

TMGC Rule Revisions (June 2019)

Unless otherwise noted below, we will follow the *Rules of Golf* as stated in the 2019 USGA HANDBOOK.

LOCAL RULES OF PLAY - Slow play is a serious problem. Our club is committed to maintaining a round of no more than four and a half hours. Play "ready golf" and keep up with the group ahead.

FLOWER BEDS - Playing a ball from a bed -Some of the signs allowing a free drop from "Landscaped Areas" have been removed. However, we will continue to use the following rules on hole #12 (left side of the green) and hole #16 (to the right of the fairway bunkers).

Ball may be dropped, without penalty) within one club length, no closer to the hole.

You and your fellow players must find the ball in order to get relief.

If you do not find the ball, you may invoke the new 2-stroke penalty for a lost ball, or you may hit a provisional ball from the original spot of the first shot.

If you have already played a provisional ball, the 2-stroke penalty may not be used.

TALL PLANTED GRASSES - A free drop is allowed from the tall planted grasses in the waste areas on hole #3.

DROP ZONE RULES - The TMGC will be using drop zones on holes #7, #9, #14, and #15 for all regular play and tournaments.

Any exception to this will be noted by the rules committee before play of any special tournament.

play unless otherwise notified by the Tournament Committee

Left of the green on hole #12.

Right of bunker on hole #16. (Must Find Ball) ---This sign is still there but a little further down.

Tall Planted Grass - The grass in the waste area on hole #2 has been removed, so only hole #3 applies.

MULCH RULE - When playing a ball from a mulch area, the player will be allowed to lift, clean and place the ball within 6 inches of the original position, no closer to the hole.

This is because the mulch used in some areas contain too many large chips of wood, which makes solid contact with the ball almost impossible.

WASTE AREAS - In order to avoid confusion, the following should be considered as waste areas, regardless of the existence of the green identifying posts.

Hole # 2---- The whole left side, up to the green.

Hole # 3----Left side of fairway to rough---Right side of fairway up to green.

Hole # 5----Area from front of Tee up to rough in front of the green.

Hole # 8----Area in front of Tee extending up the right side of fairway to the rough.

Hole # 10---Area along the left side of fairway up to green.

Hole # 18---Area on the left side of fairway up to the rough

LOCAL RULE FOR LOST BALL OR OUT OF BOUNDS – The following rule has been adopted by the TMGC concerning balls lost or out of bounds.

Determine the vicinity where your ball was lost or went out of bounds.

Go to the nearest fairway, no closer to the hole, and mark off two club lengths.

The ball may be dropped, no closer to the hole, anywhere between the two-club length and the spot it was lost or went out of bounds.

There will be a 2-stroke penalty assessed.

NOTE- If you hit a provisional ball, you can no longer apply this rule and must play the provisional ball with the penalty of 1-stroke and distance.

BUNKERS-

Player may touch or remove loose impediments around the ball in a bunker without penalty.

Player may touch the sand with his hand or club with the following restrictions

- o Player may not touch the sand with his hand or his club in order to test the conditions of the bunker.
- o Player may not touch the sand with a practice swing.
- o Player may not touch the sand in front or behind the ball with his hand or club.

CONSERVATION AREAS - These areas on holes 9 and 12 are identified by signs and yellow stakes with green/blue tips. These are to be treated as water hazards under the Rules of Golf, except you may not hit a shot from within these areas or walk into them to recover a ball.

BALL IN DIVOT- Since the Men's Club plays the ball "up" (preferred lies) all year, there is no need for a local rule about divots IN YOUR OWN FAIRWAY. The ball must be played as it lies everywhere else on the course (except waste areas noted above).

EMBEDDED BALL - A ball embedded in its own pitch-mark through the green (anywhere on the course except in a water or sand hazard) may be lifted, cleaned and dropped without penalty, as near as possible to where it lay, no nearer the hole. Remember, waste areas (see above) are NOT hazards, so a free drop from a plugged lie there is allowed.

ROOT RULE - In order to avoid injury it is permissible to move a ball which is on or next to a root. The ball should be moved no more than 6 inches.

AREA BEHIND THE 3rd GREEN The uprooted area behind and to the left of the 3rd green where trees have been removed has been declared an "abnormal ground condition". You have the option of playing the ball as it lies or taking a free drop in the circled drop area behind the green near the cart path. This will change after the uprooted area grows into a more natural state.

DISTANCE MEASURING DEVICES - Players are allowed to use devices that measure distance ONLY.

FREQUENTLY MISINTERPRETED USGA RULES

These descriptions are meant as guides only. Refer to the USGA Rule Book or the USGA Decisions on the Rules for definitive interpretations.

In stroke play, you can play two balls on any hole where you are in doubt about a rule, then determine the proper ruling when you return to the Clubhouse.

WATER HAZARD - If you hit a ball into a water hazard (identified by YELLOW stakes or markings), you can:

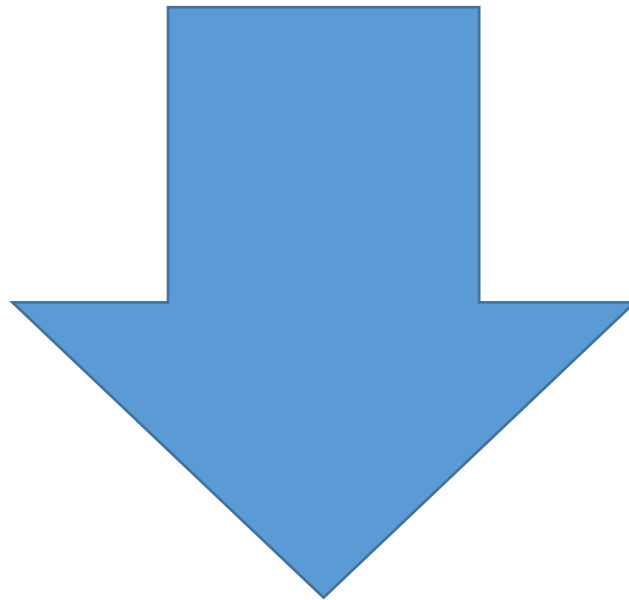
1. Play the ball from within the hazard as it lies;
2. Play another ball from where you hit your original shot;
3. Play another ball as follows: draw an imaginary line between the point where your ball crossed the hazard and the pin. You can play the ball as far back along this line as you choose.

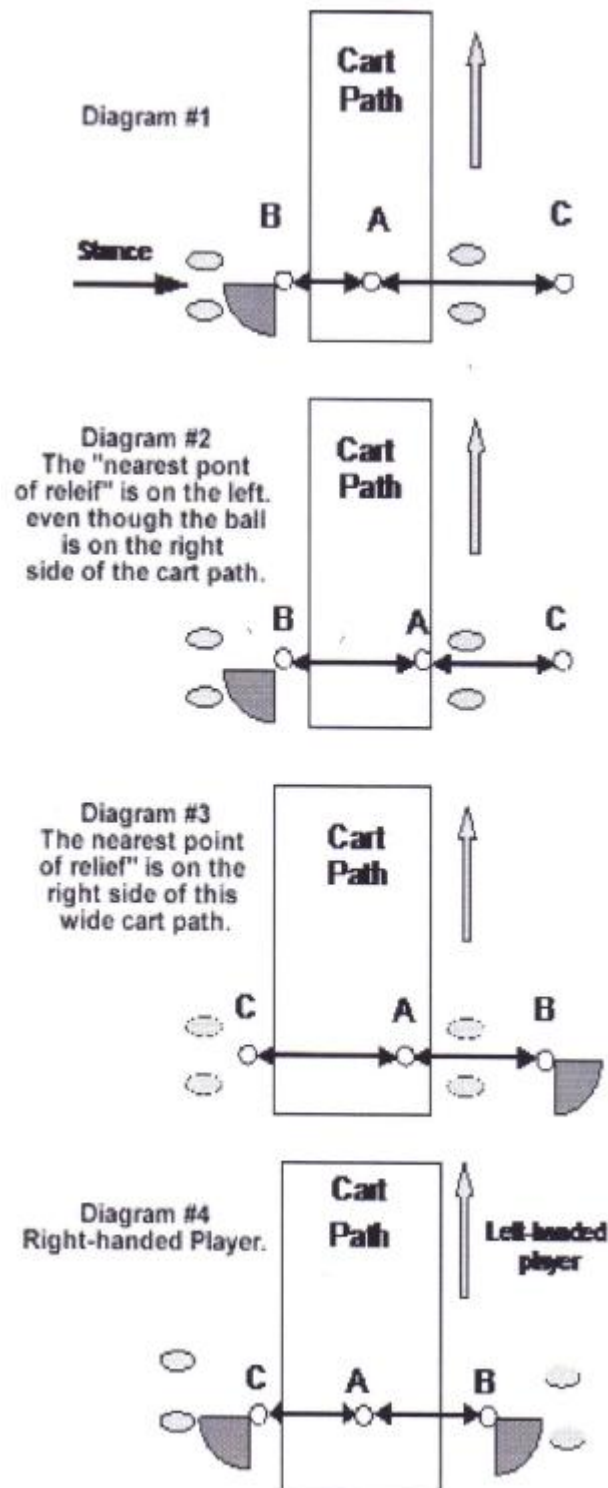
LATERAL WATER HAZARD - If you hit your ball into a lateral water hazard (Identified by RED stakes or markings), you can:

1. Use any of the options described for a water hazard, or;
2. Drop the ball within two club lengths of the point where your ball last crossed the lateral hazard, no closer to the hole.

WATER HAZARD PENALTIES - If you take relief from a water hazard or a lateral water hazard, you incur a one stroke penalty. (One in, Two out, hitting Three.) If you decide to hit your ball as it lies in the hazard (NOT in environmentally sensitive areas) you cannot ground your club in the hazard. This includes your back swing. Grounding your club or moving a loose impediment in any water hazard results in a two stroke penalty.

Continues





TAKING RELIEF FROM A CART PATH IS A TWO STEP PROCEDURE

In diagrams #1, #2, #3 and #4 Point A is the original position of the ball on the cart path.

Step 1 involves finding the "nearest point of relief."

Simulate an address position on the left side of the cart path (Diagrams #1 & #2, Right Side Diagrams #3 & #4). Point B is where the ball would be positioned and the club would be grounded in a simulated address position. Point B is not nearer to the hole

than point A, avoids interference from the cart path for lie, stance and area of intended swing and is not in a hazard or on a putting green.

Next, simulate an address position on the right side of the cart path (Diagrams #1 & #2, left side Diagram #3). Point C is not nearer to the hole, avoids interference from the cart path and is not in a hazard or on the putting green.

Line A-B is shorter than line A-C. Therefore, Point B is "the nearest point of relief."

Step 2 involves dropping the ball on a part of the course within one club length of Point B, not nearer to the hole than Point A, where there is no interference from the cart path for lie stance and area of intended swing and is not in a hazard or on a putting green (shaded area).

The "nearest point of relief" (Diagram #4) and drop area will be different for a right-handed player than a left-handed player.

Please keep in mind that the relief without penalty procedure in Rules 24-2b provides relief from the cart path, but does not guarantee a good lie, stance or area of intended swing. Thus, if point B is in the high rough or in the middle of a hedge, the player's best choice might be to play the ball as it lies from the cart path.

LOST BALL or OUT OF BOUNDS - If you hit a ball out of bounds or think it may be out of bounds or lost, you **MUST** hit another ball from where the original ball was hit, incurring a one stroke penalty.

To save time, you should declare your intention to hit a **PROVISIONAL BALL** and continue to hit the provisional ball until you reach the place where the original ball is likely to be. If you find your original ball (or if it is in bounds), you **MUST** play it. If you do not find your original ball or if it is out of bounds, your provisional ball becomes the ball in play, and you incur a one stroke penalty.

UNPLAYABLE LIES - You can declare a ball unplayable anywhere on the course, except in any water hazard. With a one stroke penalty, you can:

1. Play another ball from where you hit your original shot, or;
2. Drop a ball within two club lengths from where the unplayable ball lies, no closer to the hole, except if the unplayable ball was in a bunker, the drop must also be in the bunker, or;
3. Drop a ball behind where the unplayable ball lay, keeping that point directly between the hole and where the ball will be dropped. There is no limit to how far back the ball must be dropped, except that if the unplayable ball was in a bunker, the drop must also be in the bunker.