

MESQUITE MEN'S GOLF ASSOCIATION (MMGA)

LOCAL RULES

Updated 9/19/2025

In addition to USGA, "The Rules of Golf" (Latest edition), and "Local Rules" at the golf course being played (As noted on the score card or otherwise posted at the course), MMGA sanctioned events (normal weekly play and tournaments) will be conducted using the following guidelines. When in doubt, or situations occur during the course of play that are not governed by these rules and guidelines, play should be conducted using the basic tenets of golf: (1) Play the course as you find it; and (2) Play the ball as it lies. Any unusual or undefined situations that occur should be brought to the attention of the Rules Committee for determination. When unsure of a rule, or a decision clarifying a rule, occurs during play, you should play the remainder of the hole using a ball for both alternatives to the situation, noting your score to both alternatives, and seek resolution from the Committee prior to certifying your score.

NOTE: These MMGA rules only apply to MMGA events. You should always check and abide with the "Local Rules" for the course at which you are playing during non-MMGA play.

1. **Special Penalty Areas:** All desert areas not otherwise marked as "Out of Bounds" or "Penalty Areas" are deemed to be "Red Penalty Areas" and play is governed by Rule 17-19.
2. **Ball Out of Bounds or lost:** A member who hits their ball out of bounds or lost (not in a penalty area) has two options:
 1. Play a provisional from the spot where the ball was last played – penalty stroke and distance – hitting 3 from the last spot played.
 2. Drop and play a ball just on the edge of the fairway, no nearer the hole from where the original ball came to rest (or went out-of-bounds). The golfer takes a two stroke penalty (hitting 4) and plays on instead of returning to the tee.

Note: If number 1 is used (hitting a provisional ball) number 2 is no longer an option.

3. Falcon Ridge #7

A ball landing on the right side between the cart path and the home owner's property line is considered to be in a red penalty area. Follow the rules for red penalty area – in this case the options are:

- Hit out of the penalty area with no penalty.
- Drop within two club-lengths, but no nearer the hole, of the spot where the ball crossed into the penalty area and take a one stroke penalty.
- Drop as close as possible where the ball was previously shot and take a one stroke penalty.

A ball lost or landing on the home owner's property is out-of-bounds. Follow the rules for a ball out-of-bounds (see local rule #2)

NOTE: disregard the white line on the cart path on this hole. When the course made the left side of this hole an out of bounds area they changed the rule as stated above.

4. Ball hit out-of-bounds that comes to rest in-bounds:

A ball hit out-of-bounds that re-enters the field of play and comes to rest on the course is considered "in play". Two examples of where this may come into play for MMGA players are:

- A ball hit from the tee box on hole #10 at the Palms goes across the road and comes to rest on hole number 1.
- A second or third shot hit on hole #1 at Falcon Ridge that comes to a rest on hole #2.

NOTE: A ball that comes to rest on the road is NOT on the golf course and is therefore out-of-bounds.

5. Alternate Shot

The intent of the Alternate Shot rule is to speed up play by allowing players the option to hit a second ball when they are not sure if their original ball is playable. This will eliminate the need to go look for a ball and, if not found, return to the spot where the original ball was hit.

The rules for “out-of-bounds” will apply if the original ball is found in an out-of-bounds area. (Drop the ball in the fairway with 2 stroke penalty, etc.)

When the alternate ball option is used, the player must announce that he is hitting an alternate ball and identify the ball; i.e. Titleist 2 with two red dots. The alternate ball must be marked differently than the original ball.

If the player finds his original ball, he must play it using the rules that apply. If it's in a penalty area, play by those rules. Playing the alternate ball is not an option once the original ball is found.

If the original ball is not found, the alternate ball will be played. If, after THE THREE MINUTE time period is up, the player doesn't find his original ball, he must play the alternate ball.

Example: A player hits his ball from the tee and feels it may not be findable. The player decides to hit an alternate ball, identifies and announces to the other players that he is hitting an alternate ball. If the player cannot find his original ball then he must play the alternate ball. In this case there is one stroke for hitting the original lost ball, one penalty stroke for placing another ball in play, and one stroke for hitting the alternate ball. Therefore; the alternate ball is laying 3 and he is hitting his 4th shot.

6. Sprinkler Head Close to the Green

The ball must lie through the green (not in a bunker or water hazard); and the immovable obstruction (sprinkler head) must be on or within two club-lengths of the putting green; and the immovable obstruction must be within two club-lengths of the ball; and the immovable obstruction must intervene on the line of play between the ball and the hole.

If, and only if, all the criteria above apply for intervention on our line of play, then the player may lift and drop the ball at the nearest point of relief that is no nearer the hole, avoids intervention and is not in a hazard or on a putting green.

Please note that the ball is not dropped within one club-length of that point of relief: rather at the nearest point of relief. The one club-length is used for standard relief, not intervention relief.

7. Temporary Greens

When the MMGA plays a course that has a temporary green(s) the standard will be an automatic two putt with a chance at a one putt. Once the player is on the temporary green and putts, and the ball goes into the hole, he will add one stroke. If he misses, he will pick up his ball and add two strokes.