

MARGA EXCEPTIONS TO THE RULES OF GOLF

Ball in the Fairway

1. If conditions warrant, the ball may be lifted, cleaned, and mud removed, before being replaced on the original spot.

Ball in the Fairway or Rough

1. The player may improve his lie only with the club head, and may move the ball no more than six inches, and no nearer the hole. A ball in the rough must stay in the rough. You may not improve your lie in a hazard.

The FOUR OPTIONS RULE (when relief without penalty is not an option)

HOW TO HANDLE : A Lost Ball / Unplayable Lie / Out of Bounds / Wooded Area / Any Water Hazard / Or Any Ball Which Has To Be Moved In Order To Play It

Penalty : **ADD ONE STROKE** and use one of the following 4 Options

Option 1 - Place the ball and re-hit from approximately the same spot as your last shot

Option 2 - Place the ball 2 club lengths from where the ball lies or point of entry, no closer to the hole.

Option 3 - Keep the point of entry between yourself and the Flag, and place the ball on this line, no closer to the hole, back as far as you want. A ball in the rough must stay in the rough.

Option 4 - Keep yourself between the point of entry and the spot of your last shot, and place the ball along that line of flight, no closer to the hole, back as far as you want. A ball in the rough must stay in the rough.

Point of Entry : The last point where the ball crossed playable golf course, before becoming unplayable, whether going out of bounds, lost, or in a hazard, or wooded area.

Ground Under Repair

1. An area of the course that is under repair, or unfair to play in, which is roped off, or marked with spray paint. Relief, without penalty, may be taken at the nearest spot to where the ball lies, which avoids the interference by the GUR, not nearer the hole.

Interference with Large Putting Cup (Yahara East)

1. **Playing the Ball : Acceptable To:** Move a ball, on or off the green, that is in line with the large putting cup, no more than one club length and no closer to the hole.

Remove a ball that lands in the large putting cup, and place it no more than one club length from the cup and no closer to the hole. There is no penalty for taking relief from the large cups.

“GIMME” Putts

In an effort to speed up play, it is permissible for a golfer in a play group to give a 12 inch, or less, putt to another player, by telling him to “pick it up.” The individual doing the putting cannot just “pick it up.” This can be done at any time, regardless of what the putt is for. The ‘Gimme’ putt will add one additional stroke to the player’s score.

Sand Traps and Sand Waste Areas

It is the intent of MARGA to play normal golf rules as they relate to sand traps and waste areas. However, due to the poor conditions that sometimes arise in these areas, special rules have been implemented for league play.

Acceptable To : Move small rocks near the ball to prevent injury or club damage. However, if your ball is near a large rock, in a waste area, not affected by water or mud, it must be played as it lies.

If your ball is in a sand trap or waste area with some water or mud, remove the ball from standing water or mud. Clean, and remove mud, and then replace on a playable area, no closer to the hole, inside the sand trap or waste area.

However, if conditions are such that a significant amount of water and mud prevent you from finding a playable area, inside the sand trap or waste area, the ball may be cleaned and placed outside the sand area, on a line of entry no closer to the flag. There is no penalty for taking relief from the aforementioned conditions.

A golfer may decide to pick up his ball from a playable sand trap or waste area, and place it outside the sand area, on a line of entry, no closer to the hole. The ball cannot be placed in front of the sand area. **ONE stroke penalty**

Rules Governing MARGA Play

MARGA scorecards should be used for all league play, and are available at the course check-in. They can be returned there at the end of the round. Make sure your last name appears on the card.

Flag/Hole Card Events :

Flag colors designate Flights – Red (A), White (B), Blue (C) Green (D)

Closest to the Pin : Flag will identify the number of shots (Closest in Two) A shot can be made while on the green, but must stay on the green to qualify.

Longest Putt : The ball must be putted while on the green to count. The longest putt is the putt holed from the furthest point from the hole. A player may have more than one attempt at longest putt on the same green.

League Secretaries will assign all members to a Flight. Handicaps are generally updated monthly, beginning June 1st. Your Flight may change when the handicaps are updated. Be sure to sign the correct flag/hole card for your Flight. If a golfer from the wrong Flight signs a flag/hole prize card, and is the winner, that prize will not be awarded. Sign the flag even if you think the shot will not hold up.