relief procedure, plus two strokes. If using a tee shot example where the ball is hit out of bounds, and you elect to not re-tee, you would use the back-on-the-line relief option, dropping the ball at that relief point and would then be hitting four, the same as you would be hitting four if you elected to re-tee and assess a stroke plus distance penalty.

#### Lost Ball and Resulting Scoring and Play

- What do you do when you cannot find your ball? For most intents and purposes, the handling of a Lost Ball is the same as that for an Out of Bounds ball.

Specifically, you can return to the spot of your original shot and re-hit, resulting in a one stroke penalty, i.e., stroke and distance.

However, and consistent with an Out of Bounds Ball (and also to maintain pace of play), you can use the back-on-the-line relief procedure, which, again, requires a two-stroke penalty (which is also intended to approximate the same scoring as a stroke and distance rules application). Remaining consistent with an Out of Bounds Ball, you would drop your ball back-on-the-line relief procedure, or where you thought the ball would have been, plus two strokes.

### Rolling the Ball vs. Playing the Ball Down

- All shots should be Playing the Ball Down, or, playing the ball as it lies, unless it is agreed that you can roll the ball **in the fairway** within one club length. Please note that you can only roll the ball when the ball is **in the fairway**. All balls not in the fairway must be played down, or as they lie. To be clear, you cannot roll your ball if in the rough.

### Maximum Scoring, i.e., Net Double Bogey Plus One

- There appears to remain a lack of clarity and understanding as to determining this maximum score. (It is probably fair to say that this max will result in an additional stroke than that which you would be able to enter into GHIN.)

For example, an 18-handicapper, i.e., one who would get one handicap stroke per hole, would have a max of four (4) strokes above par for each hole. In other words, using hole #1, a par 4, as an example, the max on that hole for an 18-handicapper would be 8, i.e., 4 for par, plus the one-stroke handicap, plus two (double-bogey), plus one.

**Another way to think about this would be to start with par, then add the constant three strokes, i.e., the double bogey plus one, and then add the number of handicap strokes you get on that hole.**

### Putts

- All balls must be putted out, i.e., putted into the hole, for each and every hole. There are no “gimmes.”