



## STANDARD RULES FOR GSWGA

1. Rules of play shall be governed by the USGA Rules Manual except where amended by the GSWGA Rules Committee.
2. The Preferred Lie Rule will no longer be in effect unless conditions during the competition warrant adoption.
3. Disqualification is for the following rule infractions:
  - a. Failure to be at designated Tee Box when the Tournament begins.

A player is responsible for being at the assigned tee promptly to begin play on time. 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 (Rule 5-3a). 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.

If player is 5 minutes late to their assigned starting time as described above, the penalty for breach of this rule is disqualification.

**Exception:** Where the Committee determines that exceptional circumstances have prevented a player from starting on time, there is no penalty.

- b. Returning a scorecard with a score for a hole lower than the actual score or no score.

**Exception-Failure to Include Unknown Penalty:** If one or more of the player's hole scores are lower than the actual scores because she excluded penalty stroke(s) that the player did not know about before returning the scorecard:

- The player is not disqualified.
- Instead, if the mistake is found before the close of the competition, the Committee will revise the player's score for that hole or holes by adding the penalty stroke(s) that should have been included in the score for that hole or holes under the Rules.

This exception does not apply when the excluded penalty is disqualification, or when the player was told that a penalty might apply or was uncertain whether a penalty applied and did not raise this with the Committee before returning the scorecard.

- c. Failure to sign the scorecard.
    - d. Leaving the course without turning in scorecard.
    - e. Failure to exchange scorecards at the beginning of play.

4. Playing two balls when uncertain what to do: If a player is uncertain about the right procedure, she may complete the hole with two balls without penalty. The player must announce to her group that she is hitting a second ball, and which ball the player intends to be scored before making a stroke. The player must report the facts of the situation to the Committee before returning the scorecard even if the player scores the same with both balls. The player is disqualified if she fails to do so.
5. Hitting across penalty area. If the first attempt is unsuccessful:
  - a. Proceed under the appropriate rule; or
  - b. If a designated drop area is available, drop a ball, under penalty of one stroke, in the designated drop area; or
  - c. For holes designated with a walk around drop area on the rules sheet, hit from the walk around drop area on the other side of the penalty area counting strokes as follows: **one in; two out; three to carry; hitting four from the drop area.** If a player makes two (2) failed attempts to cross the water hazard, then the ball **MUST** be carried to the walk around drop area adding an additional stroke for the carry.

**Reminder:** You are not allowed to play a *provisional ball* if the only place your original ball might be lost is in a *penalty area*.

At each tournament, the rules committee decides, with the advice of the local Pro, on which holes these walk around drop areas should be placed. The local Pro should decide where on the hole (across the penalty area) to place the walk around drop area.

6. Settling Ties:
  - a. **Settling Ties for Championship Trophies:** Champion, Runner Up, **Net Champion** or Super Senior will be broken by hole-by-hole (sudden-death format) playoff conducted by the Tournament Chairman.
  - b. **Settling Flight Ties for Championship:** GSWGA follows the USGA recommended procedure for resolving **FLIGHT** ties. The winner is determined using second day scorecards based on the best score for the last nine holes (10-18) regardless of the starting tee. If the tying players have the same score for the last nine, determine the winner based on the last six holes (13-18), then the last three holes (16-18). If the tie is still not broken, the winner will be determined based on the best score for the last hole (18). If the players are still tied, continue backwards from the last hole score until one player has a better score on a hole than the other(s).
  - c. **Settling Flight Ties Team Championship:** GSWGA follows the USGA recommended procedure for resolving **FLIGHT** ties. The winner is determined using best ball scorecards based on the best score for the last nine holes (10-18) regardless of the starting tee. If the tying players have the same score for the last nine, determine the winner based on the last six holes (13-18), then the last three holes (16-18). If the tie is still not broken, the winner will be determined based on the best score for the last hole (18). If the players are still tied, continue backwards from the last hole score until one player has a better score on a hole than the other(s).
7. Tees will be marked with GSWGA markers and GSWGA flags will mark the hole placement on the greens.
8. Soft spikes are required.
9. Cell phone usage is prohibited except for emergency situations.

10. Local Club Policy for the use of personal coolers shall be enforced.
11. Spectators: Spectators are allowed but they must stay on the cart path, observe the rules and etiquette of golf, not coach or give advice or interfere with or delay play anywhere around the players on the course. Spectators may not carry personal items for a player or assume the role of caddy. No spectator carts are permitted.
12. Caddie Policy: A player must not have a caddie during the round. Penalty for Breach of Local Rule: The player gets the general penalty for each hole ( 2 strokes) during which she is helped by a caddie. (Model Local Rule H-1.1)
13. Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds: When a player's ball has not been found or is known or virtually certain to be out-of-bounds, the player may take stroke-and-distance relief, or she has the additional option, for two penalty strokes, to drop a ball in and play from a relief area. The relief area is defined by the point where the ball is estimated to be or last crossed the edge of the course, lined up with the edge of the fairway, and includes two club lengths into the fairway, not nearer the hole and in the general area of the course. Complete details are available at USGA.org.  
<https://www.usga.org/content/usga/home-page/rules-hub/rules-modernization/major-changes/golfs-new-rules-stroke-and-distance.html> (Model Local rule E-5)
14. Ball Played from Outside Relief Area When Taking Back-On-the-Line Relief: When taking Back-On-the-Line relief, there is no additional penalty if a player plays a ball that was dropped in the relief area required by the relevant Rule (Unplayable Ball, Penalty Areas, Bunker Relief) but came to rest outside the relief area, so long as the ball, when played, is within one club-length of where it first touched the ground when dropped. This exemption from penalty applies even if the ball is played from nearer the hole than the reference point. (Model Local Rule E-12)
15. Broken Club: If a player's club is "broken or significantly damaged" during the round by the player, except in cases of abuse, the player may replace the club with any club under Rule 4.1b(4) (Replacing Clubs during the Round). (Model Local Rule G-9)
16. Scorecards: Immediately upon completion of the round the player must report to the scoring area. It is the player's responsibility to verify the hole-by-hole scores on the scorecard and ensure that it is signed by **both the player and the marker**. The player and the marker can sign anywhere on the card.
17. Score Posting: All Championship scores will be posted as tournament scores at the completion of the tournament by the GSWGGA tournament committee. Net Double Bogie will be applied before scores are posted. Scores from Best Ball will not be posted.
18. When Competition is Final: The competition is final when the trophy has been presented to the winner(s) or, in the absence of a prize ceremony, when all scores have been approved by the Tournament Committee.
19. Format for GSWGGA Tournaments:  
A Maximum Score of 12 (Gross) is adopted for all GSWGGA tournaments. A player's score for a hole is based on the player's number of strokes (including penalty strokes), except that the player will get only the Maximum Score even if the actual gross score exceeds the maximum. A player who does not hole out under the Rules for any reason gets the Maximum Score for the hole. To help pace of play, a player is expected to pick up when her gross score has reached the maximum.

a. Championship Tournament  
**36 Holes Stroke Play Tournament**

b. Fall Team Tournament:

**36 Holes Net Four-Ball (Best Ball):** Players receive 95% of their course handicap. If the difference between the adjusted course handicap of team members is greater than 8 strokes, each player will receive an additional 10% reduction.

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