

PACE OF PLAY POLICY

Rule 6-7 of the 2016-17 USGA Rules of Golf states: "The player must play without undue delay" and also provides the ability for the Committee (GJG) to set Pace of Play guidelines for a stipulated round, hole or shot.

Player's themselves are responsible for maintaining their Pace of Play, position on the course and are also responsible, through this policy, like all other Rules of Golf, to enforce the Rules upon themselves.

GJG requires each player and group to monitor their pace of play in accordance with the below policy. Groups should work together to assist one another to successfully complete their rounds within the time par.

Player's score cards provide detailed hole-by-hole time par. As a general rule, par-3 holes should take no longer than 14 minutes to play, par-4 holes no longer than 16 minutes to play, and par-5 holes no longer than 18 minutes to play. Total time for a 9-hole round should not exceed 2 hours and 24 minutes; while an 18-hole round should take no longer than 4 hours and 48 minutes to complete.

Time par: The amount of time allotted to complete the play of a hole or round.

Out of position: Failure to complete a hole being played in less than the established time par in relation to the group immediately ahead.

- i. Groups must complete the play of each hole within the time par defined on the score card.
- ii. Groups must finish each hole and replace the flagstick in accordance with the Pace of Play or they will assess themselves and be liable to the corresponding penalty:
 1. First checkpoint over total round time par: **One Stroke Penalty**
 2. Second checkpoint over total round time par: **Two Stroke Penalty**
 3. Third checkpoint over total round time par: **Disqualification**
- iii. Groups that are out of position and more than fifteen (15) minutes behind time par are subject to disqualification and liable to be removed from the golf course.
- iv. All penalties will be confirmed in the scoring area upon completion of the round.
- v. For groups that finish at or ahead of time par for the stipulated round; all Pace of Play penalties will be rescinded.

Factors in GJG uses to create a fair and equitable time par for each event:

- i. Difficulty and length of course / walks between holes
- ii. GJG Pace of Play history for course
- iii. Conditions of competition

Note: In all club divisions, if a player on a particular hole is contributing to the group's slow play, it is appropriate for that player to pick up and record double par on that hole in order to help the group maintain Pace of Play.

The Georgia Junior Golf staff reserves the right to amend this policy without notice and adjust penalties on a case-by-case basis



Rules of Play & Pace of Play Policies

Revised 1.10.17

DISREGARD ANY LOCAL RULES ON THE SCORECARD OR POSTED AT THE GOLF COURSE

ASSOCIATION RULES

Code of Conduct

All members are required to adhere to the Code of Conduct at all functions. Violations of the Code of Conduct include: abusive language, club throwing, cheating, disrespect of volunteers or officials, abuse of the golf course (divots not replaced, bunkers not raked, ball marks not repaired, and the like), discarded trash not placed in proper receptacles, vandalism, smoking or chewing tobacco products, use of drugs or alcohol, not adhering to the dress code, leaving the course during a competitive round without the permission of a Georgia Junior Golf (GJG) official, or any other conduct not becoming of an GJG member. Violations of the Code of Conduct are subject to the following: a penalty of two strokes, DISQUALIFICATION, or suspension for a period of time as deemed by the Tournament Committee. All violations will be reviewed by the GJG Tournament Committee.

Dress Code

Proper attire is required at all GJG tournaments, events, seminars, and/or functions. Required Dress: (a) hats/visors must be worn properly with the brim facing forward, (b) boys MUST remove hats/visors when indoors, (c) collared shirts must be worn and, for boys, tucked in at all times, (d) girls may wear shirts without collars, if the shirt is part of a coordinated outfit, (e) girls short length must be at or beyond the extended fingertips with arms hanging at sides. Prohibited Dress: (a) shoes with metal or traditionally designed spikes (penalty for wearing spikes is DISQUALIFICATION), (b) T-shirts, short shorts, denim of any kind, (c) headphones. Any violation of this rule results in either DISQUALIFICATION or the junior not being allowed to participate until he/she has met the above regulations.

Caddies and Carts

Caddies are permitted in the Beginner Division and 9-Hole Club Division ONLY. There are no restrictions as to who may serve as a caddie. Caddies may carry clubs, provide advice about playing shots and assist with club selection. Caddies may serve more than one player, but each player is limited to only one caddie. Caddies should assist with the oversight of scoring and help to improve pace of play during the round. They are also encouraged to let players make their own decisions and develop their golf skills independently. On-course swing instruction by caddies should be kept to a minimum.

Motorized carts are prohibited in ALL Divisions. Players must walk and carry their own bags or they may use a non-motorized pull cart where permitted. Penalty for breach of these conditions is two strokes for each hole at which any breach occurred with a maximum penalty per round of four strokes. Players may use their own pull carts or rent from the host facility when available. These carts must be in good condition (such that no damage is caused to the course) and be kept away from the surface of all tees and putting greens. Any player in violation of the rules for pull carts will lose the privilege of using one. Tournament-approved shuttles may exist at certain sites.

RULES OF PLAY

Play is governed by the 2016-17 USGA Rules of Golf and its Decisions and, where applicable, by the following Local Rules, Conditions and Definitions, subject to changes or amendments by the GJG Tournament Committee. Appendix I refers to the Appendix of Local Rules and Conditions of the Competition in the 2016-17 Rules of Golf Book. The gender used in relation to any person is understood to include both genders.

Unless otherwise specified, the penalty for breach of a Local Rule or Condition is two strokes in Stroke Play and loss of hole in Match Play.

1 - LISTS OF CONFORMING GOLFBALLS/DRIVER HEADS: Optional conditions as prescribed in Appendix I is in effect, pages 154-156.

2 - OFFICIAL TIME/TIME OF STARTING/LATE TO TEE: The official time is located only at the registration table and/or the starting tees. Rule 6-3a provides: "The player must start at the time established by the Committee." If a player arrives at his starting point, ready to play, within five minutes after his starting time, the penalty for failure to start on time is loss of hole in match play or two strokes at the first hole in stroke play. Otherwise, the penalty for the breach of this Rule is DISQUALIFICATION.

3 - DISTANCE MEASURING DEVICES: It is a condition of all competitions that a player may obtain distance information by using a device that measures distance only. However, if, during a *stipulated round*, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g., gradient, wind speed, temperature, etc.) and these functions are turned ON, the player is in breach of Rule 14-3. The first offense is TWO STROKES and for subsequent offense is DISQUALIFICATION.

4 - FOOTWEAR: It is a condition of all competitions that shoes with traditionally-designed spikes (regardless of composition, e.g., ceramic, plastic, etc.) or spikes, regardless of design, comprised either entirely or partially of metal (if such metal comes in contact with the *course*) are prohibited during the *stipulated round*. Penalty: DISQUALIFICATION.

5. ACCIDENTAL MOVEMENT OF A BALL ON THE PUTTING GREEN: Rules 18-2, 18-3 and 20-1 are modified as follows: 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 effects of gravity, the ball must be played as it lies from its new location. A ball-marker moved in such circumstances is replaced.

6 - OUT OF BOUNDS: Where white stakes or fence posts are used, the nearest inside points at ground level define *out of bounds*. When *out of bounds* is defined by a white line on the ground, the line itself is *out of bounds*. A ball coming to rest on or crossing any public road is considered *out of bounds*, even if it comes to rest on another part of the *course*.

7 - GROUND UNDER REPAIR: Enclosed white line areas define *ground under repair*. The white lines are considered in *ground under repair*. Other areas of *ground under repair*, even though not so marked include:

- French drains (trenches filled with stones or the like).
- Fire ant beds and mounds.
- Sod seams for lie of ball only (sod seams in the area are to be treated as one condition).

8 - IMMOVABLE OBSTRUCTIONS; WHITE LINES: Curbing, walls, steps, drains, and permanent structures that are part of, immediately adjacent to, or abutting artificially surfaced paths are part of the same obstruction. White-line areas tying into immovable obstructions are part of the obstruction, thus not ground under repair.

9 - WATER HAZARDS: Stakes or lines used to define the margin of or identify the *water hazard* are yellow. When the margin of a *water hazard* is defined by stakes, the stakes are inside the *water hazard*, and the margin of the *hazard* is defined by the nearest outside points of the stakes at ground level. When both stakes and lines are used to indicate a *water hazard*, the stakes identify and the lines define the *hazard* margin.

10 - LATERAL WATER HAZARDS: Stakes or lines used to define the margin of or identify the *lateral water hazard* are red. When the margin of a *lateral water hazard* is defined by stakes, the stakes are inside the *lateral water hazard*, and the margin of the *hazard* is defined by the nearest outside points of the stakes at ground level. When both stakes and lines are used to indicate a *lateral water hazard*, the stakes identify and the lines define the *hazard* margin.

11-TEMPORARY IMMOVABLE OBSTRUCTIONS: See Appendix I, pages 147-150 (includes *obstructions* installed for the competition and fans).

12 - RESULT OF THE COMPETITION: When all the scores have been posted and approved on the official scoreboard and medals and/or trophies have been awarded by the GJG Tournament Committee, the result of the competition is deemed to have been officially announced.

13 - LIFTING AN EMBEDDED BALL: The "embedded ball rule" as written in Appendix I, page 142-143 is in effect *through the green*.

14 - ELEVATED OVERHEAD POWER LINES/CABLES: If a ball strikes such a line or cable, the *stroke* must be cancelled and the ball must be replayed, without penalty, in accordance with Rule 20-5. If a ball is not immediately recoverable, another ball may be substituted.

15 - INTEGRAL PARTS OF THE COURSE: Includes cables, rods, wires, or wrappings when closely attached to trees, and artificial walls and pilings when located in *water hazards*. No relief without penalty.

16 - DROPPING ZONES: A dropping zone is an area enclosed by a white line having the initials "GJG DZ" printed inside it. A dropping zone is not *ground under repair*. The line itself is in the dropping zone.

17 - SIGNALS FOR SUSPENSION AND RESUMPTION OF PLAY:
a. Discontinue Play Immediately—Dangerous Situation (Note to Rule 6-8b): one prolonged note of siren/air horn and/or verbal notification by an official.

"When play is suspended for a dangerous situation, if the players in a match or a group are between the play of two holes, they must not resume play until the *Committee* has ordered a resumption of play. If they are in the process of playing a hole, they must discontinue play immediately and must not resume play until the *Committee* has ordered a resumption of play." If the player fails to discontinue play immediately, he is DISQUALIFIED, unless circumstances warrant waiving the penalty as provided in Rule 33-7. All practice areas shall be closed during suspension for a dangerous situation until the *Committee* has ordered a resumption of play.

- Suspend Play: Three short notes of siren/air horn, repeated.
- Resume Play: Two short notes of siren/air horn, repeated.

18 - STAKED TREES: If the lie of the ball, *stance* and/or area of intended swing is interfered with by the stake attached to a tree, the stake and/or rope/wire is treated as an immovable *obstruction*. Relief without penalty from the tree itself is not permitted.

19 - FLOWER BEDS & AREAS IDENTIFIED BY BLUE STAKES: To be treated as *ground under repair*. Relief is mandatory.

20 - AERATION HOLES: "Through the green, a ball that comes to rest in or on an aeration hole may be lifted, without penalty, cleaned and dropped, as near as possible to the spot where it lay but not nearer the hole. The ball when dropped must first strike a part of the course through the green."

21 - RULINGS: Players must get rulings only from members of the GJG Tournament Committee. In the event of a dispute and/or an appeal, the GJG Tournament Committee will render final decisions. Should a player be doubtful of how to correctly proceed under the Rules in stroke play, he/she should complete play of the hole with two balls and report the facts to the GJG Tournament Committee upon conclusion of play. See Rule 3-3 on pages 50-51 for more information.