

USGA/MDDGA Local Rules

(Updated: Jun 14, 2018)

Teeing Grounds

Ages up to 54:

HI of 12 and under = Blue or White

HI of 12.1 and over = White only

Ages 55 and over:

HI of 12 and under = All three tees at their discretion

HI of 12.1 and over = White or Yellow tees

Winter rules apply in all MDDGA Events

Allows to move the ball within 6 inches anywhere (fairway/rough) except hazard areas and sand traps. (MDDGA rules)

Player must pick up ball after 9th stroke on any hole. (MDDGA rules)

Water Hazard

Water hazards are defined by **yellow** stakes or lines.

The player has 3 options:

Option 1: Without penalty , play the ball where it lies if it is found.

Option 2: One stroke penalty , return to the closest point where the ball was last played.

Option 3: One stroke penalty , visualize a line between the hole and the place where the ball last crossed the margin of water hazard and, drop your ball anywhere behind the extension of that line with no limit as to the distance.

Lateral Water Hazard

Lateral Water Hazards are defined by **red** stakes or lines.

The player has 5 options:

First **three Options** are same applied with Water Hazard. (see above)

Option 4: **One stroke penalty** , drop the ball out of the hazard within 2 club-lengths from the point where the ball crossed the margin of the hazard, no nearer the hole.

Option 5: **One stroke penalty** , drop the ball out of the hazard within 2 club-lengths from a point equidistant from the hole on the opposite margin of the hazard.

Unplayable Ball

The player can declare his ball unplayable anywhere on the course except in a water hazard.

The player has 3 options:

Option 1: **One stroke penalty** , Return to the closest point from where the ball was last played to play the next stroke.

On the teeing ground , place or put it back on a tee.

On the green , place.

Anywhere else , drop.

Option 2: **One stroke penalty** , Drop a ball within two club-lengths from where the ball lies without getting closer to the hole.

Option 3: **One stroke penalty** , Visualize a line between the unplayable ball and the hole and drop your ball anywhere behind the original ball on the extension of that line with no limit as to the distance.

If the unplayable ball is in a bunker the player may proceed under options 1, 2, or 3. If he chooses option 2 or 3, the ball must be dropped in the bunker.

Lost Ball or Out of Bounds

Out of Bounds is the ground where it is forbidden to play (white stakes).

A ball is lost if:

- A) It has not been found or identified within 5 minutes of beginning the search by the player's team, or;
- B) The player has played another ball according to the rules, even if he didn't look for the first ball.

The player has 2 options (MDDGA rules):

Option 1: **One stroke penalty** , return to the closest point where the ball was last played.

Option 2: **One stroke penalty** , drop the ball out of the Out of Bounds or Lost Place within 2 club-lengths from the point where the ball crossed the margin of the OB or lost spot, no nearer the hole. (MDDGA rules)

Relief from cartpaths and ground under repair

When players take relief without penalty from ground under repair or an immovable obstruction, they do not have a choice of sides . Players must establish the nearest point of relief and drop within one club-length of that point, no nearer the hole.