



Trophy Lake Championship

Rules Sheet/Notice to Players



The Rules of the United States Golf Association (USGA) govern play including the rules in this document or verbally by the Rules Committee. Complete text of Rules and Local Rules may be found in the USGA Official Guide to the Rules of Golf, effective January 2019. All RMJT Hard Card and COVID-19 Policies will be in effect for this event. Breaching a RMJT local rule will result in a penalty. Local rules found on the course scorecard are not in effect. This tournament will be two rounds of 18-hole stroke-play. **There is no stroke limit; all players must hole out on every hole.** Ties for 1st place will be decided by a sudden death playoff or, when necessary, 1st place will be decided by scorecard playoff if weather/light dictates. Remaining ties will be decided by a scorecard playoff per USGA guidelines.

TEES by AGE GROUP

15-19

11-14

10 & under

Boys

BLUE

GOLD

RED (10 stroke max per hole)

Girls

GOLD

GOLD

RED (10 stroke max per hole)

PLAYER NOTES and TOURNAMENT LOCAL RULES

- It is our responsibility to take care of the golf course, **please rake all ball marks, replace divots, and smooth the bunkers as you leave.**
- **BUNKERS - Disturbed lies (ball divots, haphazard smoothing areas, footprints or small bunches of grass) in a bunker are ground under repair (GUR). You may drop your ball in the bunker for free relief within one club length no nearer the hole if your ball in the bunker is in GUR. You may not smooth the relief area before you drop.**
- **Preferred Lies are in effect for this round; if your ball is in the general area (fairway or rough) you may mark, lift, clean and place within one club length to the original spot of your ball no nearer to the hole.**
- **OUT OF BOUNDS (OB)** - White dots and the course side of roads identify and OB at the course side edge of the dots.
 - o **OB LOCATED BEHIND GREEN ON HOLES- # 9 (road) and #18 (course side edge of curb or paved area).**
- **PENALTY AREAS** – Yellow penalty areas include water crossing a general area and are identified by yellow stakes. Red penalty areas exist where there is dense vegetation or water and are generally identified by red stakes.
 - **The edge of penalty areas are defined (in order of priority) by: (1) red/yellow lines (2) the mow line of rough (3) edge of grass for bodies of water; or (4) where the ground falls toward the penalty areas.

Red penalty areas on the sides of holes extend to infinity (meaning there is no other side). Individual trees, bushes or grassy areas are not penalty areas. Proceed to take relief with your options under Rule 17.1. You do not get relief from cart paths/bridges inside penalty areas.

Drop zones (optional relief) are located on holes #9 (right and left of green) and hole #18 (to right of water by green).

PENALTY AREAS ON COURSE (all red unless noted otherwise):

RIGHT SIDE OF HOLES- #1, #5, #6, #7, #8, #9, #10, #11, #12, #13, #14, #16, #17 and #18

LEFT SIDE OF HOLES- #1, #2, #3, #6, #7, #8, #9, #10, #11, #12, #13, #14, #15, #16, #17 and #18

BEHIND GREEN ON HOLES- #1, #3, #5, #6, #7, #9, #10, #11, #13, #14, #15, #16 and #17

CROSSING or in GENERAL AREA- #10, #12 (yellow) and #18 (red and yellow; yellow penalty area to right of walking bridge on right side is played as red penalty area)

- **NO PLAY ZONES (NPZ)** – NPZ are identified by green tips on yellow or red stakes. Their edge is defined by the mow line. **You may not enter NPZ to retrieve your ball or play your ball from NPZ.** You will receive a two-stroke penalty if you play your ball from NPZ. You must take penalty relief (as with a penalty area) if your ball is in NPZ, If your ball is not in NPZ but your stance or swing is interfered with by NPZ, you must take free or unplayable penalty relief.

NPZ on Holes - #12, #13, #14, #17 and #18.

IMMOVABLE OBSTRUCTIONS (IOs) - IOs include cart paths (paved, dirt, or gravel), curbs on cart paths, worn dirt, muddy or gravel areas adjacent to cart paths, buildings, pipes, sprinkler heads, drains and grates, irrigation/utility boxes, logs including resting bases, poles, ball washers, waste containers, hole or directional signs, yardage discs on tees, hole monuments and adjacent landscaped areas, and individual boulders. A player may take free relief un*der Rule 16.1a within one-club length no nearer to the hole **ONLY** if the players ball is in, under or on an IO or the IO interferes with the players intended stance, swing or lie. **This does not provide relief for line of play (except when on green).**

GROUND UNDER REPAIR (GUR) - GUR may be defined by green stakes with ropes or white lines. GUR that is not identified includes cart ruts that are muddy or in the grass and muddy areas containing water. Other than these situations, a player must play ball as it lies.

DOUBT TO PROCEDURE RULE 20.1c-PLAY 2 BALLS - In the event that you are unable to determine how to play under the rules or unable to find a rules official, you may decide to play two balls without penalty under Rule 20-1c. Before making a stroke at either ball, you **must announce to your marker or another player in your group** which ball you want to count as your score. You must complete the hole with and record scores for both balls. You must report to the Rules Committee at the scoring table with all facts to determine the final ruling.

TEMPORARY WATER (TW) - In the general area, if your ball comes to rest in an area that contains TW on the ground from weather or course conditions, TW must be visible on the ground surface before or after you take your stance. You are entitled to free relief under Rule 16.1b nearest point within one club-length no nearer to the hole. **Soft, mushy ground is not TW and you do not get free relief.** If your ball comes to rest in TW on a green or in a bunker, or if TW on a green intervenes on your line of play, you may take free relief at the nearest point of complete relief or maximum available relief, if no nearest point of complete relief exists. For a ball on the green, your nearest point of complete relief may be in the general area.

EMBEDDED BALL RULE - If your ball comes to rest in its own pitch park in the general area (except when embedded in sand in the rough), you are entitled to free relief under Rule 16.3 within one club-length of the original spot of the ball no nearer to the hole.

DISTANCE MEASURING DEVICES - In accordance with the RMJT Hard Card, you may obtain distance information by using a device that measures **distance only**. If you use a device that measures more than distance, your penalty is disqualification, regardless of whether you actually used such additional information function.

PRACTICING AFTER COMPLETION OF HOLE - Between the play of two holes, **you must not make any practice strokes on or near the putting green** of the hole just completed or test the surface of that putting green by rubbing the putting green or rolling a ball. Your penalty for doing so is the general penalty.

SPECTATOR/PLAYER INTERACTION - Players and spectators are not to have interaction during play, other than for food, water, or medical reasons. You may receive/give equipment (not golf clubs) to/from spectators. Spectators may assist in looking for a lost ball, but otherwise must stay on the cart path, in the rough, or a reasonable distance off the green during tournament play. You are not to walk with spectators. If a spectator is observed walking with, talking to or giving advice (or appears to be giving advice) to you, you may be subject to a penalty or disqualification in accordance with the RMJT Spectator Policy.

PACE OF PLAY - The RMJT Pace of Play Policy is in effect during this tournament. You will be given 40 seconds to hit a shot once it is your turn to play. If you or your group is deemed to be off pace, Rules Officials will enforce the official Pace of Play Policies, which can result in a warning, a group/player being timed and/or penalties for slow play.

SCORING - All groups must settle any disputes prior to signing their scorecard. All players in a group must report to the scoring area without delay after their round is complete. Once you leave the scoring area, your score is deemed to be final. **Signing for an incorrect scorecard may result in disqualification.**

INCLEMENT WEATHER - If there is a need to suspend play for weather, tournament staff will sound one long air horn blast. At that point, you must mark your ball and head to the nearest shelter. Staff, parents, and spectators may transport players to safety and stand-by for updates from the Rules Committee.