



OFFICIAL RULES OF PLAY



I - INTRODUCTION

MSOP competitions are only played on a putting surface. In order to maintain consistency within the sport, MSOP uses parts of the Rules of Golf and the Decisions, when applicable, as set forth by the United States Golf Association (USGA) and the Royal and Ancient (R&A), to the best of its ability. However, due to the unique format of this type of competition and the surface being played on, some rules have been modified to accommodate "putting events." Because of these modifications, the USGA and R&A will not make any rulings nor give any answers regarding the Rules except on matters relating to the Amateur Status, approved balls and clubs.

All players in MSOP tournaments are deemed to be familiar with these rules, as well as any Notices to Competitors issued at a particular event. Failure to comply with the MSOP Rules of Play or any other MSOP Policies may result in warnings, penalties, disqualification or suspension from MSOP tournaments and/or MSOP qualifier events.

Any questions or comments should be forwarded to MSOP Headquarters, to the direct attention of the Director of Rules and Competitions, at the following address: rules@msop.com

All penalty statements are written in red. Generally, any breach of a rule shall result in a 2-stroke penalty in stroke play or loss of hole in match play unless otherwise specified.

Before the start of any MSOP competition, players should be aware of all MSOP Rules, Policies, Tournament organisation details and terms and conditions.

II - ETIQUETTE

INTRODUCTION

This section provides guidelines on the manner in which the game of putting should be played. If followed, all players will get maximum enjoyment from the game. The overriding principle is that consideration should be shown to other players on the course at all times.

THE SPIRIT OF THE GAME

All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be.

SAFETY

Players should ensure that no one is standing close by or in a position to be hit by the club or the ball when they take a stroke or take a practice swing.

CONSIDERATION FOR OTHER PLAYERS: NO DISTURBANCE OR DISTRACTION

Players should always show consideration for other players on the course and not disturb their play. Notwithstanding the usual golf course etiquette, all players are aware that they are playing in a relatively noisy environment at the MSOP stadium.

PACE OF PLAY

Players should play at a good pace. The Committee has established a Pace of Play Policy, and players must make sure they understand and follow the policy.

BE READY TO PLAY

Players should be ready to play as soon as it is their turn.

CARE OF THE COURSE

Players should avoid causing damage to the course by hitting the club head into the ground, whether in anger or for any other reason.

CONCLUSION: PENALTIES FOR BREACH OF ETIQUETTE

Following the guidelines in this section will make the game more enjoyable for everyone.

In the event that a player disregards these guidelines during a round or over a period of time at the detriment of others, the Committee will consider taking appropriate disciplinary action against the offending player. Such action may include prohibiting play for a limited time on the course or in a certain number of competitions, for example. This is considered to be justifiable in terms of protecting the interests of the majority of golfers who wish to play in accordance with these guidelines.

In the case of a serious breach of etiquette, the Committee may disqualify the player.

The Committee is not required to give a warning for a serious breach of etiquette to a competitor before a **disqualification**.

III - DEFINITIONS

The definitions are listed alphabetically.

ABNORMAL GROUND CONDITIONS

"Abnormal ground conditions" include any *casual water*, *ground under repair* or hole, cast or runway on the *course* made by a *burrowing animal*, reptile or bird.

ADVICE

"Advice" refers to any counsel or suggestion that could influence a player in determining his/her play or the method of taking a stroke, including information on the speed and line of putt. Information on the Rules, distance or matters of public information is not advice.

BALL IN PLAY

A ball is "*in play*" when, after the player made a *stroke* from the *teeing area*, it comes to rest outside the *teeing area*, unless it is *out of bounds* or if the player has chosen or was required to replay the *stroke* according to an applicable rule.

CASUAL WATER

"Casual water" is any temporary accumulation of water on the *course* and is visible before or after the player takes his/her *stance*. Snow and natural ice, with the exception of frost, are *loose impediments*. Manufactured ice is an *obstruction*. Dew and frost are not *casual water*.

A ball is in *casual water* when it lies in it, or any part of it touches the *casual water*.

COMPETITOR

A "*competitor*" is a player in a Stroke-Play competition. A "*fellow competitor*" is any person with whom the *competitor* plays. Neither is *partner* of the other. In Stroke-Play Foursomes and Four-Ball competitions where the context so admits, the words "*competitor*" or "*fellow competitor*" include *partner*

COMMITTEE

The "*Committee*" refers to the Committee in charge of MSOP championships. In the MSOP rules, "*Committee*" = in charge of all competitions.

All its decisions made under the Rules of Golf and the MSOP Rules of Play are final.

COURSE

In the case of MSOP competitions, the "*Course*" refers to a putting green divided by holes. The number of holes varies from one putting green to another, but it usually consists of 18 holes. The course includes all practice areas and any holes used for playoffs.

EQUIPMENT

"*Equipment*" includes anything used, worn, held or carried by the player, with the exception of any ball the player has played at the hole being played.

When *equipment* is shared by two or more players, the shared *equipment* is deemed to be the *equipment* of only one of the players sharing it.

HAZARD

A "*hazard*" is any area inside the Course defined as such by the Committee and where play is prohibited.

HOLE

The hole is at least 4 inches in diameter and 4 inches deep

HOLED

A ball is "*holed*" when it is at rest within the circumference of the *hole* and it is entirely below the *hole's* lip level.

HONOR

The player who is to play first from the *teeing area* is said to have the "*honor*."

LINE OF PUTT

The "*line of putt*" is the direction that the player wishes the ball to take after a stroke, plus a reasonable distance on either side of the intended direction.

LOST BALL

A ball is deemed "*lost*" if:

- a. It is not found or identified as belonging to the player within two minutes of the player's *side* has begun to search for it, or
- b. It is found *out of bounds*.

LOOSE IMPEDIMENTS

“Loose impediments” are natural objects, including:

- > Stones, leaves, twigs, branches and the like
- > Dung
- > Worms, insects and the like, and the casts and heaps they create, provided they are not fixed, growing or solidly embedded.
- > Sand and loose soil
- > Snow, natural ice or frost.

MARKER

A “marker” is someone appointed by the *Committee* to record a *competitor’s* score in stroke play. He/she may be a *fellow competitor*. This person is not a *referee*.

MOVE OR MOVED

A ball is deemed to have “moved” if it leaves its position and comes to rest somewhere else.

OBSTRUCTION

An “obstruction” is anything artificial.

An *obstruction* is deemed movable if it may be moved without unreasonable effort, without unduly delaying play and without causing damage. Otherwise, it is an immovable *obstruction*.

Note: The *Committee* may make a Local Rule declaring a movable *obstruction* to be an immovable *obstruction*.

OPPONENT

An “opponent” is a member of a side against whom the player’s side is competing in Match Play.

OUT OF BOUND

“Out of Bound” means beyond the boundaries of the course or within any part of the Course so marked by the *Committee*.

A ball is “out of bounds” when it entirely lies out of bounds. Out-of-bounds limits are clearly defined, and a player may stand out of bounds to play a ball lying within bounds.

OUTSIDE AGENCY

An “outside agency” is:

- i) anything artificial, or
- ii) any moving or animated element

Neither *loose impediments*, nor wind, nor water are *outside agencies*.

Note: The *Committee* will report the status of any other object in the notice to competitors.

RULES

The terms “rules” or “rule” include:

- i) The MSOP official RULES OF PLAY and their interpretations as contained in the Decisions, when applicable

ii) Any Notice to Competitors established by the *Committee*

iii) Specifications on the clubs and ball, in Appendices II and III of the Rules of Golf, and their interpretations, as contained in “A Guide to the Rules on Clubs and Balls,” published by the R&A and the U.S.G.A

RULES OF GOLF

The term “*Rules of Golf*” includes all the rules governed by the R&A Rules Limited and the U.S.G.A., including decisions, when applicable.

REFEREE

A “*referee*” is someone appointed by the *Committee* in order to make rulings on fact and apply the Rules. He/she must act on any breached rule he/she observes or that is reported to him/her.

SIDE

A “*side*” is a player, or two or more players who are partners. In Match Play, each member of the opposing side is an opponent. Otherwise, members of all sides are competitors and members of different sides playing together are co-competitors.

SCORECARD

A “*scorecard*” is any paper or electronic document on which the scores for each hole are entered by each of the competitors.

SCORING AREA

The “*scoring area*” is where the competitors verify, sign and return their scorecards. This area is not part of the course.

STANCE

Taking the “*stance*” refers to a player placing his/her feet in position, in preparation for taking a stroke

STARTING ZONE

The “*starting zone*” is where the players go before the start of the round. This area is used to give final instructions to the players before they start their round.

STIPULATED ROUND

The “*stipulated round*” refers to playing the holes of the course in their proper sequence, unless otherwise authorized by the *Committee*. The number of holes in a *stipulated round* is 18 unless a smaller number is authorized by the *Committee*.

STROKE

A “*stroke*” is the forward motion of the club, made with the intent of striking at and moving the ball.
A practice swing is not a stroke.

TEEING AREA

The “*teeing area*” is the starting place for the hole to be played. Lines will define the limits of the area, the front and the sides of which are defined by the outer limits of two

tee-markers. A ball is outside the teeing ground when it lies entirely outside the teeing area.

WAITING ZONE

The “*waiting zone*” is the area where the players stand before and during a fellow competitor’s or opponent’s first stroke. This is also the area where the players stand when they have completed a hole. These areas are available at every hole.

IV - RULES OF PLAY

RULE 1 > THE GAME

1-1. GENERAL

The MSOP Putting Competition consists of using a club to putt a ball from the teeing area into a hole by a stroke or successive strokes, in accordance with the Rules

1-2. EXERTING INFLUENCE ON MOVEMENT OF THE BALL

A player must not take any action with the intent to influence the movement of a ball in play or alter physical conditions with the intent of affecting the play.

Penalty for breach of rule 1-2:

Match Play: Loss of hole.

Stroke Play: 2-stroke penalty.

If the ball that did not reach the hole and belongs to a fellow competitor, the stroke is cancelled and replayed. If the ball was deflected or stopped beyond the hole, the ball can be replaced where it was moved or played where it lies. A rules official will decide the best course of action.

If it is the player’s ball, he/she must play the ball from where it lies.

If a player’s club strikes the ball more than once during a stroke, the player must count the stroke and **add a penalty of 1 stroke**, making it 2 strokes in all.

1-3. AGREEMENT TO WAIVE RULES

Players must not agree to exclude the operation of any rule or waive any penalty incurred.

Penalty for breach of Rule 1-3: Disqualification for all players involved.

1-4. POINTS NOT COVERED BY THE RULES

If any point of dispute is not covered by the MSOP Rules of Play, the decision shall be made in accordance with equity. The Tournament Committee shall make a decision; there is no appeal process.

RULE 2 > THE COURSE

2-1. GENERAL

The course is a putting green made of 18 regular golf holes and one or more extra holes for playoff purposes. The hole length varies from one hole to the next.

2-2. HAZARDS

A ball at rest in a hazard must not be played.

Under a **1-stroke penalty**, the player must determine the point of entry into the hazard. From that point of entry, he/she must place the ball no more than 2 scorecards’ length (22 inches) from the point of entry.

Penalty for taking a stroke from a hazard: 2 strokes and the stroke counts. Players must not correct their mistake.

2-3. OUT OF BOUNDS

Areas outside the course and some areas on the course may be defined as out of bounds, and play in these areas is forbidden. If after a stroke, the player's ball is at rest in an out-of-bound area, the stroke counts; **the player must add a 1-stroke penalty** to his/her score and play the next stroke from the area where his/her last stroke was played.

Penalty for taking a stroke at a ball lying out of bounds:

Match Play: Loss of Hole

Stroke Play: 2 strokes, **the stroke does not count** and the player must play the next stroke from the proper area. If a player makes a stroke from the next teeing area before correcting his/her mistake, **he/she is disqualified**.

2-4. WAITING ZONES

Players must stand in the waiting zone when opponents or fellow competitors execute their first stroke from the teeing area. Players can leave the waiting zone and position themselves at the teeing area as soon as the opponent or fellow-competitor has made their first stroke. The player is considered standing in the waiting zone when his club or part of his body could touch the waiting zone marker.

In a team competition, the partner may stand near but not behind the player.

In a foursomes competition, a player may stand near the hole while his/her partner makes a stroke.

Breach of rule 2-4: First offense results in a warning; 1-stroke penalty for every subsequent offense.

2-5. STARTING AREA

When a player is making a stroke from the starting area, the ball must be positioned from within the exact area and the ball must lie on the surface [no objects allowed under the ball].

Players may position their ball in the starting area with the head of their club.

The penalty for taking a stroke at a ball positioned outside the starting area:

Match Play: The opponent may have the player replay his stroke **without penalty**

Stroke Play: 2 strokes. The stroke counts and the player must play his/her next stroke from where the ball lies.

2-6. LINE OF PUTT

The line of putt must not be touched for any reason, other than to remove a loose impediment or movable obstruction. Players may not improve the line of putt by changing the characteristics of the ground between the ball and the hole.

Penalty for Breach of Rule 2-5:

Match Play: Loss of hole

Stroke Play: 2 strokes

2-7. HOLE

i) Characteristics

The hole must be 4 inches in diameter and at least 4 inches deep and there are no flagsticks in the holes.

ii) Ball overhanging the hole

When any part of the ball overhangs the lip of the hole, the player has reasonable time to reach the hole and 10 seconds to determine whether the ball is at rest. If the ball falls into the hole after the 10 seconds are up, the ball is holed and the player must add a **1-stroke penalty to his/her score**.

2-8. ABNORMAL GROUND CONDITIONS

i) General

Any ground under repair must be identified and marked as such by the Tournament Committee. In the event that it was not marked, players may ask a Committee Member to establish the status of the damaged area.

ii) Relief

If an abnormal ground condition affects the lie of the ball or the line of putt, the player may lift the ball and place it at the nearest point of relief and, if complete relief is not possible, at the position nearest to where it lays that affords maximum available relief from the condition, but not closer to the hole. The player is always allowed to have a clear line of putt.

RULE 3 > EQUIPMENT

3-1. GENERAL

Players are not allowed to carry any bags or any liquid. They can carry a towel. Players may also wear a glove. Except as provided in the rules, during the stipulated round, players must not use any artificial device or unusual equipment, or any equipment in an unusual manner.

Players are not allowed to use any electronic devices, including a cell phone, music player, radio, etc. on the course during the stipulated round. Except for valid medical reasons, a player is not allowed to wear ear plugs or headphones during a stipulated round.

Penalty for breach of Rule 3-1:

Match Play: First offense - Loss of Hole; second offense - Disqualification

Stroke Play: First offense - 2 strokes; second offense - Disqualification

3-2. THE BALL

Players' balls must conform to the requirements specified in Appendix III of the OFFICIAL RULES OF GOLF written by The United States Golf Association (USGA) and the Royal and Ancient (R&A).

Balls used by players may not have foreign material applied to them for the purpose of changing their playing characteristics.

The ball played must appear on the current List of Conforming Golf Balls issued by the USGA.

Penalty for breach of Rule 3-2: Disqualification

3-3. THE CLUB

Players' clubs must conform to the requirements specified in Appendix II of the OFFICIAL RULES OF GOLF written by The United States Golf Association (USGA) and the Royal and Ancient (R&A).

Penalty for breach of Rule 3-3: Disqualification

Competitors should make all verifications regarding the conformity of the club they will be using prior to the start of the competition. The Committee does not have the proper tools to validate the conformity of any club.

Failure to comply with Rule 3-3 will result in players not getting the authorization to play with the unknown club. The committee may at any time ask for the make and serial number of the club used in a competition. A player is subject to disqualification if the club is not approved by the USGA.

i) One-club Rule

Players are only allowed to carry one club during the stipulated round, and must keep the same club for the entire round. In a team competition, if each player has his/her own club, they may not share clubs. However, it is possible for a team to carry only one club, in which case they may share the club. Opponents or fellow competitors may not share clubs during the round.

Breach of the one-club rule:

Match Play: At the conclusion of the hole at which the breach is discovered, the state of the Match is adjusted by deducting one hole for each hole at which a breach occurred: maximum 2 holes.

Stroke Play: 2 strokes for each hole at which the breach occurred, maximum 4 strokes

ii) Damaged club: repair and replacement

A club that has been damaged in the normal course of play may be used for the remainder of the round, repaired or replaced, if it does not unduly delay play.

If, during the stipulated round, the player's club is damaged other than in the normal course of play, thus rendering it non-conforming or changing its playing characteristics, the player is disqualified from that round.

RULE 4 > MATCH PLAY

4-1. GENERAL

A match consists of one side playing against another over a stipulated round. A hole is won by the side that holes its ball in the fewest number of strokes.

4-2. FORMS OF MATCH PLAY

i) Singles

In a singles match play competition, one player plays against another.

ii) **Four-Ball (Best Ball)**

In a Four-Ball match play competition, two competitors play as partners, each playing their own ball. The players play their better ball against the better ball of two other players

iii) **Foursome (Alternate Shot)**

In a Foursomes match play competition, two players play alternately against two other players, and each side plays one ball.

4-3. INFORMATION AS TO STROKES TAKEN

When asked, a player must give the exact information concerning the number of strokes taken to complete the hole. The number of strokes a player has taken includes any penalty strokes.

Breach of Rule 4-3 – Loss of hole

4-4. HALVED HOLE

A hole is halved if each side holes-out in the same number of strokes

4-5. CONCESSION OF MATCH OR HOLE

Players may concede a match at any time prior to the start or conclusion of that match.

Players may concede a hole at any time prior to the start or conclusion of that hole.

Players may not concede their opponent's next stroke

Breach of Rule 4-5 – If a player picks up his/her ball before it is holed and the result of the hole is not yet decided, **the player incurs a 1-stroke penalty and must replace the ball.**

4-6. WINNER OF MATCH

A Match is won when one side leads by a number of holes greater than the number remaining to be played.

4-7. DOUBT AS TO PROCEDURE: DISPUTE AND CLAIMS

If any doubt or dispute arises between the players, a player may make a claim. If no duly authorized Committee representative is available, the players must continue play without delay. The claim must be made before any player makes a stroke at the next hole, or in the case of the last hole, before leaving the putting surface. No claims will be considered if the claim is not made at the proper time.

RULE 5 > STROKE PLAY

5-1. GENERAL

A stroke-play competition consists of competitors completing each hole of a stipulated round and playing against every other competitor in the competition.

The competitor who plays the stipulated round or rounds in the fewest number of strokes wins.

5-2. FORMS OF STROKE PLAY

i) **Individual**

In an individual stroke-play competition, one player plays against all the other players in the field, hole-out at each hole and return a signed scorecard.

ii) **Four-Ball (Best Ball)**

In a four-ball stroke-play competition, two competitors play as partners, each playing their own ball. The lower score of the partners is the score for the hole. If one partner fails to complete the play of a hole, there is no penalty.

iii) **Foursomes (Alternate Shot)**

In a foursome stroke-play competition, two competitors play as partners and play the same ball alternately.

5-3. FAILURE TO HOLE-OUT

If a competitor fails to hole-out at any hole and does not correct his/her mistake before taking a stroke at the next hole or, in the case of the last hole of the round, before leaving the limits of the course, **he/she is disqualified.**

5-4. DOUBT AS TO PROCEDURE: DISPUTE AND CLAIMS

In stroke play only, if no duly authorized Committee representative or referee is available and a competitor is doubtful of his/her rights or the correct procedure during the play of a hole, he/she may complete the hole with 2 balls, without penalty. Players must not take any action before deciding to play 2 balls. They must advise their fellow competitor of which balls they want to count if the rules permit it.

Before returning the scorecard, players must report the facts to a Committee Member, even if the score is the same with 2 balls.

Penalty for breach of Rule 5-4 – 2 strokes

RULE 6 > PRACTICE

6-1. GENERAL

On the day of the competition, practice on the course is not permitted unless approved by the Committee. If more than one round is played in the same day, players may not practice on the course unless the Committee has determined otherwise. Practice Guidelines will be issued by the Committee before any event.

Official practice rounds on the course may be made available by the Committee on the same day as a competition.

Penalty for breach of Rule 6-1: Disqualification

6-2. DURING THE ROUND

During the stipulated round, players may not test the surface by rolling a ball or roughening or scraping the surface.

No practice stroke on a ball is permitted in any stroke-play or match-play competition during the stipulated round. Strokes made in continuing the play of a hole, for which the result has been decided, are not practice strokes.

Penalty for breach of Rule 6-2:

Match Play: Loss of hole

Stroke Play: 2 strokes

6-3. PRACTICE IN TEAM COMPETITION

In a four-ball competition, players may play the hole even if they can't post a score lower than their partner who has holed out. They must not take any more strokes than the number of strokes made by their partner.

Penalty to the team for breach of Rule 6-3: First breach – warning; second breach – 1 stroke

Any subsequent breaches:

Match Play: Lost of hole

Stroke Play: 2 strokes

Penalties will be given on the next hole.

RULE 7 > ORDER OF PLAY

7-1. GENERAL

In any format, the honors will alternate for each player or side at each hole. The honor on the first hole will be determined by the Committee. In a team competition, the side decides which player plays first on the first hole. In a four-ball competition, the team decides which player plays first on any hole.

Penalty for breach of Rule 7-1:

Match Play: The opponent may ask the player to replay the stroke in the proper order, without penalty.

Stroke Play: The stroke counts, without penalty. But if the Committee determines that competitors have agreed to play out of turn to give one of them an advantage, they are disqualified.

Foursomes: If a partner makes a stroke while it was his/her partner's turn to play, the team incurs a 2-stroke penalty and they must replay in the correct order.

7-2. PLAYOFFS

In the case of a playoff in stroke play, the honors on the first hole will be decided by the Committee. If extra holes are necessary, the honors will change after each hole.

RULE 8 > STARTING TIME; SLOW PLAY; DISCONTINUANCE

8-1. BEFORE THE START OF THE ROUND

Players must be ready to play and positioned in the starting zone 5 minutes before their projected starting time.

Penalty for breach of Rule 8-1: Disqualification

8-2. START OF THE ROUND

Players must be positioned at the 1st hole's waiting zone when asked by a Committee Member. Players must start at the time determined by the Committee

Penalty for breach of Rule 8-2: Disqualification EXCEPTION: Where the Committee determines that exceptional circumstances have prevented a player from starting on time, there is no penalty

8-3. DURING ROUND

Players may not start to play a hole before the fellow-competitor[s] or opponent has completed the play of the previous hole

Penalty for breach of Rule 8-3: First breach: warning; Second breach: 1 stroke and the player must replay the stroke

8-4. UNDUE DELAY

Players must play without undue delay and in accordance with any Pace of Play guidelines that the Committee may have established.

Penalty for breach of Rule 8-4:

Match Play – Loss of hole

Stroke Play – 2 strokes

8-5. DISCONTINUANCE OF PLAY

i) When permitted

Players may not discontinue play unless:

- > The Committee has suspended play
- > They believe there is danger due to lightning
- > There is some other good reason for discontinuing play, such as sudden illness

Penalty for breach of Rule 8-5 i:

Match Play – Loss of hole

Stroke Play – 2 strokes

ii) Procedure when play is suspended by Committee

In all cases, if a player has taken a stroke, the group must complete the play of the hole.

Penalty for breach of Rule 8-5 ii: 1 stroke

RULE 9 > STRIKING THE BALL

9-1. GENERAL

The ball must be fairly struck at with the head of the club and must not be pushed, scraped or spooned. A billiard-type stroke is not permitted. Players may not purposely take a stroke from a stance astride, or with either feet touching the line of putt or an extension of this line behind the ball.

9-2. ASSISTANCE

Players may not take a stroke while getting physical assistance or protection from the elements. Players themselves may use an umbrella while taking a stroke.

Penalty for a breach of rule 9-1 and 9-2:

Match Play: Loss of hole

Stroke Play: 2 strokes and the stroke counts

RULE 10 > BALL ACCIDENTLY MOVED, STOPPED, OR DEFLECTED

10-1. BALL AT REST MOVED

i) **By an opponent**

If a ball in play and at rest is accidentally moved by an opponent, there is no penalty and the ball must be replaced

ii) **By the player or his/her partner**

Players may not mark their ball in play.

If a ball in play and at rest is accidentally moved by the player or his partner there is no penalty and the ball must be replaced

iii) **By an outside agency or fellow competitor**

If the player's ball at rest is moved by an outside agency or fellow competitor, there is **no penalty** and the ball must be replaced.

iv) **Removing loose impediments or an obstruction**

If a ball is moved while removing a loose impediment or obstruction, the ball must be replaced **without penalty**

As a general penalty, if the ball is not replaced after being moved, before the player takes a stroke at that ball, he/she incurs a **2-stroke penalty for playing from the wrong place** and the stroke counts.

10-2. BALL IN MOTION STOPPED OR DEFLECTED

i) **By an opponent**

If a ball in motion is accidentally deflected or stopped by an opponent, there is **no penalty** and the player may replay the stroke. In the case the ball had past the hole, the ball is played where it lies.

ii) **By the player or his/her partner**

If a ball in motion is accidentally deflected or stopped by the player or his/her partner, the player incurs a **1-stroke penalty** and the ball is played where it lies.

iii) **By an outside agency or co-competitor**

If a ball in motion is accidentally deflected or stopped by an outside agency or fellow competitor, the stroke is cancelled **without penalty to anyone**, and the player must replay the stroke. In the case the ball had passed the hole, the ball is played where it lies

iv) **By another ball**

If a ball in motion is accidentally deflected or stopped by another ball—either at rest or in motion—the stroke is cancelled and the player must replay the stroke **without penalty**. In the case the ball had past the hole, the ball is replaced where it was when it was deflected.

v) **Removing loose impediments or an obstruction**

Loose impediments or obstructions shall not be removed when a ball is in motion.

Penalty for a breach of Rule 10-2 v:

Match Play – Loss of Hole

Stroke Play – 2 strokes

RULE 11 > ADVICE

11-1. GENERAL

During a stipulated round, players may not give advice or ask for advice from anyone other than their partner.

Penalty for breach of Rule 11-1:

Match Play: Loss of Hole

Stroke Play: 2 strokes

11-2. CADDIES

Caddies are not allowed during a stipulated round unless permitted by the tournament committee. If caddies are permitted, they may place the ball in the teeing area but not elsewhere. During the stipulated round a caddie must not leave the general area of the hole being played. He must not stand in the hazard area. The caddie must stand in the waiting zone with his player.

Penalty for breach of Rule 11-2

Match Play: First breach– Loss of hole; Second breach – Disqualification

Stroke Play: First breach – 2 strokes; Second breach – Disqualification

11-3. INDICATING LINE OF PUTT

Players may not put any mark or object on the surface of play to indicate any line of putt.

Penalty for breach of Rule 11-1:

Match Play: Loss of Hole

Stroke Play: 2 strokes

RULE 12 > SCORING IN STROKE PLAY

12-1. RECORDING SCORES

After each hole, the marker should check the score with the competitor and record it.

12-2. SIGNING AND RETURNING THE SCORECARD

After completion of the round, competitors must check their score for each hole to settle any doubtful points with the Committee. They must ensure that the marker has signed the scorecard, sign the scorecard themselves and return it to a Committee member at the scoring area as soon as possible.

Penalty for breach of Rule 12-2: Disqualification

12-3. ELECTRONIC BOARDS

If the score on the card is different from the electronic information (if available), the Committee must investigate. If there is a difference and it is not possible to determine the exact score, the paper scorecard will serve as the official document.

12-4. WRONG SCORE FOR A HOLE

If a player signs and returns a score for a hole that is lower than the actual score he/she is disqualified.

If the wrong score for a hole is due to a failure to include a penalty he/she was unaware of, the player is not disqualified.

In such circumstances, the competitor incurs the penalty prescribed by the applicable rule and an additional penalty of 2 strokes for returning an inaccurate scorecard.

RULE 13 > PLAYING FROM A WRONG PLACE

13-1. GENERAL

Players are considered to have played from a wrong place if they made a stroke from a part of the course where the rules state they are not allowed to play or when the Rules require a moved ball to be replaced. This includes playing from outside the teeing area.

Penalty for breach of rule 13-1:

Match Play: Loss of Hole

Stroke Play: 2 strokes and the player must play the ball from where it lies

13-2. SERIOUS BREACH FOR PLAYING FROM THE WRONG PLACE

If the Committee determines that a player has committed a serious breach, the player must replay his/her stroke from the correct place and add a 2-stroke penalty.

If the Committee is aware of the serious breach and it is not corrected before the player makes a stroke from the next teeing area or leaves the area of the last hole, he/she is disqualified

RULE 14 – THE COMMITTEE

14-1 CONDITIONS

The Committee must establish the conditions under which a competition is to be played.

The number of holes of a stipulated round must not be reduced once play has commenced for that round.

14-2 THE COURSE

i) Defining Boundaries and Margins

The Committee must define accurately:

- The course, hazards and out of bounds
- Status of any artificial objects

ii) Practice Ground

The Committee must determine the areas where the competitors may practice and the schedule. In certain cases the Committee may permit practice on the putting course the same day of a competition and between rounds

iii) Course unplayable

If the Committee or its authorized representative considers that for any reason the course is not in a playable condition or that there are circumstances that render the proper playing of the game impossible, it may, in match play or stroke play, order a temporary suspension of play or in stroke play, declare play null and void and cancel all scores for the round. When a round is canceled, all penalties incurred in that round are canceled.

14-3 TIME OF STARTING

The Committee must establish the times of starting and, in stroke play, arrange the groups in which competitors must play. When a match-play competition is played over an extended period, the Committee establishes the limit of time within which each round must be completed. When players are allowed to arrange the date of their match within these limits, the Committee should announce that the match must be played at a stated time on the last day of the period, unless the players agree to a prior date.

14-4 SCORE CARD

In stroke play, the Committee must provide each competitor with a score card containing the date and the competitor's name or, in foursome or four-ball stroke play, the competitors' names.

In stroke play, the Committee is responsible for the addition of scores and application of the handicap recorded on the score card.

In four-ball stroke play, the Committee is responsible for recording the better-ball score for each hole and adding the better-ball scores.

14-5 DECISION OF TIES

The Committee must announce the area, the manner, day and time for the decision of halved match, a tie or ties after a cut. A halved match must not be decided by stroke play. A tie in stroke play must not be decided by a match.

14-6 DISQUALIFICATION PENALTY; COMMITTEE DISCRETION

A penalty of disqualification may in exceptional individual cases be waived, modified or imposed if the Committee considers such action warranted.

If the Committee considers that a player is guilty of a serious breach of etiquette, it may impose a penalty of disqualification under this rule.

14-7 LOCAL RULES

The Committee may establish Local Rules or Notices to Competitors to modify parts of the MSOP Rules of Play.

RULE 15 – DISPUTES AND DECISIONS

15-1 CLAIMS AND PENALTIES

a) Match Play

If a claim is lodged with the Committee under MSOP Rule 4-7, a decision should be given as soon as possible so that the state of the match may, if necessary, be adjusted. If a claim is not made in accordance with MSOP Rule 4-7, it must not be considered by the Committee.

There is no time limit on applying the disqualification penalty for a breach of MSOP Rule 1-3.

b) Stroke Play

In stroke play, a penalty must not be rescinded, modified or imposed after the competition has closed. A competition is closed when the result has been officially announced or, in stroke play qualifying followed by match play, when the player has teed off in his first match.

Exceptions: A penalty of disqualification must be imposed after the competition has closed if a competitor:

- i. Was in breach of MSOP Rule 1-3 [Agreement to Waive Rules]; or
- ii. Returned a score for any hole lower than actually taken [MSOP Rule 12-4] for any reason other than failure to include one or more penalty strokes that, before the competition closed, he did not know he had incurred; or
- iii. Knew, before the competition closed that he had been in breach of any other Rule for which the penalty is disqualification.
- iv. Was found guilty of using a non-conforming club

15-2 REFEREE'S DECISION

If a referee has been appointed by the Committee, his decision is final.

15-3 COMMITTEE'S DECISION

In the absence of a referee, any dispute or doubtful point on the Rules must be referred to the Committee, whose decision is final.

When there is no contradiction with a specific MSOP Rule of Play, The Rules of Golf and the Decisions on the Rules of Golf will be used. In all other cases The MSOP Rules of Play will have precedence.

If a player is found guilty of cheating, the Committee may disqualify the player for the round or for the competition. The Committee may also disqualify the player from any other MSOP competition.