

Conditions of Play and Local Rules for 2017

Play is governed by the USGA Rules of Golf, any additional Notice to Players and, where applicable, by the following conditions of play and local rules. It is recommended that all players have a copy of the USGA Rules of Golf in their golf bag.

1. Doubt as to Procedure; Dispute or Claim:

In Match Play (Rule 2), In match play, you must resolve any doubt or dispute as to procedure before you or your opponent plays from the next teeing ground after which the result of the hole stands. If a doubt or dispute arises that cannot be resolved, a player may make an immediate claim in accordance with Rule 2-5. The *Committee* may consider a claim only if the player making the claim notifies his opponent (i) that he is making a claim, (ii) of the facts of the situation and (iii) that he wants a ruling. The claim must be made before any player in the match plays from the next teeing ground or, in the case of the last hole of the match, before all players in the match leave the putting green. Because of our match play format, no duly authorized representative of the *Committee* will normally be available within a reasonable time. Therefore, after a player makes a claim the match should be continued without delay and the claim reported to the *Committee* before the results of the match are posted.

In Stroke Play (Rule 3), if a player is doubtful as to his rights or the correct procedure, during play of a hole, he may, without penalty, complete the hole with two balls in accordance with Rule 3-3. After the doubtful situation has arisen and before taking further action, the competitor must announce to his marker or a fellow-competitor that he intends to play two balls and which ball he wishes to count if the Rules permit. The competitor must report the facts of the situation to the *Committee* before returning his signed score card. If a player fails to do so, they are disqualified.

2. Time of Starting: For a player arriving late to the starting tee, see Rule 6-3a. If you arrive at the starting tee up to 5 minutes late for your starting time, you lose the hole in match play and receive a two-stroke penalty at the first hole in stroke play. If you arrive at the starting tee more than 5 minutes late you are disqualified except where a committee determines that exceptional circumstances have prevented a player from starting on time.

3. Pace of Play: Our most significant Players Club issue is the slow pace of play. Over the past few seasons we have encouraged players to play at a faster pace, but we have had little success. *The USGA Rules of Golf*, Rule 6-7, Undue Delay; Slow Play, states in part: "The player shall play without delay and in accordance with any pace of play guidelines which may be laid down by the *Committee*."

Complete Your Round in 4 Hours and 30 Minutes or Less and Maintain Your Position on the Course: Ultimately, each player is responsible for the pace of play in their group; therefore, all players (and groups) are expected to complete their round in 4 hours and 30 minutes (15 minutes per hole) or less and maintain their relative starting position on the course.

Past history indicates that groups of four players teeing off at the beginning of the day, regardless of their ability and whether or not walking or riding, are easily able to complete

their round in 4 hours or less. The *Committee* has added an extra 30 minutes to compensate for the course becoming more crowded and time spent searching for lost balls and errant shots in water hazards and native areas at SAGC. Therefore, groups playing early should be more likely to complete their rounds in the 4 hour or less range than groups playing later in the day. Since SAGC tee time intervals are at 9 minutes and there is never an entire hole open when they begin their round, players are encouraged to play without delay and maintain the same position or gap that was established on the first hole between their group and the group in front of them.

Regardless of whether or not they are completing each hole in 15 minutes or less, if at any time during the round a group has completed play of a hole and approaches the teeing ground of the next hole, and the hole is open, the group will be deemed to be out of position (behind) and will be put "On Watch" (see definition below) by the course marshal who will ask them to improve their pace of play and get back in position relative to the remainder of the field.

Being put "On Watch" means that the group will have two holes (maximum of 30 minutes) to get back into position. The marshal will notify the group that they are "On Watch" (they will also be on the clock) and provided the marshal is going "against the grain," he will be able to tell them how much of a gap is needed to make up. If the group is playing at a pace to complete their round in under 4 hours (less than 13 minutes per hole), they will not be put "On Watch," but will receive a friendly suggestion to "try and close the gap."

Marshals will report pace of play status and facts to the *Committee* for appropriate action. If an "On Watch" group does not improve their pace of play in accordance with the above policy, the entire group may be incur a two-stroke penalty in accordance with Rule 6-7. Subsequent violations may result in disqualification.

Note that even though a group may not have been officially warned or put "On Watch," players with finish times in excess of 5 hours may incur a two stroke penalty unless there are mitigating circumstances.

Annotating and Returning Scorecards: Each player should annotate their actual starting time on their scorecard when they tee off. If no time is annotated, the time printed on the card will be assumed to be the start time. The finish time should also be annotated on the official scorecard at the completion of the round. If no finish time is annotated, the actual turn-in time minus 5 minutes will be used as the finish time.

Scorecards should be returned to the *Committee* (at the scoring table) or to the Pro Shop as soon as possible after a round is completed, but not later than 15 minutes after the round is completed. If at least one person from each group does not return a signed scorecard within 15 minutes of completion of play of the last hole, the entire group may be subject to a two-stroke penalty.

Helpful Hints: Here are some hints to help you improve and maintain your pace of play:

- **Play Ready Golf** – In all stroke play events, the committee endorses "Ready Golf. There is no penalty for disregarding "honors."
- **Continuous putting** is encouraged.

- **Practice Putting is Prohibited** – In stroke play, practicing or putting on the hole last played during a competition round is PROHIBITED. (see 15 below)
- **Always Play a Provisional Ball** – The purpose of playing a provisional ball is to save time in case the original ball is lost. If you decide to search for your original ball, **always put a provisional ball into play** for any ball that either you or your fellow competitors think may potentially be out of bounds or lost outside of a water or lateral water hazard. If you hit into the native areas anywhere on the course and decide to search for the original ball, then you should always play a provisional ball. Going back to take a stroke and distance penalty may cost a player their position on the course and subject them to potential pace of play penalties.
- **Search for a lost ball for a maximum of five minutes. Search less (2-3 min)** if you have been warned, put “On Watch” or are falling behind the group in front of you.
- Calculate yardage and club selection early and read putts or complete any other “pre- shot routine” while others are playing their shot.
- When riding in a cart, always drop partner off at their ball and proceed to your ball in order to play your shot as soon as possible after they play theirs. Always take the club you intend to use, and two extra clubs (example: 6 iron, and 5, 7 irons), to avoid having to return to the cart.
- When leaving your cart/bag to search for a ball in the native areas, always take clubs (same as above, with the addition of a wedge for “chipping out”) to avoid having to return to the cart.
- Always leave equipment (carts, bags, extra clubs, etc.) beside and/or behind the green and towards the next tee.
- Always write down scores at the next tee while other players tee off (not the previous green).
- If you anticipate the need to use the men’s room on the course, or visit the restaurant in between nines, as you approach the green, inform playing partners that you would like to go ahead and putt out in order to do so (even if you are not the furthest from the hole). Afterwards, immediately proceed to the next hole to tee off, or to be ready if your group has not yet completed the previous hole. This option is not available on the last hole of an event or for any other circumstances where it is clear that the player may gain a competitive advantage from this action, and that it is the main reason for doing so.
- When exercising the options listed above, take care of business, gather food and drinks as quickly as possible and proceed to the next tee. Do not stop to eat at the clubhouse.
- The player whose ball lies closest to the flag should always attend the flag as others putt, and the first person who finishes putting should replace the flag as the last player holes out.

4. Cellular Telephones and Pagers: In the spirit of Section I of the USGA Rules of Golf, Etiquette, except for summoning emergency help (e.g. heart attack, heat stroke, fire, notifying the Pro Shop of a dead cart or for slow play where there is greater than one hole open in front of the slow play group) on the course, cellular telephone use is strongly discouraged during a stipulated tournament round. Exceptions are areas such as in or within 50 feet of the clubhouse complex, inside on-course rest rooms or in the course

parking lot and only when you are not interfering with or delaying play (see interfering with or delaying play (see rule 6-7.) Pagers should also be silenced or put on vibrate.

If your cellular telephone or pager use interferes with or delays play, the first offense is a one-stroke penalty, the second offense will be a two-stroke penalty, and any subsequent offenses will result in event disqualification.

5. Obstructions: Blacktop cart paths are Immovable Obstructions; all other paths are considered Integral Parts of the Course where relief without penalty is not permitted, but Loose Impediments may be removed. (Rule 24)

All large **rocky drainage areas** (eg. around Cheena 7 teeing ground and left of Tamaya 6 teeing ground, etc.) may be played as an Immovable Obstruction. Drop without penalty, one club length from nearest relief no closer to the hole. If the ball is lost in the Immovable Obstruction and it is known or virtually certain that the ball entered the Immovable Obstruction you may substitute another ball and take relief without penalty.

Stakes and ropes in water hazards have been designated immovable obstructions. Play the ball as it lies or proceed in accordance with the Rule 26-1, Relief from Ball in Water Hazard. Penalty for removing, cutting or untying these stakes and ropes is two strokes whether they are replaced or not.

6. Stones in bunkers are moveable obstructions. (Rule 24-1 applies; App.1-3f)

7. Ground Under Repair (GUR): Areas defined by white lines. (Rule 25)

- a. French drains (filled with stones or gravel) are GUR.
- b. Ropes and stakes (Movable Obstructions) on the golf course outside of a hazard are for cart control only.
- c. When the course is not marked for GUR, the following principles will be followed for relief:
 - i. Decisions should be made by all players in the group.
 - ii. The area in question should be clearly "Under Repair" or,
 - iii. The area should be such that fair play is not possible and only "grossly" unfair lies due to poor maintenance would be obtained.
 - iv. In stroke play, the player may also invoke Rule 3-3 and consult the Committee following play.

Note: If the area in question is a normal condition on the course, it should NOT be considered GUR (i.e. Bare ground or patchy turf is not Ground Under Repair at Santa Ana GC as that is a normal condition on many parts of the course).

8. Embedded Ball: The Embedded Ball Rule as written in App. 1-B-4a is in effect "through the green." (Rule 25-2)

9. Water Hazards: The ponds fronting Tamaya holes 6 and 9, Cheena holes 5, 6, and 9, and Star holes 5, 8, and 9, are Water Hazards (identified by yellow stakes; defined by yellow lines). Portions of these ponds may be identified with red stakes and will be played as Lateral Water Hazards (identified by red stakes; defined by red lines. (Rule 26) Drop zones may be provided during some tournaments as an additional relief option. (App.1-B-8)

10. Out of Bounds: Identified by boundary fencing and white stakes are defined by inside points at ground level. (Rule 27-1)

- a. Note: On holes with old wooden rail boundary fences, as well as white stakes, white stakes identify the Out of Bounds.
- b. Note: Wire boundary fences that are built for the protection of property or during construction are considered part of the boundary. Relief without penalty is not permitted.
- c. Note: The Out of Bounds stakes to the right of Cheena hole 9 fairway are for Cheena hole 6 only.

11. Integral Parts of the Course: Include any paths NOT made of blacktop; cables, rods, wires, or wrappings, when closely attached to trees; liners in bunkers, artificial walls, and pilings, when located in hazards, unless otherwise provided for in a Notice to Players – No relief without penalty is permitted. (Rule 33-2a; App. 1-A-5a)

12. Restrooms are located on Tamaya Holes 3 and 7, Cheena Hole 3, and Star hole 6. They are considered “Immovable Obstructions.” Relief may be taken in accordance with Rule 24-2. Note: Relief is for interference per Rule 24-2; however, there is no “Line of Sight” relief.

13. Distance Measuring Devices/Applications: A player may obtain distance information by using a distance measuring device (DMD) or distance measuring application. There are no restrictions on the types of features or applications that might be available on a multi-functional device; however, there are features or applications which may not be accessed during the stipulated round. While not a comprehensive list, if a device or multi-functional device is being used as a DMD, the following features or applications must not be accessed:

- Any application or feature that can measure or gauge variable conditions that might assist the player in his play (e.g., anemometer, pressure, etc.) or
- Any application designed to analyze the golf swing.

If, during a stipulated round, a player uses a distance measuring device or application to gauge or measure other conditions that might affect his play (e.g., elevation changes, wind speed, etc.), the player is in breach of Rule 14-3 for which the penalty is disqualification. (Note to Rule 14-3; App.1-B-9)

14. Accidental Movement of a Ball on the Putting Green

When a player’s ball lies on the putting green, there is no penalty if the ball or ball-marker is accidentally moved by the player, his partner, his opponent, or any of their caddies or equipment.

The moved ball or ball-marker must be replaced as provided in Rules 18-2, 18-3 and 20-1.

This Local Rule applies only when the player’s ball or ball-marker lies on the putting green and any movement is accidental.

Note: If it is determined that a player’s ball on the putting green was moved as a result of wind, water or some other natural cause such as the effects of gravity, the ball must be played as it lies from its new location. A ball-marker moved in such circumstances is replaced. (Modification to Rules 18-2, 18-3 and 20-1)

15. Practice Putting: During stroke play competitions, practice on or near the putting green of the hole last played or rolling a ball on the putting green of the hole last played is PROHIBITED. That means no practice putting. Penalty for breach is 2 strokes.

16. Returning a Scorecard in Competition: For the purposes of any competition, a scorecard is considered turned-in after any doubtful points have been settled by the *Committee* and it is then presented to the designated member of the *Committee* at the scorer's table or front desk. At that point in time, Rule 6-6 c and d take effect as written and could change the results in the event of a disqualification.

17. Ties: Ties for gross and net prizes will be broken using a scorecard playoff starting on a hole designated by the committee and then going backward. Ties for the blue gross Club Championship will be broken by a sudden death playoff starting on whichever course and hole the committee designates.

18. Conditions for Tournament Play at Santa Ana Golf Club: In accordance with Players Club policies, the *Committee* reserves the right to reduce any player's handicap before, during, or after any tournament participated in at Santa Ana Golf Club. Tournament scores will also be adjusted for exceptional tournament play in accordance with USGA guidelines.

19. Player Etiquette towards SAGC Marshals: The SAGC marshals will be helping the *Committee* monitor the pace of play during our tournaments. Marshals have been instructed to be professional, courteous and friendly when approaching groups. Any breach of player etiquette (e.g. rude comments, verbally abusive behavior) towards marshals with regards to how the marshals are conducting pace of play monitoring may result in a two stroke penalty. Serious breaches of etiquette (e.g. profane language, obscene gestures, physical abuse) may result in disqualification and possible suspension from future SAGC tournaments for a period of time specified by the *Committee*. Repeat offences may result in expulsion from the Players Club.

20. Committee: The *Committee* is comprised of the Santa Ana Golf Club's Head Golf Professional and all board members of the Santa Ana Players Club as well as any individuals designated by the Board.

21. The *Committee* recommends use of these principles that define the Rules of Golf:

Play the ball as it lies.

Play the course as you find it.

When neither can be done, do what is equitable to all concerned.