



## **Optimist Junior Tour**

### **Rules Procedures Reminders**

THE FOLLOWING RULES REMINDERS MAY ASSIST YOU DURING THE COMPETITION:

#### **PLAYERS RESPONSIBILITIES:**

The player must start at the time laid down by the Committee. (Rule 6-3)

All players are to be at their designated tee ten minutes prior to their starting time. If the player arrives at his/her starting point ready to play within five minutes after his/her starting time, in the absence of circumstances which warrant waiving the penalty of disqualification as provided in Rule 33-7, the penalty for failure to start on time is two strokes. If the player is more than five minutes late, he/she shall be disqualified.

The responsibility for playing the proper ball rests with the player. (Rule 6-5)

Each player should put an identification mark on his/her ball.

The Competitor is responsible for the correctness of the score recorded for each hole on the card. (Rule 6-6)

The player must play without undue delay. (Rule 6-7)

The player must play without undue delay in accordance with any pace of play guidelines laid down by the committee. Between completion of a hole and playing from the next teeing ground, the player shall not unduly delay play.

If a group is out of position it will be subject to be timed. A player will be allowed 40 seconds to complete his/her stroke.

The following are penalties for breach of rule:

First Offense - Verbal Warning

Second Offense - One Stroke Penalty

Third Offense - Two Stroke Penalty

For Subsequent Offense - Disqualification

Note: Timing will discontinue when the group has regained its position. Time previously recorded that may have exceeded the limit, however, will be held over for further occurrence.(Rule 12-2)

**IDENTIFY YOUR BALL IN BUNKER OR WATER( LATERAL) HAZARD (Rule 12-2)**

Players may identify their ball in these conditions. Advise your fellow competitor; mark position, and lift for identification. Do not clean or clean just enough to identify. If it is your ball; replace it in the marked position, and (if necessary) in a bunker, recreate the lie of the ball

## RELIEF SITUATIONS:

### Relief from a Lateral Water Hazard.

- All water hazards are marked as Lateral Water Hazards. Your relief options are as follows under penalty of one stroke: (Rule 26)
- 1. Play a ball as nearly as possible at the spot from which the original ball was last played.
- 2. Drop a ball behind the water hazard, keeping the point at which the original ball last crossed the margin of the hazard between the hole and the spot on which the ball is dropped, with no limit to how far behind the water hazard the ball may be dropped.
- 3. Drop a ball outside the water hazard within two club-lengths of and not nearer the hole than the point where the original ball last crossed the margin of the water hazard.
- 4. Drop a ball at a point on the opposite margin of the water hazard equal distance from the hole.

### Relief from Ground Under Repair.

- Ground under repair is any portion of the course so marked by the order of the Committee. Solid white lines define ground under repair. A ball is in ground under repair when it lies in or any part of it touches the ground under repair.
- Determine the point on the course nearest to where the ball lies which is not nearer the hole, avoids interference by the condition, and is not in a hazard.
- The ball shall be lifted and dropped without penalty within one club length of the nearest point of relief. If the ball lies on the putting green the player must lift the ball and may place it at the nearest point of relief on the putting green. If the ball does not lie on the putting green the nearest point of relief will not be on the putting green. If the ball is not in GUR, you are allowed relief if you must stand in GUR.

## DOUBT AS TO PROCEDURE:

- In stroke play, if a competitor is doubtful of his rights or the correct procedure during the play of a hole he/she may, without penalty, complete the hole with two balls.
- After the doubtful situation has arisen and before taking further action, the competitor must announce to his marker or fellow competitor that he intends to play two balls and which ball he wishes to count if the Rules permit. If he fails to do so, the provisions of Rules 3.3b(ii) apply.
- The competitor must report the facts of the situation to the Committee before returning his score card. If he fails to do so, he is disqualified.

## CONDUCT:

Players can be disqualified for actions on and off the golf course.

## OPTIMIST INTERNATIONAL WITHDRAWAL AND DISQUALIFICATION POLICY

Category name	Designation	Explanation
No show before competition begins	--	Those players who do not come to the tournament at all
Disqualified	DQ	<i>Reserved for actual USGA rules infraction that occurs without a deliberate or managed intention. NOTE: FAILURE TO APPEAR FOR A TEE TIME AT ALL IS NOT A DQ. SEE "no show" below.</i>

Withdrawal	WD	<i>Reserved for a deliberate voluntary action or decision not to continue play after having started a competition <b>and</b> turned in a score.</i>
No show	NS	<i>Completed one or more rounds – fails to report for tee time and previously has not notified any official</i>
No card (worst action by player)	NC	<i>After having begun competition – a deliberate decision not to sign or turn in a card, walks off the course, etc</i>

Examples:

- 1) Player tees it up, plays a complete or partial stipulated round, walks off without turning in scorecard for any reason - *NC (Deliberate decision by player)*
- 2) Player tees it up, plays, signs card, does not call or speak to an official, fails to show for next round – *NS (Deliberate decision by player by not coming to course, calling or speaking to an official)*
- 3) Player plays, signs card, actually comes to course reports late for tee time or calls to acknowledge being late, – *DQ (While this might be deliberate, giving benefit of the doubt)*
- 4) Calls to say they are sick – *WD (no way to verify unless tournament asks for doctor's letter)*
- 5) Player tees it up, plays, signs card, notifies official that they will not be playing next round, no justifiable reason – *WD (Deliberate decision by player to withdraw)*
- 6) Player unintentionally fails to sign scorecard – *DQ (Unintentional action by player)*
- 7) Player fails to sign card after being given an opportunity to do so – *NC (Deliberate decision by player)*

### **DISTANCE MEASURING DEVICES**

Players may obtain distance information by using a device that measures **DISTANCE ONLY**. 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 function is actually used.