

Rules Information

1. Play under and in accordance with current USGA Rules of Golf except as modified by local rules or the Tournament Committee. Please review USGA rules prior to the event:
[USGA Rules of Golf Home](#)
2. All participants will play by the same rules including non-competitive.
3. Play the ball as it lies, Rule 9.1 - [Rule 9 - Ball Played as It Lies; Ball at Rest Lifted or Moved](#)
4. Ball in penalty areas (bodies of water or other areas as defined by the committee) is played in accordance with Rule 17 - [Rule 17 - Penalty Areas](#)
5. In accordance with Rule 21.2 Maximum Score, the tournament Committee has capped the maximum score on any hole as double par plus 1 for all players. - [Rule 21 - Other Forms of Individual Stroke Play and Match Play](#)
6. Alternate to Stroke and Distance Penalty - Applicable for Lost Ball or Ball Out of Bounds. Under a penalty of two strokes, a player can take relief by dropping the original ball or another ball in the designated area of relief at the nearest fairway edge, no closer to the hole. - [Stroke and Distance: New Local Rule](#)
7. Cell phone usage during competition is limited to tournament related functions (i.e. GPS, Rules of Golf, Golf Genius, etc.) and emergency situations. Your phone must be on silent during the competition.
8. The following will result in player disqualification:
 - a. Failure to report to designated tee box at starting time
 - b. Failure to exchange scorecard at the beginning of play
 - c. Playing a hole out of sequence
 - d. Failure to sign scorecard or signing incorrect scorecard
 - e. Leaving the course without turning in a scorecard
9. If there is any doubt as to procedure, play a second ball; announce you are hitting a second ball and which one you will score if allowed. Request a ruling prior to attesting scorecard.
10. All golfers should direct questions to the Golf Pro or designated Rule Official for any rules questions during the tournament or make note of your question and check in with the Golf Pro before signing and turning in your scorecard.
11. Please avoid slow play. Marshalls will be actively on the course to help facilitate pace of play.

PACE OF PLAY

- Play “Ready Golf”.
- Keep up with the group in front of you.
- Pick up after double par plus 1 (maximum score established under Rule 21.2).
- Be ready to play when it is your turn to play.
- Do not search more than the permitted 3 minutes for a potentially lost ball.
- Plan your shot while walking to your ball or while others are playing.
- Take several clubs with you to your ball so you won’t have to walk back to the cart.
- Line up your putt when others are putting
- A player should take not more than 40 seconds to make a stroke after the player is able to play without interference or distractions.
- Play 2 balls if uncertain of correct procedure. Report facts to the tournament director or designated rules person before turning in the scorecard.
- Play a provisional ball if you think the original might be lost outside a penalty area or out of bounds.
- Consider leaving the flagstick in the hole when putting (no penalty if the ball hits the flagstick).
- Exit the green promptly after holing out. Record scores and replace clubs at the next teeing area.