

RULES OF PLAY, POLICIES & ETIQUETTE

Cancellation Policy

If you need to cancel, email the Troon Golf Pro assigned to the LGA. If you cancel after the tee sheet is emailed, you will be charged the entry fee unless LGA is cancelled for that day. We suggest you check the weather Sunday evening and decide then if you want to play on Tuesday based on the forecast.

Policies for Regular LGA Play

- Changes to game format or rules must be made by a Board Member prior to the Sunday before weekly play.
- All official LGA golf rounds should be completed within 4 hours, unless otherwise specified by the Pro Shop
- V and VI tees will be used for play
 - Any member wishing to play from the VI tee must have an Established Handicap for those tees
 - An Established Handicap is to be comprised of 65% of their past 20 overall scores. (Not just LGA posted scores)
- The ball will be played as it lies, unless otherwise announced by the Pro Shop
- Handicaps are based upon the most current USGA Handicap Index, with a maximum of 40.4
- "Putts within the leather" are considered good, unless the putt is for a gross birdie or less. "Putts within the leather" are measured by placing your putter at the edge of the hole and measuring down the shaft to where the leather of the grip of your putter begins. Please take care not to damage the hole. *NOTE: Putts "within the leather" are not allowed during competitive tournaments.*
- USGA Rules will prevail, except where modified by St. James and LGA Local Rules, or unless otherwise announced
- Golfers with a Recreational Handicap are not eligible to play in LGA

Scorecards

- The Pro Shop will prepare and provide two (2) scorecards for each LGA play day. Each cart should keep a scorecard. Scores should be verified periodically during the round to ensure an accurate scorecard is turned in. One scorecard should be turned in as the "official team scorecard" and the other should be used for recording ringers and birdies.

- In an effort to be aware of playing time and pace of play, record both start and end times of your round. When you are ready to tee off on the first hole of the event, write down the time that the first player in your group tees off
- At completion of play, record the time that you finish the last hole of the event, sign and attest official Scorecards before returning them to the Pro Shop
- Players should ensure the accuracy of their scores at the completion of each hole. If there is a dispute it is easier to correct when fresh in everyone's mind. At the conclusion of the event if the dispute cannot be resolved, do not sign the Scorecard and obtain a decision from the Pro Shop.
- Check *carefully* for accuracy before attesting and returning Scorecards to the Pro Shop. Any Scorecard with a score lower than the actual score will result in disqualification of the player. Scores that are higher than the actual score will stand as played.
- **LGA scores for Tuesday play will be posted by the Pro Shop**, unless otherwise announced
- Check your own scoring record within a few days after play to be sure posting has been entered and is correct. If you find an omission or error, contact the LGA Tournament Pro to have it corrected.

Code of Conduct Policy

Serious Misconduct will not be tolerated in the LGA. In determining whether a player has committed Serious Misconduct, the Committee (Rules Committee and LGA Board) must consider all the circumstances. The Committee (Rules Committee and LGA Board) may take the view that it is more appropriate to warn the player that a repeat of the misconduct or similar misconduct may result in disqualification.

- 1st Offense – Warning
- 2nd Offense within same season – 1 month suspension from LGA play
- 3rd Offense within the same season – expelled from the LGA for remainder of the season. Application for following season will require LGA Board approval.

Examples of actions by a player that are likely to be considered serious misconduct include:

- Disagreeing with course setup and taking it upon themselves to move tee-markers or boundary stakes
- Endangering the safety of others, such as throwing a club at another player
- Deliberately distracting others while they are making strokes
- Repeatedly refusing to lift a ball /marker at rest when it interferes with another player in stroke play

- Deliberately playing away from the hole and then towards a hole to assist their partner (such as helping the player's partner learn the break on the putting green)
- Deliberately not playing in accordance with the Rules and potentially gaining a significant advantage by doing so, despite incurring a penalty for a breach of the relevant Rule
- Repeatedly using vulgar or offensive language toward another player
- Using a handicap that has been established for the purpose of providing an unfair advantage
- Bullying another player/staff or assaulting another player/staff

Golf Etiquette

- Before making a swing, always make sure that no one is in the way of danger
- Use "Fore" as a warning to those who might be in danger of your shot
- Stand quietly and safely away from a player who is hitting or putting
- Be careful when walking on the greens. Never step on someone's line or scuff your shoes.
- When removing or replacing the flagstick, be careful that you do not damage the cup
- Repair divots in the fairways and ball marks on the greens – yours and others
- Rake sand after play in the bunkers. Leave rakes in the bunkers with handles outside the bunker.
- Drive golf carts to the farthest point around the green toward the next tee, *before* putting
- Cell phones should be turned off and not used during play, except in the case of an emergency or when scoring electronically in Golf Genius

Pace of Play Tips

Listed below are some helpful hints to help improve your pace of play and the pace of play of your foursome:

- Always keep up with the group in front of you. If you are behind, pick up the pace.
- Play "ready" golf. Passengers should get out of the cart first to hit their drive while the drivers are recording the score
- Walk to your ball. Don't wait for your partner to drive you to your ball. If your partner's ball and your ball are on different sides of the fairway, park between the two balls so that each of you can be ready to hit your shots.

- Be ready to hit approach shots when the group in front has moved to the next hole
- Know your yardage and have your club(s) ready for each shot
- If a player has lost her ball, other members of the group should go ahead and hit their shot and then help the player find her ball
- Bring the rake into the sand trap with you so that you will be ready to rake when your shot is completed
- On the green, study your putt (while being courteous to your fellow players) so that you will be ready to putt when it is your turn
- The first player who is finished on the green should pick up the pin and be ready to replace it when the hole is completed. The group should leave the green promptly.
- After completing a hole, get into the cart and go to the next tee box. Clean and replace your clubs and tally your scores on the next tee box. Save any discussions about scoring until you get to the next tee box.
- If you are asked to speed up your pace of play because there is a hole or more open in front of you, please be respectful to the Golf Pro that makes that request of you and your foursome, regardless of whether you think your pace of play is acceptable. If you are not following the group in front of you, then your pace of play is lagging.

Pace of Play Policy

Players are expected to maintain a pace of play to avoid lengthy rounds. In an effort to curb slow play penalties will be imposed in the following way:

- Regular monitoring of players' pace will occur during all LGA rounds by Troon Staff
- If a group is found to be falling behind (1 or more holes) they will be given a warning to pick up the pace
- Should a group fall two holes behind, they will be told to skip a hole and each player must record max for that hole plus a two-stroke penalty
- In cases where the event has a 10-stroke maximum score, the penalty for skipping a hole would be a score of 10 for each player
- It is the team's responsibility to keep the play moving
- If a team is having difficulty with one player and all efforts have been exhausted, a representative should call the Pro Shop for assistance.
- Troon will highlight one player's name on the scorecard each week to serve as the pace captain for the group.

Caddies and Walking Carts

During any LGA event the use of a walking cart is prohibited. In addition, caddies are also not allowed. Should a player have a medical reason for the use of a caddie it must be approved by the Rules Committee or LGA Board based on the USGA Rules of Golf, Rule 25, Modifications for Players with Disabilities.

Guest Policy

A guest may play two times before becoming a member of the LGA, but is precluded from play in LGA Tournaments and Special Events.

A guest may play as a competitor if she has an established USGA handicap index of 40.4 or less (that Tournament Pro is able to verify) and she pays the weekly entry fee. A guest who does not have an established USGA handicap index may play two times, but only as a non-competitor.

Blind Draws

A "Blind Draw" should reflect the same handicap as, or the nearest to, the player for whom the substitution is being made by flight. This should be done before play starts as all players are eligible to be blind draws. The Blind Draw should be identified and will be entitled to winnings in either her original group or as a Blind Draw, whichever amount is greater.

Breaking Ties

- **Stroke Play Competitions:** Match of Scorecards using the following procedure:
 - Winner will be determined on the basis of the best score for the last nine holes played (generally 10-18)
 - If the tied players still have the same score for the last nine holes, then the best score of the last six holes (generally 13-18) will be used
 - If still tied, the last three holes (generally 16-18) will be used
 - Finally, if still tied, the last hole played (generally 18) will be used
 - If the above does not determine a winner, a comparison of scores based on the most difficult hole, etc. should be used
- **Match Play Competitions:** If, at the end of 18 holes, the sides end up "all square," players should notify the Pro Shop and the Pro Shop will determine where the play-off will continue. Strokes allowed for the play-off will be the same as on the official Scorecard. Sudden death will determine the winner.