

ROG EXPLAINED: Interactive Learning Videos

# TRAINER'S GUIDE

BALL UNPLAYABLE



## 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](mailto:Rules@usga.org).

## **Rules of Golf Explained – Ball Unplayable**

This segment focuses on the Ball Unplayable Rule and demonstrates the three one-stroke penalty options available to choose from under this Rule.

### **The primary messages of this segment are:**

- You are the sole judge as to whether your ball is unplayable.
- For a penalty of one stroke, you have three options for taking relief under the Ball Unplayable Rule.
- You may exercise any of those options anywhere on the course except when your ball is in a water hazard. (Water hazard relief options can be reviewed in another video in this series.)

### **The secondary message of this segment is:**

- If you decide your ball in a bunker is unplayable, you will have to drop in that bunker unless you decide to play under the stroke-and-distance option.

## Teaser Question (Question 1)

**Q1.**How many different choices does Steve Stricker have to take relief under the Ball Unplayable Rule?

- 1
- 2
- 3** (correct answer)
- 4

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

Question answered correctly: "That's correct!"

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.**From which of these places are you allowed to deem your ball unplayable for a penalty of one stroke?

- Rough** (correct answer)
- Thorny Bush** (correct answer)
- Water Hazard (incorrect, this is the only place on the course you cannot use the Ball Unplayable Rule)
- Bunker** (correct answer)
- Tree** (correct answer)

If all four correct answers are chosen: "That is correct!"

If only one, two, or three of the four correct answers are chosen, "Your choice is correct! However, there are four areas that are correct among the five choices."

Question answered incorrectly: If the incorrect answer is chosen, "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 3.

**Q3.** May you deem your ball unplayable for a penalty of one stroke, if another player thinks your ball is playable?

**Yes** (correct answer)

No

Question answered correctly: "That's correct!" Choices are:

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 4.

**Q4.** If you deem your ball unplayable, you can drop no closer to the hole and within two club-lengths of:

**The spot where your ball lies unplayable** (correct answer)

The edge of the unplayable area

Question answered correctly: "That's correct!"

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**

While it doesn't happen often, occasionally your ball will wind up in a position where you realize it's impossible to play it or where you think it's just not a good idea to try. In such cases the Rules provide you the right to decide your ball is UNPLAYABLE.

The Rules make YOU the sole judge of whether your ball is unplayable. No one is allowed to DENY or CONTEST your right to do this...

... AND, you can decide your ball is unplayable anywhere on the course except for one, when it is IN A WATER HAZARD, where the water hazard Rule applies.

#### **PART 2 – GENERAL RELIEF**

When you decide your ball is unplayable, FOR A PENALTY OF ONE STROKE you have THREE choices for how to get it somewhere else where you can play it.

The best known and most frequently used of these choices is to drop a ball WITHIN TWO CLUB-LENGTHS of and not nearer the hole than the spot where your unplayable ball lies. You can use any club in your bag to measure the two club-lengths. Most people use their longest club to make their dropping area as big as possible. The ball you drop can be either your original or a substituted ball.

Your second option is to drop behind your unplayable ball in a straight line drawn from the hole through the spot where it lies. When you use this choice you can drop as FAR behind your ball's original position as you want.

Your third option is to play again from where you made your last stroke, the Rules call this playing under "STROKE and DISTANCE." This player's shot has ended in a very bad lie. Dropping it within two club lengths or on a line from the hole behind the ball will probably not improve his chances to play it. Proceeding under stroke and distance is the best way for this player to be confident his next stroke will be one he can play.

#### **PART 3 – BALL UNPLAYABLE IN BUNKER**

If your ball in a BUNKER is unplayable, and you choose to drop it within two club-lengths or on a straight line from the hole behind your ball, you are limited to dropping it in the bunker.

#### **PART 4 – SUMMARY**

When you decide your ball is unplayable, being aware of ALL three of your choices will help you pick the best one available. There is no one choice that is always the best because the position of your ball and other factors can vary so greatly.

## **PART 5 – QUESTIONS**

For more information on the unplayable ball Rule, refer to Rule 28 (Ball Unplayable) 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.