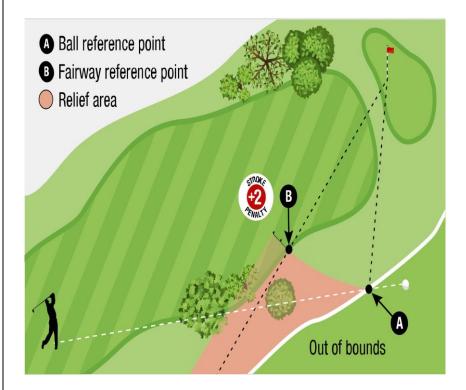
## DGA Most Common Rules

Issue	Rule	Exceptio ns and other notes
Penalty Relief Area	Oval shaped relief area – one club length in size from the center reference point – one club length right and left and one club length deep  Reference point is center of straight line	None
Ball Found in Yellow Penalty Area – If not found but it is known or virtually certain that it is in the penalty area then follow as though it was found taking relief at the most likely point of entry	Option 1 - Drop in the relief area with reference point the nearest point of relief in line with the pin where the ball last crossed the penalty area – one stroke penalty.  Option 2 - Goes as far back as you like from the reference point and drop in a relief area keeping the line with the pin – one stroke penalty.  Option 3 – Replay from the original shot (stroke and distance) – one stroke penalty.	Play it as it lies without penalty in the penalty area. You may play the ball while standing in the penalty area if the ball has been dropped outside the penalty area.
Ball Found in Red Penalty Area (Lateral) – If not found but it is known or virtually certain that it is in the	Option 1 - Drop in the relief area with reference point the nearest point of relief where the ball last crossed the edge of the penalty area – The relief areas is 2 club lengths from the edge of the penalty area – no nearer the hole – one stroke penalty.  Option 2 - Goes as far back as you like from the reference point and drop in a relief area keeping the line with the pin – one stroke penalty.  Option 3 – Replay from the original shot (stroke and distance) – one stroke penalty.	Play it as it lies without penalty in the penalty area. You may play the ball while standing

penalty area then follow as though it was found taking relief at the most likely point of entry  Free drop from cart path or other immovable obstruction	To determine your nearest point of <b>relief</b> , find the point closest to the ball where the <b>cart path</b> no longer interferes with your stance, swing, or lie of the ball. The nearest point of <b>relief</b> can be to the right, left, or behind the <b>cart path</b> but cannot be closer to the hole than the ball's original position.  Establish that point taking a stance using the club intended for the next stroke. You may then use any club to measure the one club length area for the drop. Leaving the original ball in place will make it easier to determine the nearest point of relief.	in the penalty area if the ball has been dropped outside the penalty area.  A favorable lie, or swing path is not guarante ed under this rule, playing the ball on the path may be the best outcome.
Ball Not Found - Lost Ball - Club Rule 2 shot penalty option	Determine where the ball crossed the out of bounds markers or the approximate area where it is believed to be lost. Draw an imaginary line from that point thru to the pin. Now find a spot within 2 club lengths of the edge of the fairway no closer to the hole than the original point. Draw a line from the 2 <sup>nd</sup> point to the hole, creating a rough triangle. Drop anywhere in this area with a 2 stroke penalty.  MLR E-5 DIAGRAM 1: BALL NOT FOUND  A Ball reference point  B Fairway reference point  Relief area	If a provision al ball has been played this option is not available.

	When a player's ball has not been fand-distance relief, or when Model player has the additional option to relief area described below for two Reference Points  A. Ball Reference Point: The point where the original ball is estimated to have come to rest on the course (point A)  B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point  Player Notes: As the relief area is likely to be considerable distance from the not need to be dropped again.	Local Rule E-5 is introduced, to drop a ball in and play from the penalty strokes:  Size of Relief Area  Anywhere between:  A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line), and  A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line)  very large, the ball could ro	Limits on Relief Area The relief area:  Must not be nearer the hole than the ball reference point, and  Must be in the general area
Out of Bounds	A ball is <i>out of bounds</i> only when all the <i>course</i> . A painted line is conside stakes themselves are out of bound	ered to be out of bounds. Pena	_

## MLR E-5 DIAGRAM 2: BALL OUT OF BOUNDS

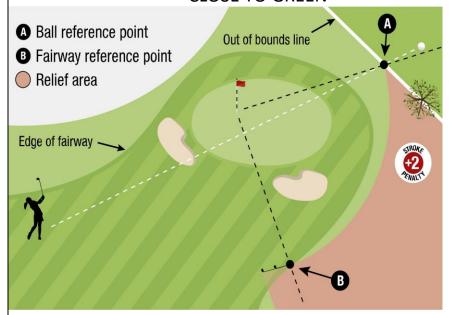


When a player's ball is known or virtually certain to be out of bounds, the player may take stroke-anddistance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Point	Size of Relief	Limits on
	Area	Relief
		Area
A. Ball Reference Point: The point where the original ball is estimated to have last crossed the edge of the course boundary to go out of bounds (point A)  B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point	Anywhere between:  A line from the hole through the ball reference point (point A) (and within two club lengths to the outside of that line but still on the course), and  A line from the hole through the fairway reference point (point B) (and within two clublengths to the fairway side of that line)	The relief area:  • Must not be nearer the hole than the ball reference point, and ' Must be in the general area
Player Notes:		

As the relief area is likely to be very large, the ball could roll a considerable distance from the spot where it first strikes the ground and not need to be dropped again.

MLR E-5 3: BALL NOT FOUND OR OUT OF BOUNDS CLOSE TO GREEN



When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

	A. Ball Reference Point: The point where the original ball is estimated to have come to rest on the course or last crossed the edge of the course boundary to go out of bounds (point A)  B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point  Player Notes: As the relief area is likely considerable distance fre ground and not need to	om the spot where it		
Environmen tal Areas Provisional Balls	free drop if the ball is not in touches the penalty area.  A Provisional ball must be d statement or intent is not so	the penalty area but y eclared by stating it is ufficient. A ball played	a Provisional, any other	Neshanic, Heron Glen etc Once you move forward
	rule.			from the original spot and play another ball it is no longer a

Drop Options If A: unplayable B: Ball in Casual Water and you can't find it C: Embedded ball D: Ball moves on green after picking up mark Hitting a ball with a practice stroke	A: Unplayable – use standard options: 1) 2 clubs lengths no nearer hole 2) on a line from ball to hole dropping as far back along that line as you wish 3)hit from original spot (generally not an option in the DGA all under 1 stroke penalty.  B: Casual Water- lost Ball- if it is a <i>virtual certainty</i> that the ball is in the water area, drop at nearest point of relief, no penalty  C: Embedded ball anywhere on the course other than a penalty area- ball may be lifted, cleaned and dropped – no penalty  D: Ball moves on green- if in the act of marking or removing the mark – no penalty and replace the ball. If moved accidently by the player, replace no penalty. If moved by wind, gravity after having been marked – replace – no penalty. A ball moving on the green before having been marked will be played as is.  On the tee – no penalty - replace the ball. On the green – replace – no penalty. Anywhere else on the course – replace the ball – 1 stroke penalty.	Provision al Ball and you are playing the so- called Perry Rule.
New USGA rules for Bunkers in the Covid (no rakes) era	Ball may be lifted, cleaned- the area immediately under the ball may be leveled with a club or a foot and the ball replaced. You are not allowed to alter the general lie of the ball – example moving from a down slope to a level lie or from upslope to a flat lie.	

New USGA rules regarding unplayable lie relief options in a bunker	1) drop in the bunker within 2 club lengths – 1 stroke penalty. 2) Drop outside the bunker on a direct line from the current lie to the pin as far back as you want – 2 stroke penalty. Replay shot from original point – 1 stroke penalty.	
Removing Loose Impediment s and Practice Swings in a Bunker	This Rule applies both during a <u>round</u> and while play is stopped under <u>Rule 5.7a</u> . <b>a. Removing Loose Impediments and Movable Obstructions</b> Before playing a ball in a <u>bunker</u> , a player may remove <u>loose impediments</u> under <u>Rule 15.1</u> and <u>movable obstructions</u> under <u>Rule 15.2</u> . For example if your ball moves while moving a movable obstruction like a rake – the ball is replaced to its original spot without penalty.  This includes any reasonable touching or movement of the sand in the <u>bunker</u> that happens while doing so. <b>b. Restrictions on Touching Sand in Bunker</b> (1) <u>When Touching Sand Results in Penalty</u> . <b>Before making a stroke at a ball in a <u>bunker</u>, a player must not:  • Deliberately touch sand in the <u>bunker</u> with a hand, club, rake or other object to test the condition of the sand to learn information for the next <u>stroke</u>, or  • Touch sand in the <u>bunker</u> with a club:  • In the area right in front of or right behind the ball (except as allowed under <u>Rule 7.1a</u> in fairly searching for a ball or under <u>Rule 12.2a</u> in removing a <u>loose impediment</u> or <u>movable obstruction</u>),  • In making a practice swing, or</b>	
Immovable Obstruction	<ul> <li>Determine if the obstruction is artificial and not designed or intended to interfere with your play, e.g., cart paths, sprinkler heads, control boxes, etc.</li> <li>Determine if the immovable obstruction interferes with at least one of the following: stance, lie or swing.</li> <li>If it interferes with at least one of the above, then determine the nearest point of relief and drop within one club-length, no closer to the hole.</li> <li>If the obstruction is in your line but does not affect your stance, lie or swing, then the golfer is not eligible for relief.</li> </ul>	

Hole-by-	The Rules and Competition Committee intends to publish a hole-by-hole outline
hole	of the various penalty areas for the Somerset County Courses. The below
description	paragraph will apply mainly to out of county courses where actual stakes are
of penalty	more likely to be in place.
areas –	All markers, red, yellow, environmental, and OB, when in place, shall determine
Somerset	the appropriate action to be taken. If the penalty area stakes are missing in the
and other	immediate area of a known and obvious penalty area, then the edge of the high
courses	weeds will define that area. Other areas of high weeds or brush not abutting a
	hazard will not be played as a penalty area.