

2017 SALT LAKE CITY LOCAL TOUR POLICIES

If there is a disagreement or uncertainty of the Rules of Golf

Player must announce that he is playing a second ball. First ball played will be the ball as it lies; second ball will be according to the alternate rule. At the conclusion of the round, the Tour Director will make the final ruling.

SCORING

If a player submits a signed card with a lower score on a particular hole than the actual score, the player will be disqualified from the tournament. It's crucial that all players come to agreement BEFORE the scorecard is submitted final. ***(For this reason alone, it's imperative that if an issue arises on the course and a settlement cannot be reached within the group, a 2nd ball should be played). If a player believes a rules infraction has occurred, the player must announce to the group that a rule may have been broken AT THE MOMENT the incident occurred. Failure to do so at the moment would result in the penalty not applied and the correct ruling may not be made.***

TIEBREAKERS

All first place ties will be decided by sudden-death playoff on the course.

When necessary to break ties for prize purposes, local Tour Directors will determine and post policy to break ties for second, third, fourth, etc. Acceptable scorecard-playoff tie-breaking procedures include:

1. The USGA system (best total of last 9 holes, if the tying players have the same score for the last 9 holes, they check the last 6 holes, then the last 3 holes, and finally the 18th hole).
2. Best score on #1 handicap hole, #2, #3, etc, until decided.

BUNKERS

In the event that your ball is in a bunker that is unplayable due to the condition of the bunker (bunker washed away or limited sand) and with approval from your playing partners the tour will allow you **"Rake and Roll"**. This means that the player can lift the ball. Rake the trap to create a "normal" bunker condition and then Roll the ball into the raked spot. Additionally all stones can be removed from bunkers.

DROP ZONES

If a course has designated drop zones, you may use them.

DISTANCE MEASURING DEVICES

Rangefinders and GPS units are permitted for tournament play assuming the units do not adjust for slope and/or wind direction and speed. These models cannot be used in tournament play: [Bushnell 1600 Slope Edition](#), [Leupold](#)

[GX-2](#), [Callaway idTECH](#), [Opti-Logic InSight GT](#). This is not a complete list and any device that may be in question can and will be inspected by Tour Officials.

ONE BALL RULE

The One Ball rule is in effect.

USGA Rule Appendix 1, Part C. More commonly known as the "one ball rule." As you probably know, all PGA Tour events are played under the "one ball rule" and any rules committee may adopt the "one ball rule" for its competitions.

The "one ball condition" requires the player to use the exact same brand, color and type of ball throughout the round. For example, if you tee off the first hole with a Titleist Pro V1x, then that's what you must play throughout the round. You may not switch to any other brand of ball, nor even to any other type of Titleist ball. You started with the Pro V1x, so the Pro V1x is what you must use on every stroke.

PENALTY FOR BREACH OF CONDITION:

Stroke play - two strokes for each hole at which any breach occurred. Maximum penalty per round is four strokes. Two strokes at each of the first two holes at which any breach occurred.

Applying this rule:

- Mark your ball, and identify your ball to your playing partners on the first tee.
- Play the same brand and type of ball the entire round.
- Mark your provisional ball differently.
- You must be able to positively identify that the ball you found is not one of the same brand and number that was lost by another player. If you cannot positively identify the ball as yours, then USGA rules deem your ball to be lost

Pace of Play Policy

Each group will be expected to finish within 15 minutes of the group in front of them. All groups will be timed for their completion times. **If a group finishes 20 minutes after the group in front of them, a 1 stroke penalty will be applied to EACH member of the group.** Slow play will not be tolerated, consider yourself warned on the first tee box.

Ready Golf defined

Our goal is to play our round of golf in 4:30, and that means we need to play Ready Golf. Ready Golf is simply defined as HIT WHEN READY. If you reach your ball and are ready to hit, while other members of your group are not yet prepared, then go ahead and hit. Keep in mind that while there are no penalties under the Rules of Golf for violating order of play in Stroke play. **Course Rangers will have the ability to issue warnings to slow groups. All Players in groups will have authority to encourage faster play within groups.**

TRIPLE BOGEY

The maximum score on any hole is triple bogey. Players **MUST** pick up their ball and help their group finish the hole as quickly as possible. This does not apply to Championship Flight.

WAVE UP PAR 3s

If your group has not removed the pin from the hole on ANY par 3 and a group is waiting on the tee box, please wave them up.

CONTINUOUS PUTTING

All players are **encouraged** to play ready golf and to finish their putting and not mark short putts. Players should announce their intentions to finish and confirm their playing partner's acceptance.

MOVE QUICKLY

All players should play ready golf and move quickly and diligently throughout the round.

WORK AS A TEAM

Rake bunkers for your playing partners, help them look for lost balls, pick up clubs, play ready golf, be positive. **Be respectful – but play when ready.**

CART PROTOCOL

DRIVERS of carts should **DROP OFF** their partners, let them **CHOOSE** their clubs (**take extra ones if required**), **DRIVE** to their own balls, and then get **READY** to play. ***DRIVERS should NOT wait for their partners to hit the shot and then drive to their own balls to make their shots.***