

ROG EXPLAINED: Interactive Learning Videos

TRAINER'S GUIDE

BALL LOST OR OUT OF BOUNDS



Introduction to the Rules of Golf Explained: Interactive Learning Videos

Rules of Golf Explained is a collection of 12 short videos offering simple, straight-forward explanations of how to play by the Rules and what your choices are when applying the Rules in situations that happen while playing. The explanations should be familiar but each will probably contain a thing (or things) not previously known or realized by many golfers who view them.

The following information is provided to help you conduct a presentation approximately 20 minutes in length to a small group of golfers using any of the 12 Rules of Golf Explained videos as the center piece. Each presentation is divided into four parts:

- 1) **TEASER QUESTION** (1 to 2 minutes): Each video begins by showing an incident and asking a Rules question about it. Ask participants to consider the question and write down or remember their answer before continuing to view the video. This question will be reviewed and participants will have the opportunity to find out the correct answer at the end of the video. This teaser question is designed to focus the attention of participants on the topic covered in the video.
- 2) **VIDEO** (3 to 5 minutes depending on the video)
- 3) **TEASER QUESTION REVIEW AND ANSWER** (2 to 4 minutes): Most participants, after watching the video, should be clear on the correct answer to this question (even if they were not entirely sure prior to viewing the video). As the presenter, you will have the option to click the button for either the correct or incorrect answer.
 - a. If the correct answer is selected, a message communicating the answer is correct will appear.
 - b. If the incorrect answer button is selected, a message stating that the answer is incorrect will appear.

Regardless of which answer is selected, three buttons will appear.

- a. **<Back to Question>** allows the opportunity to review the question.
- b. **<Review>** will replay the portion of video that provides the answer to the question.
- c. **<Continue>** will advance to the next question without reviewing the answer to the question.

Notes are provided in the next section of this Trainer's Guide for this and the other three questions to help you as the presentation leader clear up any confusion participants might have with incorrect answers.

- 4) **THREE FOLLOW-UP QUESTIONS AND ANSWERS** (5 to 8 minutes): The three additional follow-up questions are meant to reinforce other important points made in the video. As the presenter, you will once again have the opportunity to click the buttons for the correct or incorrect answers. As outlined above with the first question, you will always have the option to:
 - a. Review the question.
 - b. Replay the relevant part of the video.
 - c. Continue to the next question or the end of the video.

A note of caution: These videos are not comprehensive explanations of the Rules covered, but broad overviews meant to cover fundamental and commonly encountered aspects of each Rule presented. If questions come up that are not answered by the video, we recommend they be handled individually after the formal presentation session. If you know the answer and are comfortable answering, please do. If you are not, the USGA can be contacted at (908) 326-1850 or by email at Rules@usga.org.

Rules of Golf Explained – Ball Lost or Out of Bounds

This segment focuses on what players must do when their ball is either out of bounds or lost somewhere on the course (except in a water hazard). In these circumstances players have only one option, to play again from where they last played under penalty of one stroke. This is commonly referred to as playing under “stroke and distance.”

The primary messages of this segment are:

- If your ball out of bounds or you can't find your ball that is somewhere other than in a water hazard, you only option is to go back to the place of your previous stroke and proceed under stroke and distance.
- If your previous stroke was from the teeing ground, count the previous stroke, add a penalty stroke and play another ball from anywhere within the teeing ground. The ball may be teed.
- If your previous stroke was from the fairway, the rough, a bunker or a water hazard, count the previous stroke, add a penalty stroke and drop a ball as near as possible to the spot where you last played.

The secondary message of this segment is:

- If your ball is in a water hazard, whether you find it or not, stroke and distance is one of your options but not the only one. Water hazard relief options can be reviewed in another video in this series.

Teaser Question (Question 1)

Q1. Steve Stricker's 1st stroke is out of bounds. When he plays from the tee again, what stroke will he be making?

- 2nd Stroke
- 3rd Stroke** (correct answer)
- 4th Stroke

Click button "Continue to video to find the answer."

Question answered correctly: "That's correct! He counts his 1st stroke from the tee and adds 1 penalty stroke to his score. This tee shot was his 3rd stroke on the hole."

Question answered incorrectly: "Sorry, that's not correct."

Choose between the three options:

- **<Back to Question>** allows the opportunity to correctly answer the question, or
- **<Review>** to replay that portion of the video which answers this question, or
- **<Continue>** to go to Question 2.

Three Follow-up Questions (Questions 2, 3 and 4)

Q2. When your tee shot is lost or out of bounds, under stroke and distance, you can either play a ball off the ground or tee it up, from anywhere within the teeing ground.

- True** (correct answer)
- False

Question answered correctly: "That is correct! Anywhere within the teeing ground, you can play a ball off the ground or tee it up."

Question answered incorrectly: "Sorry, that's not correct! Anywhere within the teeing ground, you can play a ball off the ground or tee it up."

Choose between the three options:

- **<Back to Question>** allows the opportunity to correctly answer the question, or
- **<Review>** to replay that portion of the video which answers this question, or
- **<Continue>** to go to Question 3.

Q3. When you hit a ball out of bounds, the Rules allow a drop within two club-lengths of where the ball goes out.

- True
- False** (correct answer)

Question answered correctly: “That’s correct! Stroke and distance is the only procedure allowed when your ball is lost or out of bounds.”

Question answered incorrectly: “Sorry, that’s not correct. Stroke and distance is the only procedure allowed when your ball is lost or out of bounds.”

Choose between the three options:

- **<Back to Question>** allows the opportunity to correctly answer the question, or
- **<Review>** to replay that portion of the video which answers this question, or
- **<Continue>** to go to Question 4.

Q4. If your 3rd stroke goes out of bounds, after you drop under stroke and distance, what stroke will you be playing?

- 4th Stroke
- 5th Stroke** (correct answer)
- 6th Stroke

Question answered correctly: “That’s correct! If you have played 3 strokes plus incurred a stroke and distance penalty, the next stroke will be your 5th.”

Question answered incorrectly: “Sorry, that’s not correct.”

Choose between the three options:

- **<Back to Question>** allows the opportunity to correctly answer the question, or
- **<Review>** to replay that portion of the video which answers this question, or
- **<Continue>** to go to the end of the video.

Resources:

Video Script:

► – VIDEO CLIP WITH INTRODUCTORY QUESTION

PART 1 – INTRODUCTION

In golf you play a ball from the teeing ground to the hole with a progression of strokes while PLAYING THE BALL AS IT LIES and PLAYING THE COURSE AS YOU FIND IT. Unfortunately when you lose your ball or hit it out of bounds this progression gets interrupted and the Rules of Golf are needed to provide a reliable, fair procedure to reestablish it.

PART 2 – STROKE AND DISTANCE

Because the location of a ball that has not been found can't be determined precisely and a ball that goes OUT OF BOUNDS has no location on the course, the fairest way to reestablish the tee to hole progression when either of these things happens is to play again from where you last played. This procedure is called playing under stroke and distance.

PART 3 – PROCEDURE

When you proceed under penalty of stroke and distance if your previous stroke was from the teeing ground, you count the stroke you made with the ball you lost or hit out of bounds, add a penalty stroke to your score and play another ball from ANYWHERE within the teeing ground. The ball you play may be teed.

If your stroke was from the fairway, the rough, or a hazard, you count the previous stroke, add a penalty stroke, and DROP a ball as near as possible to the spot where you last played.

PART 4 – EXCEPTION

Stroke and distance is the ONLY option the Rules allow when your ball is out of bounds, and... it is also the only option when your ball is lost... ..except when your ball is lost in a water hazard.

When your ball is in a water hazard, whether you find it or not, stroke and distance is one of your options but not your only option. (WATER HAZARD options can be reviewed in another video in this series.)

PART 5 – QUESTIONS

For more information on balls lost and out of bounds, refer to the definition of Lost Ball, the definition of Out of Bounds, and to Rule 27-1 (Stroke and Distance; Ball Out of Bounds; Ball Not Found Within Five Minutes) in the Rules of Golf.

(pause)

The USGA and the R&A jointly govern the game worldwide, administering the Rules of Golf, Rules of Amateur Status, Equipment Standards and World Amateur Golf Rankings.