



Hard Card

Terms of Competition (v 1.1.22)

Section 1: Spirit of Competition

1.1 Spirit of the tour It is the intention of SBSG to offer golf tournaments that are both competitive and enjoyable for all. SBSG understands, from time to time, discussions will be required for the purpose of determining a rules violation and a potential penalty. Players and staff members are expected to discuss and resolve these issues while demonstrating the utmost respect for all involved. Arguments and anger are to be replaced with healthy discussions intended to solve the problem. Players are asked to be both competitive and nice. Respect the golf course staff, the tournament staff, and your fellow competitors. SBSG reserves the right to address inappropriate behavior, including the possibility of disqualification and suspension from current and future events.

1.2 Handling rules questions and violations In all tournaments, participants are encouraged to address rules questions and potential violations within their playing group. In match play, the scenario must be resolved in the moment before the current hole is completed. Playing two balls, in match play, is never an option. If a resolution cannot be achieved, please call the Head Rules Official (phone number should be provided on the scorecard). Also in match play, keep in mind USGA Rule 20.1.b encourages you and your competitor to come to an agreement on how you choose to handle a violation, including the option of forgiving a rules violation if both sides agree. In stroke play, playing two balls is an option.

1.3 Determining the winners Every attempt will be made to complete all holes. In the case of inclement weather or unforeseen suspension of play, and the event must be shortened, the SBSG Tournament Committee reserves the right to determine the event completed, first keeping in mind player safety, followed by fairness to all players and/or teams. The tournament is deemed FINAL the moment the Tournament Director circles the winners on the official scoreboard.

1.4 Course markings SBSG will request for the course to be properly marked. In the event proper markings are not available, Players are asked to communicate with opponents in the group to come to an agreement on where the course markings should be and proceed with that in mind. If an agreement cannot be reached, please call the Head Rules Official, whose ruling will be final.

a. Out of Bounds: Determine where the boundary line likely would be if marked correctly and gain agreement with competitors.

b. Penalty Areas: First determine if in fact the condition would be considered a penalty area. Wooded areas, bushes, and other scrub areas are often NOT considered penalty areas, whereas a body of water would be an obvious penalty area.

c. Fescue and unworked areas of the course would likely, but not always, play as a penalty area.

d. Fairway cut lines: Look for cut lines that separate fairway from first cut, and first cut from primary rough, and primary rough from unworked areas.

e. Ground Under Repair: Players may agree to determine an area as GUR if the area has clearly been modified, altered, or damaged as a result of construction of other work of humans.

f. Drop Zones: The most forward tee box on every hole is a designated drop zone even if unmarked. Players may take a drop anywhere on the most forward tee box.

1.5 Range finders are allowed if they do not measure slope.

1.6 USGA Rule 4-1.b is in effect: No more than 14 clubs are allowed.

1.7 One ball rule not in effect However, Players are asked to maintain identifiable personal markings on their golf balls as they change balls throughout the round.

1.8 USGA Rule E-5 Alternative to Stroke and Distance not in effect This is the USGA local rule option where a player may drop the ball in the edge of the fairway for a 2-stroke penalty.

1.9 Caddie policy Caddies are allowed and encouraged for all junior events, and required for all players without a valid driver's license. Caddies in adult tournaments are allowed in individual events only.

1.10 Gimmes: Allowable in match play. Not allowed in stroke play or other formats unless noted in the Notice to Competitors.

1.11 Mulligans: Never allowed.

1.12 Covid rules

a. The ball must come to rest inside the cup to be count as holed. Balls that fall in and bounce out (due to a contraption inside the hole) are not to be counted as holed.

b. Removal of pins: Follow the local club policy. If no policy exists, players may choose.

c. Bunkers: Play the ball down in bunkers, unless 1) the local club has a policy in force, or 2) if SBSG provides additional instruction in the Notice to Competitors, or 3) if USGA rules provide another option.

Section 2: Scoring

2.1 Late to the tee A player or side is late to the tee five minutes past the designated tee time. Upon arrival, Player(s) may join the designated group at the tee of the next hole being played. In stableford scoring tournaments, a player(s) late to the tee shall be assessed minus five(-5) points at the end of the round. A player(s) shall receive zero (0) points for each hole not completed. In stroke play tournaments, a player(s) late to the tee shall receive a triple bogey for each hole not completed, and the player(s) may join the designated group at the tee of the next hole. In match play tournaments, the player or side automatically forfeits each hole until the player or side joins the group, which may occur on the next tee box.

2.2 Scorekeeping: Each Player, or Side, is asked to keep a paper scorecard which serves as the official score. Scorecards must be signed by the scorer and the attest and submitted to the scoring table. Once the scorecard is signed and handed to the official scorer, the scorecard is deemed final. The live leaderboard is a unique feature offered by SBSG at some events, but is not the official scoring.

2.3 Modified stableford scoring Bogey = 1 point, Par = 2 points, Birdie = 4 points, Eagle = 6 points, Double Eagle = 8 points, anything better than double eagle = 10 points. The Player(s) quota will be identified by subtracting their handicap from 36.

2.4 Tee Markers, points per hole/match, etc.. To be determined per event and communicated in the Notice to Competitors.

2.5 Disqualification It is the desire of the SBSG Tournament Committee to avoid Player disqualification for any reason other than behavior. In the case of a rules violation, penalties will be enforced according to the rules, stopping short of disqualification. Triple bogey may be applied. However, players in violation of the Spirit of the Tournament, or any behavior related incident will be subject to immediate disqualification and asked to leave the premises.

Section 3: Modifications per Tournament

3.1 Max score/max penalty (Applies only to Memorial Cup, Legends Cup, and Lovebirds Challenge): Max score on any hole is triple bogey. Rules violations that would otherwise result in disqualification of hole or match are to be counted as triple bogeys. (Exception: behavior violations)

3.2 All about lateral (Applies only to Memorial Cup, Legends Cup, and Lovebirds Challenge): Balls coming to rest, or lost inside any penalty area will play as a lateral (red) area, including out of bounds. (No stroke and distance required.) Balls lost in the General Area are to be treated as an unplayable lie from the spot nearest to where the ball is believed to be located.

3.3 Forgiving violations and calling violations Particularly in match play events, while Players are allowed and encouraged to be lenient and forgiving when there is no competitive advantage gained, also remember Players have an obligation to protect their teammates and the overall score of the event by helping your playing partners compete within the rules and taking proper penalty strokes. Finding the healthy balance will help increase the enjoyment for all.

3.4 Play the ball down Unless otherwise noted, the ball is to be played down. This includes alternate shot. Partners of the same side must play their partner's ball rather than replacing with their own.

3.5 One lift both lift In certain formats, such as Scramble, and Total Shamble, there are instances when a player is allowed to lift, clean, and replace the ball in the same condition. In those cases, both partners on a side are allowed to lift, clean, and place. Example: In a scramble, if the best option is a ball located in a bunker or a penalty area, both players may lift, clean, and place in the bunker or penalty area.