

# LOCAL RULES AND TERMS OF THE COMPETITION FOR 2019 PENNSYLVANIA GOLF ASSOCIATION TOURNAMENTS

*The Rules of Golf as approved by the United States Golf Association and The R&A govern play. These Local Rules and Terms of Competition are in effect at all PGA championships and qualifying rounds. See applicable Championship or qualifying round Notice to Competitors/Players and Entry Application for modifications or additions to these Local Rules and Terms of Competition. Complete text of Rules and Local Rules may be found in the Official Guide to the Rules of Golf, effective January 2019.*

**Unless otherwise noted, the penalty for breach of a Local Rule is the general penalty.**

## LOCAL RULES

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**OUT OF BOUNDS** - Defined by the course - side points, at ground level, of white stakes and fence posts.

**PENALTY AREA** - When a penalty area is defined on only one side, it extends to infinity. When a penalty area is connected to out-of-bounds, the penalty area extends to and coincides with out of bounds.

**GROUND UNDER REPAIR** - Defined by white lines. French drains are ground under repair. For grass-covered trenching, see Temporary Lines and Cables.

Ground under repair may include areas of unusual damage, including areas where spectators or other traffic has combined with wet conditions to affect materially the ground surface, but only when so declared by an authorized member of the Committee. When immediately adjacent to an immovable obstruction, such an area is part of the obstruction.

**SEAMS OF CUT TURF (SOD SEAMS)** - The Local Rule as prescribed in prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule F-7.

**IMMOVABLE OBSTRUCTIONS** - Include plastic bumpers on roads and paths, and mats secured to the ground with spikes when the bumpers or mats cover cables.

**WHITE LINED AREAS TYING INTO ARTIFICIALLY SURFACED ROADS AND PATHS** - White lined areas of ground under repair and the artificially surfaced roads, paths or other identified obstructions that they are connected to are a single abnormal course condition when taking relief under Rule 16.1

**WOOD CHIPS AND MULCH** - Are loose impediments.

**INTEGRAL OBJECTS** - Include cables, rods, wires and wrappings when closely attached to trees, and artificial walls and pilings when located in penalty areas and bunkers.

**TEMPORARY LINES AND CABLES** - Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule F-22.

**TEMPORARY IMMOVABLE OBSTRUCTIONS** - Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule F-23.

## TERMS OF THE COMPETITION

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**WHEN COMPETITION IS FINAL** - The competition is final when the trophy has been presented to the winner or, in the absence of a prize ceremony, when all scores have been approved by the Committee. The result of a match is considered to be final when the Committee has approved the result as posted on the public scoreboard.

**LIST OF CONFORMING DRIVER HEADS** - Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule G-1.

**LIST OF CONFORMING GOLF BALLS** - Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule G-3.

**PACE OF PLAY** - See separate memorandum to players for pace of play policy.

**STOPPING AND RESUMING PLAY** - Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule J-1.

All practice areas are closed during an immediate suspension for a dangerous situation until the Committee has declared them open. Players who practice on closed practice areas will be asked to cease doing so; failure to stop practicing may result in disqualification.

An immediate suspension will be signaled by one prolonged air horn note. All other types of suspension will be signaled by three consecutive airhorn notes, repeated. Resumption of play will be signaled by two short airhorn notes.

**PRACTICE** - In only the Amateur Championship, Mid-Amateur Championship, Open Championship, R. Jay Sigel Amateur Match Play Championship and Junior Boys' & Girls' Championship. Prior to and after a round in stroke play, a player may practise on any designated practise areas that are part of the course. Rule 5.2a covering practise in match play is modified in this way: A player must not practise on the competition course before or between rounds. Rule 5.2b covering practise in stroke play is modified in this way: A player may not practise on the competition course before or between rounds. Penalty for breach of Local Rules, See Rule 5.2. Model Local Rule I-1.1 and Model Local Rule I-1.2.

**PROHIBITING USE OF MOTORIZED TRANSPORTATION** - In the Amateur Championship, Open Championship, and Junior Boys' & Girls' Championship; - Players shall walk at all times during a stipulated round. Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule G-6.

# 2019 PENNSYLVANIA GOLF ASSOCIATION TOURNAMENT POLICIES

## **ADMINISTRATION FEE**

A \$25 administration fee will be charged for withdrawal prior to entry deadline.

## **CANCELLATIONS AND POSTPONEMENTS**

Tournaments will not be cancelled or postponed unless a course is deemed unplayable by the Member Club, a PAGA Tournament Committee Member or an authorized official.

## **CELLULAR PHONES**

All players/caddies are advised that the use of cellular/Smart phones for phone calls/emails/texts/messaging on the course is permitted as long as it is done so within the confines of Rule 4.3 and if the host facility allows those devices to be used. All players are expected to keep their phones in silent mode while on the course. If a player consistently disregards his fellow competitors or opponent to their detriment, the Committee will take appropriate disciplinary action. Such action may, for example, include prohibiting play for a limited time or in a certain number of competitions. In the case of serious breach misconduct, the Committee may disqualify a player under Rule 1.2. There could be a penalty for undue delay (Rule 5.6). Golf is considered a gentleman's game and each player is expected to adhere to the highest standards of conduct on the course.

## **DRESS CODE**

Male Golfers - Required to observe good taste and dress appropriately for the golf course. Items of clothing such as cargo pants and shorts (baggy clothing with large pockets in the knee area), blue jeans, short-shorts (bottom of shorts may be not higher than two inches from the top of the knee), tank tops, etc. are considered inappropriate. Anyone attired in such a manner will not be allowed to participate in an Association event.

Female Golfers - Appropriate Attire: Bermuda shorts, skirts, Capri pants, slacks and skorts. Length of shorts, skirts and skorts may be no shorter than 4 inches above the knee. Sleeveless shirts must have a collar, or a collarless shirt must have sleeves. Inappropriate Attire: denim, tee shirts or tank tops, gym shorts, sweat pants, cargo shorts. Anyone attired in such a manner will not be allowed to participate in an Association event.

## **ETIQUETTE**

The Committee may take disciplinary action against player(s) who disregard etiquette to the detriment of other players. Such action may, for example, include prohibiting play for a certain number of competitions. This is considered to be justifiable in terms of protecting the interest of the majority of golfers who wish to play in accordance with the guidelines of the Rules of Golf.

In the case of a serious breach of Etiquette, the Committee may disqualify a player under Rule 1.2.

## **FAILURE TO RETURN A SCORECARD**

Any player who fails to return a scorecard to the scoreboard official or who withdraws during play without notifying an official and personally surrendering his scorecard to that official will be suspended from play in all PAGA tournaments for one year.

## **NO SHOW**

If unable to meet the assigned time you must notify the Golf Office by phone at 610-687-2340, ext. 19. If withdrawal is on the day of the event, call Cory Reighard, Director of Competitions, at 814-329-3800, or contact via email at creighard@pagolf.org. Those players who fail to appear for their assigned time without notifying PAGA will be suspended from playing in all PAGA tournaments for one year.

## **CART FEE REFUNDS**

Refunds for the cart fee portion of the entry fee will be issued only for a withdrawal occurring 14 days prior to the event.

## **SPECTATOR CARTS**

In order to protect the players and the courses on which the Association host and its events, the use of spectator golf carts in any event is prohibited.

## **TEE TIMES**

Assignment of starting times will be made according to preference. In the event this can't be equitably arranged, priority will be determined on a first-come, first-serve basis. In the event that the number of entries can't facilitate an afternoon wave of starting times, all players will receive a morning starting time.



## 2019 PENNSYLVANIA GOLF ASSOCIATION PACE OF PLAY POLICY



The following conditions and policies shall govern regulation of the pace of play by the Pennsylvania Golf Association Rules Committee.

The Championship Committee has established the following **Group Based, Checkpoint** guidelines regarding Pace of Play for all events:

In order to prevent any such penalty we suggest that you carefully review the following guidelines:

Rule 5.6 states, *“A round of golf is meant to be played at a prompt pace. Each player should recognize that his or her pace of play is likely to affect how long it will take other players to play their rounds, including both those in the player’s own group and those in following groups. When it is a player’s turn to play, it is recommended that he or she make the stroke in no more than 40 seconds, and usually more quickly than that.”*

Players will be provided the Pace of Play Policy on their 1st Tee, and are expected to adhere to the Time Limits as indicated on the Official Scorecard.

Time limits may be adjusted based on factors specific to the golf course being played. Any adjustments will be reflected on the Official Score Card or on their 1<sup>st</sup> Tee.

The PAGA Pace of Play Policy utilizes a FOUR checkpoint system (under unavoidable circumstances, we will utilize two checkpoints)

- Each group is responsible for monitoring their own pace.
- Checkpoints will be on #4 green, #9 green, #13 green and #18 green, unless otherwise indicated.
- To avoid penalty, groups must complete each checkpoint hole:
  1. **Under the allotted time, or**
  2. **Within 14 minutes of the group ahead.**
- **First Group(s) off Either Tee** – The first group(s) will be in breach of the pace of play policy if they take more than the allotted time to finish a checkpoint hole until they reach (within 14 minutes, meaning 14:59) of any group ahead. After they reach a group ahead, both conditions must be met to be in breach of the pace of play policy.
- All players in a group in breach of the pace of play policy at any checkpoint are subject to penalty.
- Players are responsible for knowing their position on the course relative to their Time Limit. Players should monitor and speak to individuals causing slow play. Players may ask that the group be monitored by an Official without identifying an individual causing slow play. Information obtained by that Official will be considered in applying penalties under this Rule.

### SUMMARY

When a group is *out of position* at any check-point the players in the group are liable to penalty under these guidelines. Players in a group that have missed one or more check-points will be liable to penalty according to the following schedule of penalties pending final determination of whether a breach or breaches of these guidelines have occurred:

### PENALTIES (4 Point Check-Point)

- 1<sup>st</sup> missed check-point: Official Warning\*
- 2<sup>nd</sup> missed check-point: liable to a one stroke penalty
- 3<sup>rd</sup> missed check-point: liable to a two stroke penalty
- 4<sup>th</sup> missed check-point: liable to disqualification

**\*If a group clears the 3<sup>rd</sup> check-point and has not missed any other check-points, but is out of position at the 4<sup>th</sup> check-point, each player in the group is liable for a one stroke penalty if, in the Committee’s view, a reasonable effort was not made by the players to complete their round within the allotted time for the final check-point.**

It is the player’s responsibility to record and include any penalties assessed on their scorecards. Penalties are to be added to the checkpoint hole where the breach occurred. (Holes #4, #9, #13 or #18)

## **PENALTIES (2 Point Check-Point)**

**1<sup>st</sup> missed check-point: Official Warning\***

**2<sup>nd</sup> missed check-point: liable to a two stroke penalty**

**\*If a group clears the 1<sup>st</sup> check-point, but is *out of position* at the 2<sup>nd</sup> check-point, each player in the group is liable for a one stroke penalty if, in the Committee's view, a reasonable effort was not made by the players to complete their round within the allotted time for the final check-point.**

It is the player's responsibility to record and include any penalties assessed on their scorecards. Penalties are to be added to the checkpoint hole where the breach occurred. (Holes #9 or #18)

## **NOTIFICATION**

Any group that completes a checkpoint hole in breach of the pace of play policy will be notified by a Checkpoint Official. When a group has been notified of a missed check-point, that group is expected to regain its position before reaching the next check-point. If that group reaches the next check-point *out of position*, each player in the group may incur the applicable penalty for a breach of these guidelines. Any group that is *out of position* may be monitored by a Rules Rover.

## **CONCERNED PLAYERS AND REVIEW PROCESS**

A player concerned about slow players in a group should first remind that player of the pace of play policy and encourage them to play more efficiently. A player concerned about a non-responsive (slow) fellow-competitor in his group, who is delaying play, should request a Rules Rover to monitor the group in case the group is, or becomes, liable to penalty under these guidelines.

**Review Process:** The Pace of Play Committee will consist of up to three officials, including the Official-in-Charge. The player must appeal the penalty at the Scoring Area before the score card is signed and returned. Lost balls, bad play, and time waiting for a ruling are not viable excuses for slow play. In order for an appeal to be considered, there must have been circumstances or situations beyond the player's control. Information from other Rules Officials assigned to the event may be considered in reviewing the appeal and in determining penalties. The final decision rests with the Pace of Play Committee.

Before returning his score card, a player who is liable for penalty during his round may consult with the Pace of Play Committee to determine if he has incurred a penalty under these guidelines. The Pace of Play Committee will determine that a player who has been found to be *out of position* is not in breach of these guidelines only if:

- (A) The player was delayed by the Committee; or
- (B) The player was delayed by a circumstance beyond control of the player or the group; or
- (C) The player was delayed by another player in the group

A player who was *out of position* during his round and who elects not to consult with the Pace of Play Committee to determine whether he was in breach of these guidelines prior to returning his score card is deemed to be in breach of these guidelines and incurs a penalty or penalties according to the above schedule of penalties.

## **DEFINITION OF OUT OF POSITION**

**FIRST GROUP** (off the 1<sup>st</sup> and 10<sup>th</sup> holes, both morning and afternoon waves): The first group is *out of position* if it takes more than the allotted time to finish a check-point hole.

**FOLLOWING GROUPS:** A following group is *out of position* if it (a) takes more than the allotted time to finish a check-point hole **AND** (b) completes play of a check-point hole more than 14 minutes after the preceding group completed play of that hole.

**ALLOTTED TIME:** The time indicated on the Official Scorecard for completion of a given hole or check-point(s). The Allotted Time is based on the scheduled Starting Time. If the group is unable to begin play at its scheduled time, the Starter will advise the players of their new Official Starting Time and the Allotted Limit will be adjusted accordingly. The Official Starting Time will be when the Starter clears the first competitor to play.

**COMPLETED PLAY:** Groups have completed play when all players have holed out and the flagstick has been returned to the hole.



## Pace of Play – Player Information



In an effort to address slow play, the PAGA has adopted Group Pace of Play Guidelines for all 2019 PAGA Championships and Qualifiers.

As long as you keep up with the group ahead of you (**within 14:59**) your group will NEVER be in jeopardy of being out of position. Always look ahead – not behind.

Each group will be given a fixed amount of time in which to play the holes within each of the 4 checkpoints. Times will be reflected on the scorecards. Each group will be required to complete each check-point hole based on the allocated time or within 14 minutes of the group ahead.

Posted signs and atomic clocks will be located on all check-point holes.

**Check-points will be located at the 4th, 9th, 13th and 18th greens.** A check-point will be considered missed if:

The hole is not completed (flagstick in the hole) within the allocated cumulative time and the group has not completed the hole **within 14 minutes of the group ahead**. If a group misses a check-point all players within the group will be informed by the check-point official as follows:

- Missed first check-point – official warning
- Second missed check-point – liable to a one stroke penalty
- Third missed check-point – liable to an additional two stroke penalty
- Fourth missed check-point – liable to disqualification

If a group is liable to a penalty a player(s) may request a review before signing and returning his scorecard. A review will be successful if there is evidence the player was:

- Delayed by the Committee
- Delayed because of circumstances beyond the control of the player or group
- Delayed because of another player in the group

Review and application of the penalty will only occur in the scoring area, not during the stipulated round. Discussion of the situation with the check-point official will only cause further delay of the group.

A player concerned about a non-responsive (slow) fellow-competitor in his group, who is delaying play, should request a Rules Official to monitor the group in case the group is or becomes liable to penalty under these guidelines.

You, your fellow competitors and caddies can help by having your yardages and being ready to play when it is your turn.



## **PAGA Policy on the use of Cellular Phones and Smart Phones or any other portable noise producing devices**

All players/caddies are advised that the use of cellular/Smart phones for phone calls/emails/texts/messaging on the course is permitted as long as it is done so within the confines of Rule 4.3 and if the host facility allows those devices to be used.

All players are expected to keep their phones in silent mode while on the course. If a player consistently disregards his fellow competitors or opponent to their detriment, the Committee will take appropriate disciplinary action. Such action may, for example, include prohibiting play for a limited time or in a certain number of competitions.

In the case of serious breach misconduct, the Committee may disqualify a player under Rule 1.2. There could be a penalty for undue delay (Rule 5.6). Golf is considered a gentleman's game and each player is expected to adhere to the highest standards of conduct on the course.



# Hydration Awareness

If there is a medical emergency, please find someone with a radio or call 911.

## SUGGESTIONS TO STAY HYDRATED DURING PLAY

### GENERAL PRECAUTIONS

- Players and Spectators should be prepared to protect themselves from the heat. Players and spectators should bring umbrellas, nutritional snacks, sunscreen, light colored clothing, hats, etc.
- If you experience weakness, headache, trouble concentrating, nausea, muscle cramping or other symptoms in the heat, seek medical attention immediately.

### BEFORE THE START OF ACTIVITY

- It's important to make sure you're well hydrated during the few days leading up to your long activity day.
- An hour before you start your activity, try to drink about 16 ounces of water or other non-caffeinated fluid.
- Staying hydrated is critical to your performance and, more importantly, for preventing heat-related illnesses. Dehydration in athletes may lead to fatigue, headaches, decreased coordination, and muscle cramping. Other heat-related illnesses, such as heat exhaustion and heatstroke, have even more serious consequences. Athletes need to pay attention to what and how much you are drinking before, during and after activity.
- Make sure you're hydrated before you start your golf game, you should drink another 4 to 8 ounces right before you start.

### DURING THE ACTIVITY

- A general rule of thumb for fluid consumption during your golf game: You should take in 4 to 6 ounces of fluid every 20 minutes during your physical activity.
- Some of your fluid intake should include a sports drink to replace lost sodium and other minerals (electrolytes). The carbohydrates and electrolytes in the sports drink also can help you absorb the fluids faster.

**Pre-hydrate yourself before, hydrate during, and after your golf game!**

### WHAT TO EAT BEFORE A ROUND OF GOLF

- Eat lightly in the two hours leading up to tee time. Food in your digestive system diverts blood away from your brain and muscles, affecting concentration and physical performance. A meal approximately 1 ½ to 2 hours prior to play is ideal.
- Eat high quality complex carbohydrates, keep protein and fat intakes moderate since these slow down digestion. Eat slow and chew well.
- Drink pure water to adequately hydrate. Also fresh fruits are great source of nutrition as well hydration source. However, never drastically alter your normal eating patterns prior to competition.

### WHAT TO EAT DURING A ROUND OF GOLF

- Take a mix of dried fruit and nuts. Eat just small amounts throughout the round to keep energy and concentration levels regulated. Organic nutrition bars are a convenient snack that can help keep blood sugar levels steady. Avoid the high glycemic varieties.
- Sip water regularly, especially on hot days where you sweat more.

### WHAT TO EAT AFTER A ROUND OF GOLF

- Consume a combination of protein and carbohydrate-rich foods and drinks as soon as possible after your round to replenish glycogen stores and replace fluids that have been lost.
- Replace potassium or sodium that has been lost during competition by using foods. Fruits and vegetables are excellent sources of potassium.