

- 1) **Rule 13.2-Flagstick**- It is no longer a penalty for hitting the flagstick while putting provided the flag is still in the hole. If you hit the flag lying on the green this is still a 2 stroke penalty. While putting you now have the options of a- remove the pin b- have the pin tended c- leave the pin in d- have the pin replaced.
- 2) **Rule 13.1-Green repair**- no longer will you have to ask if damage is a ball mark or spike mark. You may repair any damage. You may not repair uneven cutting nor may you use any device to try to smooth out your line. This should be completed without undue delay.
- 3) **Rule 13.1d-Ball moving on the green**- If your ball or marker is accidentally moved it should be replaced no penalty. This includes accidentally hitting the ball with your putter or foot or hitting the ball while trying to mark it.
If you have not yet marked your ball and wind causes it to move it should be played from the new position. If wind causes it to move after marking it should be replaced.
- 4) **Rule 12.2-Bunkers**-While in a bunker it is now permissible to remove loose impediments. You may touch the sand during this process but you may not dig in or otherwise test the sand. Clubs may be placed in the bunker without penalty. If you accidentally move your ball during any of this there is a 1 stroke penalty and replace the ball.
- 5) **Rule 19.3b-Relief options for unplayable ball in the bunker**-While in a bunker you may choose to take a 2 stroke penalty and drop outside the bunker on line with the pin.
- 6) **Rule 17-Penalty areas**- This is just a change in terminology. Water hazards are out, penalty areas are in. The same rules as before apply except a- the option for dropping on the opposite side of a lateral (red staked) hazard as been removed
- 7) **Rule 17.1b**- if attempting to play out of a penalty area you may now ground your club and remove loose impediments. You still may not move or break anything growing or attached to the ground. Play under the same rules that apply to the general area(GENERAL AREA IS ENTIRE COURSE EXCEPT GREEN, TEE, PENALTY AREAS AND BUNKERS.)
- 8) **Rule 14.3- Dropping a ball in a relief area**--when taking a drop-, whether free or a penalty drop, you MUST now drop from knee high rather than shoulder high. If you or your opponent drops from the shoulder the drop is an illegal drop and must be redropped.
- 9) **USGA Local rule e5**- There is now an official option to adopt a local rule to take a 2 stroke penalty and drop in the fairway for lost balls or OB. This is just an official recognition of our club rule already in place. Keep in mind even though it is recognized by the USGA it is a local rule and will most likely not be in place for MSGA or other tournaments you may play in.
- 10) **Rule 18.2-1- When a ball is lost**- Search time for a ball has been reduced to 3 minutes from 5.
- 11) **Rule 7.4- Ball accidentally moved in trying to find or identify it**-If you accidentally move your ball while searching for it there is no penalty and the ball must be replaced.
- 12) **Rule 4.3a- Allowed and prohibited use of equipment**- Distance measuring devices are allowed unless specifically prohibited. Always check before playing in an outside tournament
- 13) **Rule 4-2c-2- when another ball may be substituted**-You may no longer replace a damaged ball if it is out of round. You may still replace if cut or cracked
- 14) **Rule 6.3b- Substitution of another ball when playing a hole**-You may substitute a new ball anytime when taking a drop whether free or a penalty drop.
- 15) **Rule 4.1a- Clubs allowed in making a stroke**-You may continue to use a damaged club during your round even if you damaged it in anger.
- 16) **Rule 11.1- Ball in motion accidentally hits person or outside influence**-There is no penalty for hitting yourself, your partner or equipment, provided it was not intentionally placed. Shanking a bunker shot into your partner is not a penalty but having him stand behind the hole to stop your ball is.
- 17) **Rule 10.1a- Fairly striking the ball**-Finally there is no penalty for a double hit.