



## 2010 OPTIMIST INTERNATIONAL TOURNAMENT OF CHAMPIONS HOST SITE INFORMATION

PLEASE READ HOST SITE INFORMATION CAREFULLY

FORMAT: 36- HOLE INDIVIDUAL STROKE PLAY IN AGE GROUPS:  
BOYS 16-18 DIVISION  
BOYS 14-15 DIVISION  
GIRLS 14-18 DIVISION

PAIRINGS: ROUND # 1 STARTING TIMES POSTED OCTOBER 26<sup>TH</sup> ON [www.optimist.org/golf](http://www.optimist.org/golf) and [www.juniorgolfresults.com](http://www.juniorgolfresults.com).

ROUND #2 WILL BE POSTED WITHIN ONE HOUR AFTER THE COMPLETION OF PLAY.

### COURSE & INFORMATION:

GIRLS 14-18	GOLD TEES	6,029 YARDS
BOYS 14-15	WHITE TEES	6,461 YARDS
BOYS 16-18	BLUE TEES	6,945 YARDS

PRACTICE FACILITY: Complimentary Range Balls will be provided on the **driving** range beginning at 7:00 am until the last tee time of the official rounds. Players wishing to hit balls after play may purchase range balls from the Golf Shop until 6 pm. (Saturday, October 30 – Sunday, October 31). Chipping (no divots) is allowed at the practice putting greens. Pitching and bunker play are allowed at the practice area near Tee #1.

LOCAL RULES: Each player will receive a Rules / Information Sheet each day on their starting tee.

HOLE LOCATIONS: Each player will receive a Hole Location Sheet each day on their starting tee.

OFFICIAL SCORECARDS: Each contestant will receive an Official Scorecard on their starting tee. Official Scorecards shall be exchanged prior to the start of play. Immediately following play, return your signed and attested Official Scorecard to the scoring area by the main scoreboard.

PACE OF PLAY: It is vitally important that a 4 ½ hour pace be maintained by all players. Rules Officials will monitor pace and issue Pace of Play Penalties when necessary.

TIES: If feasible, ties for first place will be broken by a sudden death play – off. All other ties will be broken in accordance with the U.S.G.A. guidelines. Cards will be matched on the basis of the best score for the last nine holes. Should a tie still exist, cards will be matched on the basis of the best score for the last six holes. Should a tie still exist, cards will be matched on the basis of the best score for the last three holes. Should a tie still exist, cards will be matched hole by hole beginning with hole #18 backwards.



**SUSPENSION OF PLAY:** When play is suspended by the Committee for a dangerous situation, if the players are between the play of two holes, they must not resume play until the Committee has ordered a resumption of play. (Note to Rule 6-8b) If they are in the process of playing a hole, they must discontinue play immediately and not resume play until the Committee has ordered a resumption of play. If a player fails to discontinue play immediately, he is disqualified unless circumstances warrant waiving the penalty as provided in Rule 33-7. **The signal for suspending play due to a dangerous situation will be one long blast of the horn.**

If possible, mark the position of your ball with a tee and proceed to the evacuation location listed on the back of your Rules Sheet. Shuttles will be used to transport you back to Disney's Palm and Magnolia Clubhouse. **NO EXCEPTIONS! If inclement weather suspends play on the final day of the tournament and it is determined that all players in your age division cannot complete 18 holes by 4PM but the entire field in your age division can complete a common 9 holes then the tournament will revert to a 27 hole event. If a common 9 holes cannot be completed on the final day then the tournament will revert back to the last stipulated round completed by the entire field in your age division.**

**RESUMPTION OF PLAY:** Once the Committee has decided to resume play, an announcement will be made to all Contestants in Disney's Palm and Magnolia Clubhouse. As directed, players will board shuttles and return to the golf course. The player **must** place the ball on the spot from which the original ball was lifted. If the player did not mark his ball, he may lift, clean and replace the ball, or *substitute* a ball on the spot from which the original ball was lifted. Please see rule **6-8d** for full procedure to cover any other situations that may occur. **The Thorguard system will sound three short blasts when lightning has moved through the area.**

**GOLF CARTS:** There are no Contestant or Spectator carts allowed.

**CELL PHONES/** Cell phone and/or headphone usage is not permitted on the golf courses during any competition round. Any contestant using a cell phone and/or headphones will result in disqualification. Spectators must have their cell phone turned off or on silent or vibrate while on the golf course. No warning will be issued before disqualification or dismissal.

**CLUB STORAGE:** Any contestant staying on or off property may store their clubs in Disney's Palm and Magnolia bag storage room. Make sure your golf bag is marked clearly with your name.

<b>HOURS OF OPERATION:</b>	Golf Shop:	6:30 a.m. – 7:00 p.m. tournament rounds
	Bag Room:	6:30 a.m. – 7:00 p.m. daily
	Practice Range:	7:00 a.m. – 6:00 p.m. tournament rounds

**LIVE SCORING PROCEDURE** After every third hole there will be a volunteer whose sole responsibility is to collect the hole-by-hole scores of every player from the last three holes. When your group approaches a live scoring volunteer, please take out your scorecard and report the scores of the last three holes FOR THE PLAYER FOR WHOM YOU ARE MARKING. (i.e. – SMITH 4-4-3)



## 2010 Optimist International Tournament of Champions Rules Procedures Reminders

THE FOLLOWING RULES REMINDERS MAY  
ASSIST YOU DURING THE COMPETITION

### PLAYERS RESPONSIBILITIES:

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

- The player shall 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.

### RELIEF SITUATIONS:

- **Relief from a Lateral Water Hazard.** All water hazards at Disney's Palm are marked as Lateral Water Hazards. Your relief options are as follows under penalty of one stroke: (Rule 26)
  - Play a ball as nearly as possible at the spot from which the original ball was last played.
  - 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.
  - 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.
  - 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 lie 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. In addition, each room is subject to an on the spot inspection at any time.

- **OPTIMIST INTERNATIONAL WITHDRAWAL POLICY**

This policy will allow for withdrawals for medical reasons or for emergencies. The medical reason must be verified and approved by a Rules Official. If the Rules Official deems a player is healthy enough to continue and the player refuses, the player will be disqualified. The entire group involved will be held at the point of stoppage and other groups will play through. A rules official will restart the group. All play must comply with all current Tournament Rules and Policies. The player must notify and receive approval of a Rules Official or Tournament Committee Member prior to leaving the course. The decision of the Rules Committee is final. If a family emergency, on or off site occurs, the Rules Committee may allow a player to withdraw. The reason or reasons must be verified by the Rules Committee. All printed and published results at the end of the Tournament will reflect a withdrawn status.

- **OPTIMIST INTERNATIONAL DISQUALIFICATION POLICY**

Disqualification will occur if during a competitive round of the Tournament a player refuses to continue play after a Rules Official releases the player to continue play. Failure to report for your tee time, leaving the course without the notification and approval of a Rules Official, or and other already published reason will also be automatic disqualification. All printed and published results at the end of the Tournament will reflect a disqualified status.

#### **ARTIFICIAL DEVICES AND UNUSUAL EQUIPMENT:**

- Except as provided in the Rules during a stipulated round the player must not use any artificial device or unusual equipment: For the purpose of gauging or measuring distance or conditions that might affect his play. (Rule 14-3)



## Optimist Junior Golf Program PACE OF PLAY POLICY

### **Definition of “Out of Position”**

The first group to start will be considered out of position if, at any time during the round, the group is behind their allotted time.

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 tee of a par 3 hole and the hole is clear, fails to clear the tee of a par 4 hole before the preceding group clears the putting green **or** arrives at 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 Notification**

Groups **WILL BE NOTIFIED** when they are out of position and given an opportunity to regain their position. If a ruling or some other legitimate delay occurs which causes a group in question to lose its position, that group is expected to regain its position in a reasonable time [within two holes]. If a group fails to regain their position, they will be notified and subject to being timed.

### **Timing**

A group may be monitored or timed for compliance with this pace of play guideline if it is “out of position.” When a group is “out of position” a player in the group is expected to play any stroke within 40 seconds.

Other than on the putting green, the timing of a player’s stroke will begin when he has had a 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:** 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 unduly delays play between shots.

### **Pace of Play Penalties**

The following are the penalties, in sequence, for any player in a group out of position who takes more than 40 seconds to play a stroke when it is his turn to play:

One bad timing	warning
A second bad timing	one penalty stroke
A third bad timing	two penalty strokes
A fourth bad timing	Disqualification

**NOTE:** If the group in question regains its proper position, any previous timings of more than 40 seconds will be carried over for the remainder of that round in the event that group requires additional monitoring.

***A PLAYER MAY PROTEST ANY PACE OF PLAY PENALTY WHEN THEY ARRIVE IN THE SCORING AREA PRIOR TO SIGNING THEIR SCORECARD. THEY MUST ASK FOR A RULES OFFICIAL.***



## **Pace of Play Tips**

The following tips will enhance your tournament experience and can keep your group from receiving a warning and penalty strokes during your round.

- Show identifying marks on your golf ball to fellow competitors.
- Get your yardage before it is your turn to play.
- Read your putt before it is your turn to play.
- Recognize when someone will need the flag tended or your ball marked.
- Get to your next shot without delay. It is more important what you do between shots than during.
- Play “ready” golf. When you are ready to play go ahead with your shot even if you are not away. Make sure your fellow competitors are aware you are playing your shot.
- Know where your group is in relation to the group in front of you.
- Anyone can search for a lost ball. Have your parents and spectators one shot ahead of your group to spot errant shots.
- If your ball might be lost outside a water hazard or out of bounds, play a Provisional Ball (Rule 27-2).
- If a situation arises and you do not know how to proceed, play a second ball under Rule 3-3 and continue play if a Marshal or Rules Official is not immediately available. You must announce which ball you are going to use for your score to your fellow competitors. You must report the facts to the Rules Official afterwards regardless of score.
- Place golf bag off the putting green near the next teeing ground. This avoids holding up the following group to hit while a player retrieves their golf bag from the front of the green.



## **OPTIMIST JUNIOR GOLF CODE OF CONDUCT**

Optimist International takes great pride in the quality of its players, host facility and volunteer involvement. In order to continue making Optimist Junior Golf events enjoyable for everyone, the Junior Golf Committee requires all players to adhere to a set of guidelines known as the Code of Conduct. Its purpose is to help participants grow and mature by understanding and accepting the consequences of their actions. The Code of Conduct is to be followed throughout the player's stay at the tournament. Tournament play will be conducted in accordance with USGA rules, the following Code of Conduct and local course rules. Participants are expected to conduct themselves in proper fashion both on and off the course for the duration of the event.

### **Violations of the Code of Conduct on the Course**

- Unsportsmanlike conduct, including abusive language, club throwing, disrespect to volunteers, officials or fellow competitors, or abuse of golf course property.
- Use of drugs or alcohol, smoking or chewing tobacco products—a zero tolerance policy is in effect.
- Not adhering to the dress code during practice round or tournament play.
- Use of any type of electric or pull cart in any age division not approved by the Committee.

### **Violations of the Code of Conduct off the Course**

- Any use or association with drugs or alcohol, smoking or chewing tobacco products—a zero tolerance policy is in effect.
- Vandalism at the hotel or its surrounding properties, abusive behavior to any volunteer or tournament official.
- Damages in any rooms will be the financial responsibility of the players occupying the room. Please report and accidental damage to your chaperone or at the tournament office.
- All players must comply with the tournament curfew of 11 p.m. local time. You must be in your room by the curfew and remain in your room for the remainder of the night unless accompanied by an adult chaperone, parent, or legal guardian. Nightly random room checks will be made.
- Leaving the resort property is not permitted unless accompanied by an adult chaperone, parent, or guardian.
- Gambling is not permitted. Any games involving the exchange of money are strictly prohibited.
- Male and female participants may not occupy the same room at any time. Roommate changes are not permitted. Once you are assigned to a room you may not change rooms. No exceptions.
- Attendance at the player orientation is mandatory. Any player failing to attend the player orientation may be subject to disqualification.

### **Dress Code**

- Proper golf attire is required at all times during the practice round and tournament play. Questionable attire will be reviewed by the Tournament Director. Players in violation of the dress code will not be permitted to tee off and may be assessed stroke penalties.
- Hats/visors must be worn with brim forward.
- Collared shirts must be worn and tucked in at all times with the following exceptions: women's shirts without a collar must have sleeves. Men's shirts without a collar must have a tight neck fit. T-shirts are prohibited.
- No tank tops, short-shorts, denim shorts, cut-off shorts, gym shorts, t-shirts or jeans.



### **Code of Conduct Violation Penalties**

- One stroke penalty for each act of unsportsmanlike behavior on the golf course.
- A serious act of unsportsmanlike behavior on the course may result in the player being immediately disqualified from the tournament, subject to review of the Rules Committee. Any Code of Conduct violation off the course may also result in the player being disqualified from the tournament and immediately sent home subject to review of the Junior Golf Committee.

### **Optimist Junior Golf Withdrawal Policy**

This policy will allow for withdrawals for medical reasons or for emergencies. The medical reason must be verified and approved by the onsite paramedics. If a player cannot continue play within 15 minutes of the arrival of a paramedic, they will be considered withdrawn from the tournament with the approval of a paramedic. If the paramedic deems the player is healthy enough to continue and the player refuses, the player will be disqualified. The entire group involved will be held at the point of stoppage and other groups will play through. A rules official will restart the group. All play must comply with all current tournament rules and policies. The player must notify and receive approval of a rules official prior to leaving the course. The decision of the Rules Committee is final. If a family emergency, on or off site occurs, the Rules Committee may allow a player to withdraw. The reason or reasons must be verified by the Rules Committee. All printed and published results at the end of the tournament will reflect a withdrew status.

### **Optimist Junior Golf Disqualification Policy**

Disqualification will occur if during a competitive round of the tournament a player refuses to continue play after a paramedic releases the player to continue play. Failure to report for your tee time, leaving the course without the notification and approval of a Rules Official, or any other already published reason will also be automatic disqualification. All printed and published results at the end of the tournament will reflect a disqualified status.

### **Spectator Code of Conduct**

Spectators of Optimist Junior Golf tournaments are welcome and are free of charge. Spectator rules will be in effect for all non-participants. Carts are not available to spectators for all practice & tournament rounds (no exceptions). The Optimist Junior Golf Committee requires all spectators to adhere to a set of guidelines known as the Spectator Code of Conduct. Its purpose is to allow Optimist Junior Golf players to compete on a level playing field with other competitors. It will also promote the game of golf and help our players grow and mature by understanding and accepting the consequences of their actions. The Spectator Code of Conduct will be in effect during all tournament rounds.

- Remain a minimum of 50 feet from all participants while following play.
- No advice is to be given to any player. A violation of this rule may result in stroke penalties or disqualification of the player.
- Do not walk in the fairways.
- Help spot golf balls.
- Allow rules officials to administer rulings. You will be brought into a situation only when a rules official asks.
- When on the course, turn off cell phones or turn ringers to the silent or vibrate mode.



## Heat Exhaustion / Heat Stroke

If your body temperature gets too high, you get sick. How sick you get depends on the temperature, how active you are, and how well your body copes with the heat.

**Heat Exhaustion** can strike anyone who is physically active in a hot environment. It occurs when the body loses more water than it takes in. The symptoms include sweating, dizziness, cramps, fatigue, weakness, nausea, and cold, pale, clammy skin.

Should these symptoms develop, get to a cool area immediately – in the shade, in front of a fan, or in an air-conditioned room.

The victim should lie down, elevate the feet, and loosen their clothing. Drinking plenty of fluids and applying cool compresses can also help. If symptoms persist, seek medical attention.

**Heatstroke** is more dangerous. The body temperature can go so high that victims can lose consciousness. Continued exposure can strain the circulatory system, possibly resulting in stroke or heart failure. Those who already have heart or circulatory problems are at an even greater risk.

The symptoms of heatstroke include raised body temperature, rapid pulse, unconsciousness and dry, red skin that is hot to the touch.

Get medical attention immediately. In the meantime, get the victim to a cool area and do whatever you can to lower the body temperature. Use cool compresses or run a hose on the victim – heatstroke can be life-threatening.

### Ways to Avoid Heat Exhaustion

**Replace fluids.** A lot of fluid is lost through sweating and needs to be replaced. Water is the best drink. Beverages containing alcohol or caffeine are the worst.

**Dress properly.** The best type of clothing for hot conditions is light-weight and loose-wear a hat.

**Eat right.** Maintain a well balanced diet and avoid big, hot meals.

**Watch out for salt.** A lot of people are believers in salt tablets, thinking they need to replace the salt lost through perspiration. This can be dangerous, as too much salt can induce high blood pressure. Never take salt tablets without consulting a physician.

**Always use a sunscreen.** Sunscreen with a sun protection factor (SPF) of at least 15 should be used. Remember that even on dark days, 80 percent of ultraviolet rays pass through the clouds.

### Ways to Avoid Blistered Feet

**Extra Socks.** Carry an extra pair of socks to change into about half-way through the round of golf in order to keep your feet dry. This will avoid blisters and rashes or allergic reactions to the ground fertilizers and chemicals.