



2021 Rules

All Ages 13 & Up – Boys/Girls 11-12 “A” – Boys-Girls 10 & Under “A”



Developmental Rules “B Division” on Reverse Side

Maximum Score: In our one day events, no player shall take **no more than a double par** on any hole, unless specific event rules deem otherwise.

Bunkers: Play the ball and count all strokes in the A Divisions and Boys/Girls 16-18 & 13-15.

Distance Measuring Devices & Push Carts: All forms of devices and push carts are allowed on one day events.

Pace of Play: Your group's position on the course is right behind the group in front of you. We play Ready Golf! It is encouraged that putts under 2 feet are played out vs. marking.

Each player must play without undue delay, which is defined as taking no more than 40 seconds to play a shot. Those players who are first to play from a given area (tee, fairway, green) will have an extra 10 seconds to play. The 40 second rule is in effect to assure playing without undue delay and to prevent over coaching and slow play.

Disqualification: No player may be disqualified for any violations of the Rules of Golf in our one day events. Instead the player will be assessed a double par on a hole for an infraction that would otherwise have led to disqualification. A player may be disqualified for code of conduct violations.

Electronic Devices: Cell phones, video recorders, camera's, headphones, and other electronic devices may not be used during play and should be switched off. First offense: warning, second offense and further offenses: triple bogey. Cell phones may only be used to alert rules officials or emergency personnel.

Spectator Policy: Spectators should not talk to players and stay in the rough or tree line (stay off Fairways and do not stand behind greens when players are hitting to the green), so as not to affect or disturb any competitors. It is always recommended to stay 30-40 feet away, unless supplying players with food or drinks no more than every 4-5 holes. Under no circumstances may spectators assist competitors or get involved with players in discussing any issues on the course. Officials may assess penalties. Spectator Carts must stay on the cart paths. **Developmental Divisions will have less restrictive rules – see reverse side.**

Scorecards: Immediately after completion of play, players and markers must go directly to the scorer's tent or table to verify and attest, sign and turn in scorecards to the scorekeeper. Any and all score or rules uncertainties must be resolved before signing and turning in scorecards. Once scorecards have been turned in the score is final.

A golf course may also have specific rules to follow for the day.

Developmental Rules on Reverse Side

Questions call 251.604.7024

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Developmental Special Rules - These Rules apply to all 9 Hole "B" divisions (11-12 and 10 & Under)

The 11-12 B Division use the Red Tees. The 10 & Under Division will use Advanced "forward" Tees.

Tee boxes for the 10 & Under B Division are advanced to a makeable Green in Regulation (GIR) 1 stroke on Par 3, approx. 150-175 yards on Par 4 and approx. 200-225 yards on Par 5.

Golfers are encouraged to walk from tee box to the green. Clubs can be placed on golf carts or carried themselves or on push carts. For players 10 & Under, rides on golf carts are permitted from the green to the next tee box.

Spectators/Caddies are allowed to help golfers find balls, assist with club selection, speed up play and carry clubs. On the greens, every stroke counts. Use the area below to help keep up with strokes. But remember double-par is the max score.

A "swing and a miss" (whiff) will not count as a stroke unless the club makes contact with the ball, and the ball advances.

After one attempt to hit out of a bunker, **drop ball out of bunker back or to the side**, no closer to the hole, counting the stroke attempted in the bunker. Example: Stroke 1 into bunker, Stroke 2 attempt and not out, Pick up and Drop for Stroke 2 and now hitting Stroke 3.

After one failed attempt to hit over a water hazard, utilize the drop area under penalty of one stroke.

Drop areas are located across the water hazard and are **defined by WHITE CIRCLES with a D inside them**.

Out of Bounds/Lost Balls – Play as a lateral hazard (red stakes), i.e. with a one stroke penalty, but no loss of distance.

Use this area for player Stroke Tally for an Accurate Scorecard on each hole

Golfer Name	#1	#2	#3	#4	#5	#6	#7	#8	#9
Joe Example	(4)	TTTT (5)							