

# **TANGLEWOOD GOLF ASSOCIATION**

## **TOURNAMENT PROTOCOLS**

Effective: January 1, 2019

**USGA RULES OF GOLF** shall govern all TGA Tournaments unless Local Rules in this document or additional Local Rules posted or announced before a tournament round provide for additional options.

**TEE MARKERS:** Will be determined and announced at each event.

**Play the Ball AS IT LIES** unless otherwise specified before a tournament round. If we play Lift, Clean, and Place, you may place your ball within one club length no closer to the hole in the same condition.

**MEASURED DISTANCES** on the course are to the **MIDDLE** of the green.

**FLAGSTICK LOCATIONS:** Red = FRONT Yellow = MIDDLE Blue = BACK

- Leaving the flagstick in when on the green – you are no longer required to remove the flagstick before putting on the green. If it strikes the flagstick while in the cup, it will not be a penalty.

**OUT OF BOUNDS** is defined by:

○ **CHAMPIONSHIP** - the inside points of white stakes at ground level; by white lines tying into white stakes where visible, by the inside edge of all paved roads and beyond; and by the fences left of holes: #8 (near the Barn), #9, #11, #14, #17.

○ **REYNOLDS** - the inside points of white stakes at ground level; by white lines tying into white stakes where visible, by the inside edge of all paved roads and beyond; and by the fences left of holes: #5, #6, #18 and right of holes #8, #9, #10 and #18 and behind #18.

- **Out of Bounds / Lost Ball:**
  - On both courses, we will adopt the new Local rule for both these conditions
    - For areas not otherwise considered Penalty Areas:
      - For Out of Bounds when the ball is located:
        - Mark that spot.
        - Determine the approximate distance from the hole.
        - Using that distance – find the closest edge of your fairway, then measure two clubs lengths into the fairway. Your drop area in anywhere between these two points – or backwards.
        - You add two strokes and play from your chosen drop location
      - For Out of Bounds when ball is NOT located:
        - Estimate the approximate location of your ball, using the place where the ball last crossed the Out of Bounds line as your guide.
        - Since this is an estimation, your playing partners should be in agreement as to the spot where you will consider your ball to have come to rest.
        - Then proceed with the steps above to continue play.
      - For a Lost Ball:

- Estimate the approximate location of your ball – using whatever landmarks are available to determine path/flight etc..
- Since this is an estimation, your playing partners should be in agreement as to the spot where you will consider your ball to have come to rest.
- Then proceed with the steps above for a ball Out of Bounds that could not be located to continue play.
- If your ball might be Lost or be Out of Bounds, to save time you may play another ball provisionally under penalty of Stroke and Distance. (This may be a better option if you hit a quick snap hook or shank on your tee shot!!)
- But if you are aware that the only possible place your original ball could be lost is in a Penalty Area (think anywhere along #15) it is not allowed and a ball played from where the previous stroke was made becomes your ball in play under penalty of Stroke and Distance.
- The current understanding is that the playing of a Provisional Ball prevents you from then taking the above relief if it would be more advantageous – but we will seek clarification of that at an upcoming Rules Seminar.

#### **PENALTY AREAS AND DROP ZONES.**

- Penalty areas:
  - On the Reynolds Course – Penalty areas will be defined by the tree lines for all areas that are not already currently marked (such as left of #7 or #10)
    - The tree line shall be defined as the point(s) between the most consistent line of trees.
      - For example, on left the side of #1 halfway up the hill, and #2 just past the ladies tee box are trees that stand forward by themselves – that would NOT be a boundary edge. The tree line would be the line of trees left of those trees.
      - Left of #14 – the trees line is so varied that anything left of the cart path could be considered ‘in the tree line’
    - Remember – the point to determine relief is the point where the ball crossed into the Penalty Area – not where the ball ultimately comes to rest
    - Your options for relief remain the same as they previously were for a RED hazard.
    - You may also ground your club, take practice swings and remove loose impediments in these areas – provided doing so does not cause your ball to move or you do not build a stance to take your next stroke.
    - If your ball might be lost or be out of bounds, to save time you may play another ball provisionally under penalty of Stroke and Distance.
    - But if you are aware that the only possible place your original ball could be lost is in a Penalty Area (think anywhere along #15) it is not allowed and a ball played from where the previous stroke was made becomes your ball in play under penalty of Stroke and Distance
  - On the Championship Course – there are less such areas, but think of where there are thicker stands of trees:

- WAY left of #2
- Right of the cart path on #4 (relief would be to the left of the cart path)
- Short right off the tee on #6 (relief would be to the left of the cart path)
- Left of #8 – down to the road
- Right of #10 (between 60 – 130 yards from the green)
- Left of the cart path on #13 inside the 150 yard marker (relief would be to the right of the cart path)
- Short and left of the tee on #15
- Short left and right off the tee on #17
- Right of #18 as you reach the hill climbing to the green

○ CHAMPIONSHIP DROP ZONE - As an additional option to the applicable rule, players may use the designated DROP ZONE on hole #5 which is anywhere on the red tee box for a tee shot that does not cross the Penalty Area. If the tee ball crosses the Penalty Area and then enters the Penalty Area, with or without touching land, the lateral Penalty Area rule applies. NOTE: there are no DROP ZONES on Holes #3 and #16.

○ REYNOLDS DROP ZONES - As an additional option to the applicable rule, players may use the drop zones on holes #7, #8 and #12 for a ball in the Penalty Area. For #7, the DROP ZONE is behind the green and to the left of the back bunker; for #8, the DROP ZONE is to the right and at the beginning of the Penalty Area and left of the cart path; for #12, the DROP ZONE is to the left of the Penalty Area near the cart path.

**LOOSE IMPEDIMENTS IN BUNKERS:** Stones, sticks and other debris in bunkers are now considered loose impediments and may be removed. Please inform your fellow competitors before removing them.

**DISTANCE MEASURING DEVICES** – Local rule allowing the use of devices that measure or gauge distance only is in effect.

**PACE of PLAY: Play without delay.** Be aware of your position on the course.

**ROPES and STAKES SUPPORTING TREES:** Ropes and stakes supporting trees are immovable obstructions. Relief may be taken only if a rope or stake interferes with stance or area of intended swing.

- Ball in Flower Beds may be dropped outside of the flower bed without penalty.
- Ball in mulched area is played as it lies.
- The Rocks and Roots Rule does not apply to TGA Tournaments.

**REYNOLDS #14:** if a player's swing or stance is affected by the numerous rocks, before, adjacent to or past the fairway bunker on the right side, the player may drop his ball so that his swing or stance is not touching rocks.

**SCORECARDS: PLAYERS and MARKERS** must sign and return scorecards upon completion of play to the Tournament Committee. Four Ball events require only one team member signature, plus the marker's signature.

**POSTING SCORES:** The TGA **WILL** post gross scores with ESC applied for all rounds played under USGA rules. Rounds not played under USGA Rules (i.e. Easy Day, etc.) shall not be posted by the TGA or the player. Players will be notified whether rounds are postable or not prior to play.

- All non-tournament rounds should be posted by the player.

**TIME OF STARTING** – A player is responsible for being at the assigned tee promptly to begin play on time.

- **Tee Times:** If the 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 the first hole in match play or two strokes at the first hole in stroke play. Otherwise, the penalty for breach of this Rule is disqualification.
- **Shotgun Start:** If a player arrives late but within five minutes after the assigned starting time, the penalty for failure to start on time is two strokes at the first hole instead of disqualification (Rule 6-3b, Note). The assigned starting time for shotgun events is when a) a horn or siren is sounded, b) if no horn or siren is used, when the group can play without interference or c) if the player is in the second group to start on an assigned hole, when that group can play without interference.

**RULE 3-3 - DOUBT AS TO PROCEDURE** – In stroke play, if a competitor is doubtful of his rights or procedure, he may, without penalty, complete the hole with two balls. After the doubtful situation has arisen and before taking further action, the competitor must announce to his marker or fellow-competitor that he intends to play two balls and which ball he wishes to count if the Rules permit. The competitor must report the facts of the situation to the Committee before returning his scorecard. If he fails to do so, he is disqualified.

**ONE-BALL RULE IS NOT IN EFFECT.** A player may switch types and brands of balls during a round but not during the play of a hole unless the ball has become damaged per USGA Rules. The ball the player plays must be named on the current List of Conforming Golf Balls issued by the United States Golf Association.

**EMBEDDED BALL** - Relief is provided through the green of a course and does not include Penalty Areas, bunkers or woods.

**GROUND UNDER REPAIR AND SODDED AREAS** - Defined by white lines. White-lined areas tying into cart paths are part of those obstructions. Fire ant hills and french drains are ground under repair. A ball coming to rest in a newly “sodded” seam or edge may be lifted, cleaned and dropped at the nearest point to where the ball lay which is not in either condition. Relief is granted for the ball only and not the stance. The nearest point of relief may be on the sod itself. All edges and seams are considered the same condition.

**TIES, PLAYOFFS & PRIZE DISTRIBUTION** – For all ties, a scorecard playoff following USGA guidance will be utilized. A copy of this guidance is posted in the locker room. For select events, a tie for 1<sup>st</sup> Place Gross will be conducted through an on-course playoff will be conducted. These events will be identified at time of play.

**SUSPENSION OF PLAY** – Signaled by three consecutive air horn blasts. Players in the process of playing a hole may complete the hole. Players in between the play of two holes must stop play immediately. Resumption of play is signaled by two short blasts.

**SUSPENSION OF PLAY FOR DANGEROUS SITUATION** - A suspension of play for a dangerous situation will be signaled by one long air horn blast. All players will be informed of the suspension

verbally. All play must cease immediately. All practice areas will be closed during a suspension of play, until the Committee has declared them open again. Resumption of play is signaled by two short blasts.

**RULES COMMITTEE** – The Tournament Committee shall serve in this capacity.