

2012 SCRATCH PLAYERS MID-AMATEUR RULES & CONDITIONS

Format

36 hole stroke play for 16 match play spots; 18 holes of stroke play each of the first two days and two match rounds each of the subsequent days. Field is cut after the first round to include all who post 89 or better. All rounds are on the Mayacama Golf Club course. Ties for the last match play spots settled via a playoff commencing immediately upon the conclusion of stroke play.

Rules of Competition

Governing play are the current Rules of Golf of the USGA, its decisions as well the **local rules** stipulated as follows:

- The **"SPG PACE OF PLAY POLICY"** is in effect (details stipulated hereinafter).
- Local Rules on any non-SPMA scorecard are **not** in effect.
- **Ball drop areas** are located on holes as may be provided by starter each round.
- Any ball coming to rest on a "french drain" or within any white marked area shall proceed under the rules provisions for relief as **Ground Under Repair**.
- **Carts or anything with wheels** are **not** permitted during any round of competition.
- **Cellular phones**, and other electronic devices emitting sound, are prohibited during play and within 100 yards of any other contestant during their round of play; penalty for first breach is a warning (automatic warning whether an official hears such electronic device or not if reported from confirmed sources) and disqualification thereafter cumulative for the tournament (vibrating pagers are permitted). Contestant cell phones must be turned off during play and cell phones of contestant relatives on or near the course or caddies are deemed to be cell phones of the contestant.
- **Distance Measuring Devices** (DMD's), per 14-3/0.5, are permitted (which stipulates that such devices are limited exclusively to measuring distance electronically).
- The **"time of starting"** rule is in effect; players who are late up to 5 minutes for start time incur a 2 stroke penalty for stroke rounds and loss of first hole in match rounds. Players more than 5 minutes late for their start time are disqualified.
- The **"one ball condition"** is in effect; penalty for breach is 2 strokes per hole in stroke play with a maximum per round penalty of 4 strokes; penalty for breach is loss of hole in match rounds with a maximum per match round penalty of loss of two holes. Penalty for failure to correct upon discovery before playing from next teeing ground is disqualification.
- Non-paved **Maintenance paths** throughout the course are deemed to be an integral part of the course; no relief without penalty. Any paved maintenance road within the course is deemed an "immovable obstruction" (free drop).
- Any abusive language that is disruptive to other players, club throwing or course damage in anger is deemed behavior that is **"unsportsmanlike conduct"** and a breach of etiquette. Penalty for breach for the first offense is a warning with disqualification enforced for any subsequent breach cumulative for the tournament (Rule 33-7).
- **Out of Bounds** is designated by the inside points of white stakes or lines at ground level.
- Stakes identify **water hazards** and lines define the margins. The water hazard with drop area as may be provided by starter each round.

Doubt as to Procedure

If a player is in doubt as to his procedure and no Rules Official is present, such player may play a second ball under Rule 3-3 after he announces to his fellow competitors that he is invoking this rule. A ruling after invoking this procedure shall be settled upon or prior to the completion of such applicable round of play by a Rules Official. Irrespective of the outcome after invoking 3-3, such contestant must notify Rules Officials that 3-3 was invoked at the scoring area prior to signing a score card; penalty for breach is disqualification. Suspension of play is signaled by one prolonged air horn blast; resumption by two short blasts.

Upon Completion of Play

Each player's scorecard must be signed by the scorer (marker) and attested (signed) by the player. Each properly signed scorecard must be returned to the scorer's area immediately upon completion of play. Once you leave the scorer's area, your score is considered final.

SPG Pace of Play Policy (guidelines per Rule 6-7 which states, in part,

"The player must play without undue delay and in accordance with any pace of play guidelines that the committee may establish".

The pace of play for each round is stipulated as

- **4 hours & 50 minutes** for each of the first two stroke rounds (groups of three) and,
- **4 hours & 20 minutes** for each match round (twosomes)

and **such pace of play policy will be strictly enforced.**

Groups may be notified when they are out of position and/or off pace and will be given an opportunity to regain their position. That group is expected to regain their position or pace within two holes. Any group is subject to being timed by Rules Officials at any time.

A group may be monitored or timed for compliance with this pace of play policy. When a group is out of position or off pace, each player in the group is expected to play any stroke within 45 seconds. Other than on the putting green, the timing of a player's stroke will begin when he has had a reasonable opportunity to reach their ball, it is his turn to play and can play without interference or distraction. Time spent determining yardage and club selection will count as part of the time taken for the next stroke. On the putting green, timing will begin after the player has been allowed a reasonable amount of time to lift, clean and replace his ball, repair ball marks, remove loose impediments, etc. Time spent for alignment and preparation for the stroke will count as part of the time taken for the next stroke. Groups out of position or off pace as well as any individual players exceeding the 45 second limitation will be assessed a **"bad time"**.

The penalties that will be assessed to players who receive bad timings will be a warning for one bad timing, 1 stroke for a second bad timing, 2 strokes for a third bad timing, and disqualification for a fourth bad timing cumulative for the tournament. Players receiving pace of play penalties may appeal to the Tournament Committee. Any group or individual warned due to a bad timing for slow play shall suspend the common etiquette of proceeding first when "away" and adopt the "ready golf" mode of play (first ready, first play) and continuous putting whenever possible for the duration of that round of play. Contestants are expected to effectively manage their playing time and be ready to play when it's their turn to play. It is specifically stipulated that no additional time or allowance is afforded for using a DMD.

Definition of Out Of Position

The first group to start will be considered out of position if, at any time during the round, the group is behind the allotted time. Any following group will be considered out of position if it, (a) is taking more than the allotted time to play **and** (b) reaches the teeing ground of a par-3 hole and the hole is clear, fails to clear the tee of a par-4 hole before the preceding group clears the putting green **or** arrives at the teeing ground of a par-5 hole when the preceding group is on the putting green. Both (a) and (b) shall apply for a group to be out of position.