



# Tournament Handbook



The purpose of this player's manual is to effectively communicate all policies and procedures relating to member tournament play at the Truro Golf Club. By having this information in advance of tournament play it is my hope that your playing experience will be enhanced and that the potential for misunderstanding will be greatly reduced.

Larry MacKenzie  
Match Chair, TGC

### **Tournament Entry**

Entry deadlines will be determined by the tournament committee and communicated through our regular lines of communication (posters, Jewel, email, etc...). All entrants must be paid in full by the entry deadline. Failure to pay by the entry deadline will result in removal from the draw. Once an entrant has paid and the draw is complete no refunds will be made. If an entrant registers after the entry deadline they will be placed on the tournament waiting list.

### **Tournament Draw**

The day 1 draw will be determined by a player's handicap index. Tee times will be assigned from lowest to highest indexes. The day 2 draw will be determined by score. Tee times will be assigned from highest to lowest scores. **Absolutely NO preferred tee times or groupings will be given to players on either day of a TGC member's tournament event.**

### **Player Handicap**

It is the responsibility of all players to have an accurate and current Golf Canada handicap at the time of registration. Any player who does not have an accurate and current handicap at the time of registration will not be permitted entry into the tournament.

### **Tournament Divisions**

All tournament divisions will be determined by player handicap.

### **Withdrawals/Failing to Report**

Any player who withdraws from a tournament without notice to the tournament committee prior to completion of the draw for the next round is ineligible for the same tournament the following year.

The same penalty applies to players who fail to report for their tee time the day of the event or who fail to complete their round without significant reason. (Written appeals will be considered by the tournament committee)

## **Local Rules**

It is your responsibility as a player to familiarize yourself with the local rules sheet provided the day of the tournament. When a circumstance arises and you are unsure how to proceed, refer to rule 3-3.

1. Out of bounds, white stakes and white lines.
2. Water hazards are marked by yellow stakes and/or lines, All ditches are considered hazards whether marked or not.
3. All roadways, cart paths, clubhouse, window wells, clubhouse shrubs, yardage markers, the fence behind #18 tee and newly planted trees (*supported by stakes and wire, tagged with ribbon*) are considered immovable obstructions, relief provided under Rule 24-2 (*one club length from nearest point of relief not nearer the hole*).
4. **The fence behind 2 tee** is considered an immovable obstruction, relief shall only be taken when the ball lies in or on the obstruction, or so close to the obstruction that the obstruction interferes with the player's stance or area of their intended swing. Intervention on the line of play is not, of itself, interference under this Rule. Relief from interference of obstruction provided under Rule 24-2 (*one club length from nearest point of relief not nearer the hole*).
5. **STONES IN BUNKERS** are considered "movable obstructions" under Rule 24-1.
6. If a ball should strike a permanent power line, it **must** be replayed without penalty.
7. **Distance-Measuring Devices:** a player may obtain distance information by using a device that measures distance only. However, if, during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g., gradient, wind-speed, temperature, etc.), the player is in breach of Rule 14-3, for which the penalty is disqualification, regardless of whether any such additional functions are actually used."
8. **For doubtful situations, teams may invoke Rule 3-3 and play a second ball. The competitor shall report the facts to the committee before returning his/her scorecard unless they score the same with both balls; if the player fails to do so, he/she shall be disqualified.**
9. In case of lightning, three consecutive blasts of a horn means discontinued play (mark ball) and return to the clubhouse when applicable, one prolonged blast means resume play.
10. In the event of an Overall tie, a sudden victory play-off will commence on No. 1 then No. 2. and repeat this until there is a winner (All other ties will be decided by procedures recommended by the R.C.G.A, as detailed on the Players Sheet)
11. **Players are responsible for returning their own signed and verified scorecard following the round. Failure to do so will result in disqualification under Rule 6-6B.**

## **Pace of Play Policy**

Rule 6-7 states, in part: "The player shall play without undue delay and in accordance with any pace of play guidelines which may be laid down by the Committee," and thereafter prescribes penalties for slow play. In order to prevent any such penalty we suggest that you review carefully the following guidelines.

## **Allotted Time**

When play is in groups of three (stroke play), groups will be required to play at no more than a 4-hour and 35-minute pace for the 18-hole round. (See attached [Pace of Play Time Chart](#) .) When play is in groups of two (match play), groups will be required to play at no more than a 3-hour and 58-minute pace for the 18-hole round (see attached [Pace of Play Time Chart](#) .)

## **Definition of "Out of Position"**

The first group(s) to start will be considered out of position if, at any time during the round, the group is behind the prescribed schedule as detailed on the attached Pace of Play Time Chart.

Any following group will be considered out of position if it (a) is taking more than the allotted time to play **and** (b) reaches the teeing ground of a par-3 hole and the preceding group has cleared the next tee; reaches the teeing ground of a par-4 hole **and** the putting green is clear; **or** reaches the teeing ground of a par-5 hole when the preceding group is on the putting green. Both (a) and (b) must apply for a group to be out of position.

## **Group or Match Out of Position**

If a group/match is out of position, the players in that group/match may be monitored and timed. Anytime a group/match is to be monitored and timed the players will be notified of such timing by a Rules Rover. The notification by the Rules Rover will be made immediately after all players complete their tee shots on the hole where monitoring will begin.

## **Timing**

When a group/match is being monitored and timed each player in the group/match is expected to play any stroke within 40 seconds after timing of the player's stroke begins.

Other than on the putting green, the timing of a player's stroke will begin when he has had reasonable opportunity to reach his ball, it is his turn to play and he can play without interference or distraction. Time spent determining yardage will count as part of the time taken for the next stroke.

On the putting green, timing will begin after a player has been allowed a reasonable amount of time to lift, clean and replace his ball, repair his ball mark and other ball marks on his line of putt and remove loose impediments on his line of putt. Time spent looking at the line from beyond the hole and/or behind the ball will count as part of the time taken for the next stroke.

**NOTE: A player is permitted 40 seconds to play a stroke. An extra 10 seconds (for a total of 50 seconds) will be allowed for:**

- a. the first player to play a stroke on a par-3 hole
- b. the first player to play a second stroke on a par-4 or par-5 hole
- c. the first player to play a third stroke on a par-5 hole
- d. the first player to play a stroke around the putting green
- e. the first player to play a stroke on the putting green

**NOTE: The Committee reserves the right, at any time, to time a group when the Committee deems it necessary. Players should also be aware that the Committee may assess a "bad time" to a player in a group which is out of position if the player makes no effort to help his group get back in position. An example of this would be a player who delays play between shots.**

### **Pace of Play Penalties**

The following are the penalties, in sequence, for any player in a group or match being timed who takes more than the allotted time to play a stroke after timing of the player's stroke begins:

#### **Stroke Play**

One bad timing exceeding the allotted time - warning  
A second bad timing - 1 stroke penalty  
A third bad timing - Additional 2 stroke penalty  
A fourth bad timing - Disqualification

#### **Match Play**

One bad timing exceeding the allotted time - warning  
A second bad timing - loss of hole  
A third bad timing - warning  
A fourth bad timing - Disqualification

**NOTE: If the group/match in question regains its proper position, any previous timing of more than the allotted time will be carried over for the remainder of that round/match in the event that the group/match requires additional monitoring.**

### **Rulings or Other Incidents**

If a ruling or some other legitimate delay occurs which causes the group/match in question to lose its position, that group/match is expected to regain its position within a reasonable time.

## **Retrogression**

Determined by Greg or Stuart

## **Play-Off Format**

TBD

## **Prizes**

Prizes will be determined by the tournament committee with both gross and net prizes being awarded by division.

### **Truro Golf Club Tournament Committee:**

Larry MacKenzie, Match Chair  
Kevin Hayden, Junior Golf Chair  
Ryan Butcher, Social Chair  
Jeff VanWart, Member  
Stuart Cox, Assistant Professional  
Greg Sutherland, Director of Golf