

## PLEASE KEEP IN YOUR GOLF BAG



**PGA**  
Southern California

Junior Tour  
2020 edition

**LOCAL RULES AND  
CONDITIONS OF  
COMPETITION**

### 14. Conduct.

Objectionable conduct:

- Use of alcohol, tobacco products, or drugs, club throwing, obscene or vulgar language/motions, littering, defacing or destroying host club or fellow competitor property, abuse of SCPGA staff, volunteers host club staff, or PGA Members, or other actions deemed inappropriate by the Committee.
- Penalty for objectionable conduct: Disqualification (*Rule 1.2*) and possible loss of playing privileges on the SCPGA Junior Tour

### 15. Spectator Policy.

A Competitor may be subject to penalty for interaction with spectators. See **"Spectator Policy" in the SCPGA Junior Tour Handbook.**

### 16. Scoring Area.

The scoring area may include but is not limited to trailers, tents, rooms, or other designated areas. A player's scorecard has been returned to the Committee when the player has exited the defined scoring area.

### 17. Suspending and Resuming Play. (*Rule 5.7a*)

- A. Suspension for a dangerous situation: One long prolonged blast on air horn.
- B. Other types of suspensions (i.e. darkness): Three consecutive blasts
- C. Resumption of play: Two blasts
- D. When play has been suspended for a dangerous situation, all practice facilities are deemed to be closed until declared open by the Committee.

### 18. Deciding Ties.

In the event of a tie, the USGA scorecard method of back 9 score (holes 10-18) will be used, unless otherwise noted. If scores are still tied with the last 9-holes, the final 6 will be used, then final 3, and then the last hole.

### 19. Competition Closed.

A SCPGA Junior Tour competition is deemed to be closed when a SCPGA staff has posted all scores on the Official Scoreboard and approved by the Committee

**SCPGA Junior Tour Rules Committee**

**SCPGA Junior Tour Staff and the SCPGA Rules Committee**

<http://www.scpgjrtour.com/>

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Play is governed by the *Rules of Golf* of the United States Golf Association and supplemented by the following *Tournament Rules and Conditions of Competition*.

Unless otherwise noted, penalty for breach of any rule listed herein is: Match Play — Loss of Hole; Stroke Play — Two strokes.

#### 1. Out of Bounds. (*Rule 18.2*)

Defined by the nearest inside points of white stakes, walls, perimeter roads or fence posts at ground level. A white line on the ground defining out of bounds is itself out of bounds.

When the inside edge of a road or curb defines out of bounds, a ball that crosses such boundary is out of bounds even though it may lie on another part of the course.

#### 2. Integral Parts of the Course. Integral parts of the course are part of the challenge of playing the course and free relief will not be given.

- I. Wrappings, wires, cables and other objects when closely attached to trees.
- II. Artificial walls and/or pilings when located within penalty areas and bunkers.

#### 3. Elevated Telephone and Power Lines. (*Rule 14.6*)

If a player's ball strikes an elevated telephone or power line, the stroke must be canceled and the player shall play a ball, without penalty, as nearly as possible at the spot from which the original ball was played.

#### 4. Roads and Paths. (*Rule 16.1*)

Roads and paths that are artificially surfaced are obstructions. White lined areas of ground under repair and the artificially surfaced roads, paths or other identified obstructions that they are connected to are a single abnormal course condition.

**5. Abnormal Course Conditions; Ground Under Repair. (Rule 16)**

Defined by white lines, and also includes whether or not marked:

- A. French drains filled with stones.
- B. Grass covered cable trenches even though unmarked.
- C. Seams of cut turf.
- D. Fire ant mounds or beds.
- E. For a ball in a Penalty Area, relief for fire ant mounds or beds is provided in accordance with Rule 16.2b.

**6. Penalty Areas. (Rule 17)**

Stakes and Lines: When a penalty area is defined on only one side, it is deemed to extend to infinity. When a penalty area is bounded by out of bounds, the penalty area margin extends to and coincides with the out of bounds line.

**7. Distance Measuring Devices. (Rule 4.3)**

A Competitor may use a device that measures or gauges distance that is not located on a communication device. The device cannot be used to measure conditions that might affect a player's play such as gradient, wind speed, temperature, etc. See "Use of Distance Measuring Devices" in the SCPGA Junior Tour Handbook.

Penalty for breach: 1st breach is General Penalty, 2nd breach is Disqualification.

**8. Doubt as to Procedure; Second Ball. (Rule 20.1c(3))**

When a player is in doubt as to their rights or procedure and no Rules Official is nearby, they may play a second ball. Regardless of the player scoring the same with both balls, they must report the facts to the Committee before signing and returning their scorecard.

Penalty for failure to report when required: Disqualification.

**9. Scorecards. (Rule 3.3b)**

After completion of play, each player should check their score for each hole and settle any doubtful points with the Committee. All players **must** sign and attest their scorecards in the presence of the Committee and turn in their scorecards to the Committee as soon as possible.

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Penalty for breach: Disqualification.

**10. Time of Starting. (Rule 5.3)**

All players in a group must be present at the proper tee ready to play at their scheduled time or, when starting times fall behind, when the Starter calls the first player in the group to play. A player is late when they are not present, ready to play, when the first player is called to play away. If the player arrives at their starting point, ready to play, within five minutes after their 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. The official time is with the starter. Clocks located on golf course property are unofficial.

**11. Pace of Play. (Rule 5.6)**

It is the responsibility of all players to play without undue delay. Rules officials will assist, monitor, and time groups that are out of position, and when necessary issue warnings or penalties. If a player finishes their round in more than 15 minutes than the group in front of them, the group will be issued a 2-stroke penalty on their final hole. See "Pace of Play Policy" in the SCPGA Junior Tour Handbook for more information.

**12. Practice. (Rule 5.5b)**

Between the play of two holes, a player must not make any practice *stroke* on or near the *putting green* of the hole last played and must not test the surface of the *putting green* of the hole last played by rolling a ball. (Model Local Rule 1-2) Rule 5.2a is modified in the following way, a player must not practice on the competition course before or between rounds,

Penalty for breach: 1st breach is General Penalty, 2nd breach is Disqualification.

**13. Relief from Aeration Holes. (Model Local Rule E-4)**

If a player's ball lies in or touches an aeration hole:

- A. In the General Area: The player may take free relief under 16.1b.
- B. On the Putting Green: The player may take free relief under 16.1d

by placing the ball at the nearest point of relief.

\* There is no free relief if there is interference with the player's line of play or stance.

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