

## **TOMGC Rules and Greens**

May 2022

Before I get in to the rules discussion for this issue, I would like to summarize the results of your board's meeting of May 4<sup>th</sup>.

- 1. Dave Mulgrew will work on putting a tournament together for early July. (A July 4<sup>th</sup> celebration.)
- 2. We have decided to remove the monument terraces requirement from the local rules. All play will be from the appropriate bricks. (No more flags.)
- 3. Instead of requiring new members to play once before being eligible for games, new members with an established WHS/SCGA handicap index will be eligible to compete in any club sponsored competition.
- 4. The Board is going to communicate with golf course management about the condition of the sand traps at Twin Oaks, and with regards to access to the bathroom across the road from the 15<sup>th</sup> tee.

Our first rules discussion will concern rules 6.3a and 6.3c, rule 7.2, and others. Basically, it suggests that each player is responsible to identify and play his ball during a round, and it is further suggested that each player should use a unique identifying mark on his ball to ensure that goal is met. (Like the big green circle used by the ever-enchanting Rick Hiscox.) Should you play the wrong ball, you will receive the general penalty, which is 2 strokes. (According to rule 1.3c (4), the max penalty for playing the wrong ball for several strokes, is still only 2 strokes.) As I read rule 6.3c, any strokes made at the wrong ball are not counted, and you must go back and play the correct ball from where it last lay, or from the area where it was thought to have been. I was advised of an example where two guys played each other's balls until they holed out. According to the rules, both men needed to go back to the spot from which they first played the other's ball and complete the hole. Other than the general penalty of 2 strokes for playing the wrong ball, none of the strokes made with the wrong ball count. If, however, both men counted their scores with the wrong ball, and then teed off on the next hole, or if they had just finished 18 and turned in the scorecard with the score using the wrong ball, both men are disqualified. In summary, play the wrong ball, and you are penalized 2 strokes, and you must go back and play the correct ball, or a substituted ball from where your ball was or was thought to be. If you do not do this before hitting a ball from the next tee, or turning in your scorecard, you are disqualified.

How many of us have taken 3 or 4 shots, or maybe even more, to get out of one of our so-called <u>sand</u> traps? Well, did you know that under rule 19.3, for a penalty of two strokes, you can actually take the ball out of the stinking bunker, and play it from grass; provided there is grass outside the bunker. Our good friend Brian Smith brought this to my attention just recently. Check the diagram for rule 19.3 Relief Options For Ball Unplayable In Bunker. You can actually take relief outside the bunker, on line with the pin as far back as you like, for a penalty of 2 strokes! I don't know about you, but I would gladly sacrifice 2 strokes to play from the grass outside the bunker on the right side of the 18<sup>th</sup> hole!

Best wishes, good day, and good golf.