

# TCSAAL 2019 GOLF TOURNAMENT RULES

April 1, 2019

Landa Park Golf Course

8:00 Shotgun Start

<http://landaparkgolfcourse.com>

The 6-8 grade tournament will be a 9-hole tournament played from the red tees.

The High School Girls will play an 18-hole tournament played from the red tees.

The high school boys will play an 18-hole tournament played from the green tees.

For pace of play purposes we will put players into groupings of 3 when possible. Schools can enter teams or individuals.

Only complete teams are eligible for team awards. Everyone is eligible for individual awards.

- Starting in the 2018-2019 season teams can be made up of 5 players with the top 4 scores counting for the team score. Please note that the golf fee is only for 4 players. A 5<sup>th</sup> player can be added to a team for an additional \$75.

## POINTS OF EMPHASIS:

- Any stated rules in this document will trump USGA rules. Point of emphasis is that all out of bounds shots will be handled as a lateral drop.
- Please note that at Landa Park any ball hitting a power line or power line pole is replayable.
- Any ball hitting an animal on the course must be played as it lies.
- During the tournament players will get a maximum of 2 practice swings per shot.
- Parents are allowed to follow along and watch the tournament however parents must stay on the cart path. They are not allowed to have direct interaction with the golfers during the tournament.
  - First and final warning will be given to spectators to stay on the cart path. If a spectator is a double violator a school representative will have to chaperone the spectator for the remainder of the tournament. If unable to chaperone, then the spectator will be removed from the course and asked to wait at the club house. Spectators entering the field of play becomes a major distraction for all involved and is the number 1 complaint we receive at golf tournament.
  - With this said spectators other than a coach are never allowed on the putting green. A coach is allowed on to green to help with the flag and pace of play. Not to coach mid shot. Coaches can also help with looking for a lost ball.
- Push carts are allowed. No golf carts.
- Players are asked to mark balls ahead of time.
- Electric range finders and the course app is allowed.
  - Please note that not all range finders are allowed. Range finders that measure distance only may be used during competitive rounds. The operative word is "only". Range finders that offer functions in addition to distance measurement are illegal, even if a player disables other functions. A player using such a device in competition rounds will be subject to the following penalty structure (1st offense warning; 2nd offense-disqualification)
- Players are allowed on their own time and on their own dime to play the course ahead of time. They can take notes of the course and bring those with them to the tournament.
- There is a 9-stroke max per hole. After 9 strokes players should mark a 9. Pick up their ball and move on.
- In the event that we do not finish the tournament due to weather or lighting we will determine each players par based on the holes that player completed to determine ranking based on their score against par.
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This guide focuses on commonly encountered rules situations and attempts to provide a simple explanation of these rules. This guide is not a substitute for the USGA Rules of Golf, which should be consulted whenever any doubt arises. For more information on the points covered, please refer to the relevant rule. <https://www.nfhs.org/activities-sports/golf/>

## General Points

The game of golf should be played in the correct spirit and to understand this you should read the Etiquette In particular:

- show consideration to other players
- play at a good pace and be ready to invite faster moving groups to play through, and

- take care of the course by smoothing bunkers, replacing divots and repairing ball marks on the greens.

Before starting your round you are advised to:

- read the local rules on the score card and the notice board
- put an identification mark on your ball; many golfers play the same brand of ball and if you can't identify your ball, it is considered lost (rules 12-2 and 27-1)
- count your clubs; you are allowed a maximum of 14 clubs (Rule 4-4).

During the round:

- don't ask for advice from anyone except your partner (i.e., a player on your side) or your; don't give advice to anyone except your partner; you may ask for information on the rules, distances and the position of hazards, the flagstick, etc. (Rule 8-1)
- don't use any artificial devices or unusual equipment, unless specifically authorized by local rule (Rule 14-3).

At the end of your round:

- in match play, ensure the result of the match is posted
- in stroke play, ensure that your score card is completed properly (including being signed by you and your marker) and return it to the committee as soon as possible (Rule 6-6).

### **The Rules of Play**

Tee Shot (Rule 11)

Play your tee shot from between, and not in front of the tee-markers. You may play your tee shot from up to two club-lengths behind the front line of the tee-markers.

If you play your tee shot from outside this area:

- in match play there is no penalty, but your opponent may require you to replay your stroke provided he does so immediately;
- in stroke play you incur a two-stroke penalty and must play a ball from with the correct area.

### **Playing the Ball (Rules 12, 13, 14 and 15)**

If you think a ball is yours but can't see your identification mark, after notifying your marker or opponent, you may mark the position of the ball and lift it to identify it (Rule 12-2).

Play the ball as it lies. Don't improve your lie, the area of your intended stance or swing, or your line of play

by:

- moving, bending or breaking anything fixed or growing, except in fairly taking your stance or making your swing, or
- pressing anything down (Rule 13-2).

If your ball is in a bunker or a water hazard, don't:

- touch the ground (or the water in a water hazard) with your hand or club before your downswing, or
- move loose impediments (Rule 13-4).

If you play a wrong ball:

- in match play you lose the hole
- in stroke play you incur a two-stroke penalty and must correct the mistake by playing the correct ball (Rule 15-3).

### **On the Putting Green (Rules 16 and 17)**

On the putting green, you may:

- mark, lift and clean your ball (always replace it on the exact spot), and
- repair ball marks and old hole plugs, but not any other damage, such as spike marks (Rule 16-1).

When making a stroke on the putting green, you should ensure that the flagstick is removed or attended. The flagstick may also be removed or attended when the ball lies off the putting green (Rule 17).

### **Ball at Rest Moved (Rule 18)**

Generally, when your ball is in play, if:

- you accidentally cause it to move
- you lift it when not permitted, or
- it moves after you have addressed it

Add a penalty stroke and replace your ball (but see the exceptions under Rules 18-2a and 18-2b).

If someone other than you, your partner or your caddies moves your ball at rest, or it is moved by another ball, replace your ball without penalty. If a ball at rest is moved by the wind or moves of its own accord, play it as it lies without penalty.

### **Ball in Motion Deflected or Stopped (Rule 19)**

If a ball struck by you is deflected or stopped by you, your partner, your caddies or your equipment, you incur a penalty of one stroke and play the ball as it lies (Rule 19-2). If a ball struck by you is deflected or stopped by another ball at rest, there is normally no penalty and the ball is played as it lies. However, in stroke play only if both balls lay on the putting green before you made your stroke, you incur a two-stroke penalty (Rule 19-5a).

### **Lifting, Dropping and Placing the Ball (Rule 20)**

Prior to lifting a ball that has to be replaced (e.g., when you lift a ball on the putting green to clean it), the position of the ball must be marked (Rule 20-1). When the ball is being lifted in order to drop or place it in another position (e.g. dropping within two club-lengths under the unplayable ball rule), it is not mandatory to mark its position although it is recommended that you do so.

When dropping, stand erect, hold the ball at shoulder height and arm's length and drop it. The most common situations where a dropped ball must be re-dropped are when the ball:

- rolls to a position where there is interference from the condition from which free relief is being taken (e.g., an immovable obstruction)
- comes to rest more than two club-lengths from where it was dropped, or
- comes to rest nearer the hole than its original position, the nearest point of relief or where the ball last crossed the margin of a water hazard.

There are nine situations in total when a dropped ball must be re-dropped and they are covered in Rule 20-2c. If a ball dropped for a second time rolls into any of these positions, you place it where it first struck the course when re-dropped.

### **Ball Assisting or interfering with Play (Rule 22)**

You may

- lift your ball or have any other ball lifted if you think it might assist any other player or
- have any other ball lifted if it might interfere with your play.

You must not agree to leave a ball in position in order to assist another player. A ball that is lifted because it is assisting or interfering with play must not be cleaned, except when it is lifted from the putting green.

### **Loose Impediments (Rule 23)**

You may move a loose impediment (i.e., natural loose objects such as stones, detached leaves and twigs) unless the loose impediment and your ball are in the same hazard. If you remove a loose impediment and this causes your ball to move, the ball must be replaced and (unless your ball was on the putting green) you incur a one-stroke penalty.

### **Movable Obstructions (Rule 24-1)**

Movable obstructions (i.e., artificial movable objects such as rakes, bottles, etc.) located anywhere may be moved without penalty. If the ball moves as a result, it must be replaced without penalty. If a ball is in or on a movable obstruction, the ball may be lifted, the obstruction removed and the ball dropped, without penalty, on the spot directly under where the ball lay on the obstruction, except that on the putting green, the ball is placed on that spot.

### **Immovable Obstructions and Abnormal Ground Conditions (Rules 24-2 and 25-1)**

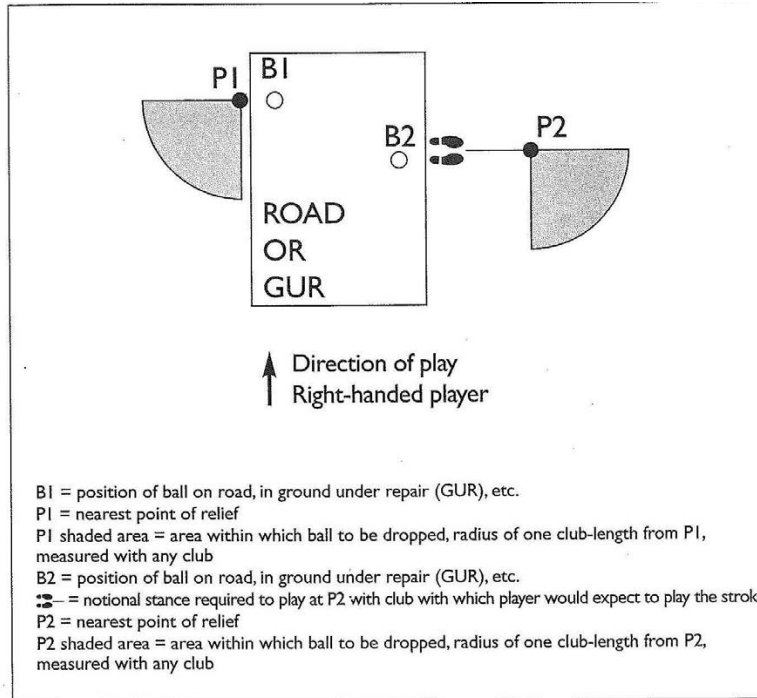
An immovable obstruction is an artificial object on the course that cannot be moved (e.g., a building) or cannot readily be moved (e.g., a firmly embedded direction post). Objects defining out of bounds are not treated as obstructions.

An abnormal ground condition is casual water, ground under repair or a hole, cast or runway made by a burrowing animal, a reptile or a bird. Except when the ball is in a water hazard, relief without penalty is available from immovable obstructions and abnormal ground conditions when the condition physically interferes with the lie of the ball, your stance or your swing. You may lift the ball and drop it within one clublength of the nearest point of relief (see Definition of "Nearest Point of Relief", but not nearer the hole than the nearest point of relief (see diagram below). If the ball is on the putting green, it is placed at the nearest point of relief, which may be off the putting green.

There is no relief for intervention on your line of play unless both your ball and the condition are on the putting green.

As an additional option when the ball is in a bunker, you may take relief from the condition by dropping the ball outside and behind the bunker under penalty of one stroke.

The following diagram illustrates the term "Nearest point of Relief" in Rules 24-2 and 25-1 in the case of a right-handed player.



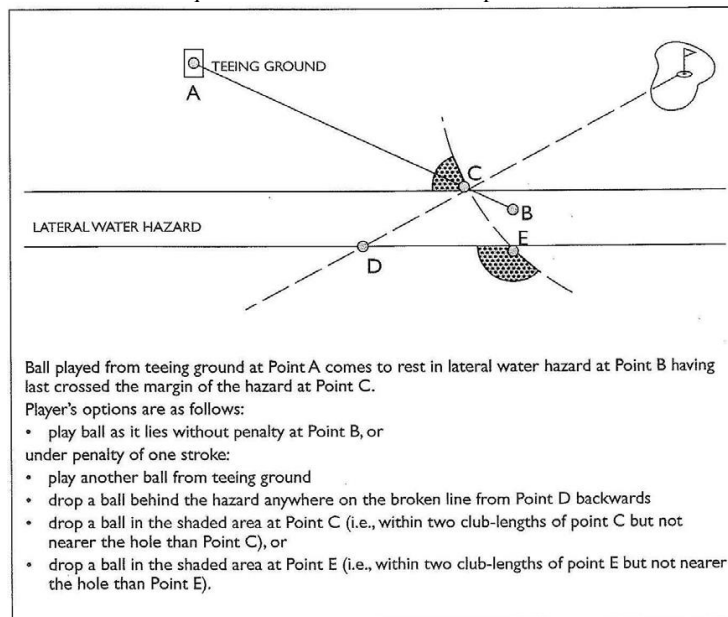
**Water Hazards (Rule 26)**

If your ball is in a water hazard (yellow stakes and/or lines) you may play it as it lies or, under penalty of one stroke:

- play a ball from where your last shot was played, or
- drop a ball any distance behind the water hazard keeping a straight line between the hole, the point where the ball last crossed the margin of the water hazard and the spot on which the ball is dropped.

If your ball is in a lateral water hazard (red stakes and/or lines), in addition to the options for a ball in a water hazard (see above), under penalty of one stroke, you may drop a ball with two club-lengths of, and not nearer the hole than:

- the point where the ball last crossed the margin of the hazard, or
- a point on the opposite side of the hazard equidistant to the hole from the point where the ball last crossed the margins.



### Ball lost or out of bounds:

Check the local rules on the score card to identify the boundaries of the course. These are normally defined by fences, walls, white stakes or white lines.

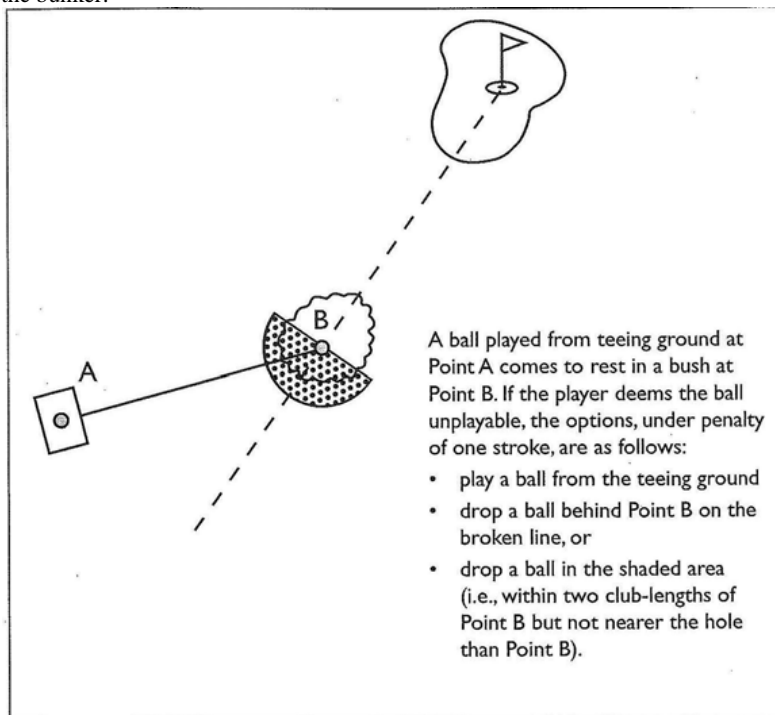
**All balls lost out of bounds will be played with a lateral drop to where the ball crossed out of bounds under penalty of one stroke, i.e., stroke and distance. You are allowed 2 minutes to search for a ball. If it is not found within 2 minutes, it is lost.**

### Ball Unplayable (Rule 28)

If your ball is in a water hazard and you do not wish to play it as it lies, you must proceed under the water hazard rule – the unplayable ball rule does not apply. Elsewhere on the course, if you believe your ball is unplayable, you may, under penalty of one stroke:

- drop a ball any distance behind the point where the ball lay keeping a straight line between the hole, the point where the ball lay and the spot on which the ball is dropped, or
- drop a ball with two club-lengths of where the ball lies not nearer the hole.

If your ball is in a bunker you may proceed as above, except that if you are dropping back on a line or within two club-lengths, you must drop a ball in the bunker.



**SCHOOL REPRESENTATIVE** — No team or individual entry will be permitted to compete in a contest unless accompanied by the coach or a person authorized by the Board of Education. Teams or individuals unaccompanied by such school representative will be disqualified. The school representative shall be present throughout the contest.

**CADDIES** — Caddies are not permitted during a contest. Participants will be disqualified if any person assists by caddying or if the participant rides in any type of vehicle.

**EXCEPTION:** A medically authorized waiver is permitted for the use of a vehicle. A copy of the doctor's statement and school request cover letter must be filed with the OHSAA and the OHSAA authorization shown to the referee.

**PULL CARTS** — Pull carts are permitted.

**SCORING** — The team score shall be determined by totaling the scores of the four players with the fewest strokes for the contest. The team with the fewest number of strokes is the winner.

**TIES** — If a team ends in a tie. Ties will be determined by adding up each individual's place and awarding the winner to the team with the lowest score. For ex. A team has 4 individual finishing in 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup> and 9<sup>th</sup>. They would receive a score of 18.

**CONDUCT** — A two stroke penalty shall be assessed for unsporting conduct. Un- sporting conduct shall include but not be limited to: club throwing, willful acts which damage property or equipment on the course, use of abusive language, profanity, obscenities, and other unsporting conduct as determined by the Golf Rules Committee. Penalties imposed may include disqualification.

TCSAAL staff shall serve as referee, enforcing all TCSAAL regulations and U.S.G.A. rules. Any coach and/or designee serving in that capacity who is giving advice pertaining to these regulations and/or rules must have the regulations and rules book with him/her to ensure the rule/regulation is administered correctly.

**MISCELLANEOUS** — The coaching regulation permits the school board-approved coach/designee assigned to the event to speak with his/her player(s), without delay of play, at any time provided regulations are followed.

All players, coaches and spectators shall prohibit the use of any electronic communication devices on the golf course during any competition. This includes electronic ball finders.

**AWARDS** – The awards ceremony will start immediately after the last score card has been turned in. Awards will be given out to the top 3 teams, and the top 3 individuals in each category.

- **Please note that incomplete teams (less than 4 individuals) are not eligible for team awards.** They are however eligible for individual awards.