

 Metairie Country Club

 Metairie, LA

 June 22, 2020

**NOTICE TO COMPETITORS - OFFICIAL RULES SHEET**

The Rules of the United States Golf Association govern play, as modified by the Kelly Gibson Junior Golf Tour Committee. The following Local Rules and Conditions apply:

**If a member of the Kelly Gibson Junior Golf Tour staff is not available, call Head Rules Official, Taylor Capouch, at (504) 400-8013**

**FORMAT:** 18 holes stroke play

**STARTING TIMES:** The player must start at the time established by the Committee.

**TEE MARKERS:** **Boys 16-17 BLUE Tee Markers**

 **Boys 18-22 BLACK Tee Markers**

 **Girls 14-17 RED Tee Markers**

 **Girls 18-22 WHITE Tee Markers**

**Preferred Lies in Bunkers:** When a player's ball lies in a bunker, the player may take free relief once by placing the original ball or another ball in and playing it from this relief area:

* Reference Point: Spot of the original ball.
* One club-length from the reference point, but must not be nearer the hole than the reference point, and must be in the same bunker.

In proceeding under this Local Rule, the position of the original ball does not need to be marked prior to lifting it from the bunker, and a player may smooth sand by any means prior to placing a ball in the designated relief area.

**Flagstick Must Remain In Hole:** For the safety and well-being of all, **the flagstick should not be touched and is to remain in the hole at all times**. Rule 13.2 is modified in this way: A player is prohibited from making a stroke with the flagstick removed from the hole. NOTE: Touching the flagstick, the inadvertent removal and the subsequent replacement of the flagstick is not of itself a penalty. However, any person inadvertently touching the flagstick should take the appropriate precautions and use hand sanitizer at the earliest convenience.

**Out of Bounds or Lost Ball:** The Model Local Rule E-5 is in effect. If a ball comes to rest out of bounds or the original ball is lost, the player has two options:

 1) Stroke and distance – **1 stroke penalty**

2) Drop in fairway laterally to where the ball last crossed out of bounds or where the original ball is deemed to be lost. Drop within 2 club lengths of rough in general area – **2 stroke penalty**

**Double Par Maximum Score Per Hole:** Players shall pick up their ball once they have achieved double par for that hole. Maximum score for a Par 3 is six (6), Par 4 is eight (8), and Par 5 is ten (10)

**Relief From A Red Penalty Area:** If a ball comes to rest in a red penalty area and is not playable, the player has 3 options with a penalty of 1 stroke:

1. Stroke & Distance – play a ball from where the last stroke was taken
2. Back-on-the-line – reference where the ball last crossed the margin of the penalty area and drop a ball anywhere along the line between that point and the hole, no closer to the hole
3. Lateral – reference where the ball last crossed the margin of the penalty area and drop a ball within two club lengths of the margin of the penalty area, no closer to the hole

**Relief From A Yellow Penalty Area:** If a ball comes to rest in a yellow penalty area and is not playable, the player has 2 options with a penalty of 1 stroke:

1. Stroke & Distance – play a ball from where the last stroke was taken
2. Back-on-the-line - reference where the ball last crossed the margin of the penalty area and drop a ball anywhere along the line between that point and the hole, no closer to the hole

**Unplayable Lie:** If a player chooses to take relief from an unplayable lie, they have 3 options with a penalty of 1 stroke:

1. Stroke & Distance – play a ball from where the last stroke was taken
2. Back-on-the-line – using the point between where the ball is at rest and the hole, the player may go as far back as they want keeping on the line no closer to the hole
3. Lateral – player may take relief two club lengths in any direction from where the ball rests no closer to the hole

**Distance Measuring Devices –** Players **will be allowed** to use devices that measure or gauge distance only. If the device is designed to gauge or measure other conditions that might affect the player’s decision (such as slope, wind speed, temperature) will not be allowed, the player would be in breach of Rule 4-3a.

**Doubt as To Procedure:** When during play of a *hole* a competitor becomes doubtful of his rights or procedure, he may, without penalty, play a second ball under Rule 3.3. The player:

a) Must announce to his *marker* or *fellow competitor* that he intends to play two balls

b) Must announce which ball he wishes to count if the rule permits.

c) Must report the facts to the *Committee* before returning his scorecard.

**Penalty for Breach: Disqualification**

**Embedded Ball:** Embedded balls in the **general area** through the green allow free relief within one club length of where the ball came to rest. Relief is not allowed in a bunker or penalty area. Rule 16.3b.

**Caddies:** Caddies are **NOT** allowed; all players must carry their own golf bags, or may use a non-motorized pull cart.

**Scoring Area:** The scoring area, where the scorecards will be turned in, will be located by the clubhouse. A player’s scorecard has been returned to the Committee when the player has exited the scoring area.

**Suspension of Play Due to Dangerous Situation:**

Discontinue Play Immediately: One prolonged siren note.

Discontinue Play: Three consecutive short signal notes.

Resume Play: Two short siren notes.

Note: Practice Facilities’ are closed during dangerous situations.

**Suspensions, Postponements & Cancellations**: If, in the judgment of the Tournament Director, adverse weather conditions or any other occurrence or condition renders commencement or continuation of tournament play inadvisable, play shall be suspended or postponed.

**Close of Competition**: The competition shall be deemed to have closed when all scores have been validated in the scoring system and approved by the Committee. In the event of a playoff, competition shall be deemed to have closed when the playoff scores have been approved by the Committee.