

WGANJ CUP 2020

TOURNAMENT RULES AND INFORMATION



Sunday, October 4, 2020
Black Bear Golf Course
138 Route 23 North
Franklin, NJ
Phone (855) 977-6473 Ext#1

Tournament participants are divided into three “flights” by course handicap. Flights are used so that similarly skilled golfers will compete against one another to determine winners in each flight. Flights are determined by handicap index from lowest to highest.

Handicap indexes as of 09/21/2020 will be utilized to determine course handicap, flights and foursomes. Four winners will be awarded trophies:

- One OVERALL LOW GROSS CHAMPION
- Three FLIGHT LOW NET WINNERS

There are some participants who are new to tournament play. In the spirit of good sportsmanship, the experienced competitors are encouraged to provide guidance when necessary to new competitors in order to educate and assist with process and tournament activities.

A rules committee will be available for support and clarification of rules as needed. Better to ask and follow the rules correctly than to take unnecessary penalties.

WHAT TO EXPECT THE DAY OF THE TOURNAMENT:

- Members should arrive at the course at least one hour prior to the shotgun start time of 1:30 PM. (if attending lunch, plan accordingly to arrive earlier)
- Drop your bags, park your car, check in at the registration table.
- A Rules Meeting will be held at **1:00 PM AM sharp**, and a photo will be taken immediately following.
- Please gather for the meeting at 12:55 at the practice putting green..
- Foursomes will be sent to their tees in order of the provided Pairings List.
- Participants will keep score for another player in the group as well as herself.
- Following the round, participants should review and attest to score cards before signing and submitting to the scoring committee. After turning in scorecards, participants will have the opportunity to take their belongings to their cars before trophies are awarded.
- Prizes will be awarded once all cards are received and scores are validated.

RULES OF THE TOURNAMENT:

DETERMINING WINNERS:

- **LOW GROSS CHAMPION*** will be the player with the lowest total gross score.
- **LOW NET FLIGHT WINNERS*** will be the player in each flight with the lowest net score. This is determined by deducting the player’s course handicap from the gross score.
- A score-keeping committee of at least two individuals will review score cards and determine the winners.

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- If a tie occurs in any division, a CARD-OFF will determine the winner. A CARD-OFF is a match of score cards to determine the winner.
 - Per USGA recommendation, match of each players score of the last nine holes (10-18)
 - “If the tying players have the same score for the last nine, determine the winner on the basis of the last six holes, last three holes and finally the 18th hole. If such a method is used in a handicap stroke play competition, one-half, one-third, one-sixth, etc. of the handicaps should be deducted. Fractions should not be disregarded. If such a method is used in a competition with a multiple tee start, it is recommended that the "last nine holes, last six holes, etc." is considered to be holes 10-18, 13-18, etc.”
 - LOW GROSS Score trophy: Gross scores will be reviewed
 - LOW NET Score trophy: Net scores will be reviewed
- * If consideration of a tie-break is for LOW GROSS, the gross score on each hole will be totaled, If consideration of a tie-break is for LOW NET, the net score of each hole will be totaled.
- * Low Gross Champion will not be considered for a Low Net Trophy. The next Low Net Score will win the flight.

SCORING:

- Each player will keep the score of another player in the foursome.
- After completing the round, the score card will be signed by the participant whose score card it is and by the member who kept the score.
- All players are required to check her hole by hole score before signing and submitting their scorecard. Submission of a scorecard that reflects a lower score than a player’s true score will result in disqualification.

COURSE PLAY:

- A maximum of fourteen (14) golf clubs are permitted in your bag.
- Play **Ready Golf** while respecting safety/etiquette. Slow play may result in disqualification. Keep up with the group ahead of you.
- Play a provisional ball when necessary to speed pace of play. Provisional ball must be declared and marked uniquely for identification.
- Limit searching for lost balls to no more than three (3) minutes. If the original ball cannot be located, the player should declare it lost and play her provisional ball.
- (NEW in 2020) A maximum score of DOUBLE PAR +1 will be taken on a hole.
 - Par 3 max 7
 - Par 4 max 9
 - Par 5 max 11
- When in doubt of a ruling attempt to resolve the discussion within the foursome. If a resolution is not possible play 2 balls.
 1. Continue playing the first ball as you understand the rule.
 2. Play a second ball if necessary with a different marking on it.
 3. **Before continuing play, the player must declare which ball score will be used if both interpretations are acceptable.**
 4. Keep a separate score for both following the round, confer with event coordinators and the course Pro for ruling and adjust the score if appropriate.

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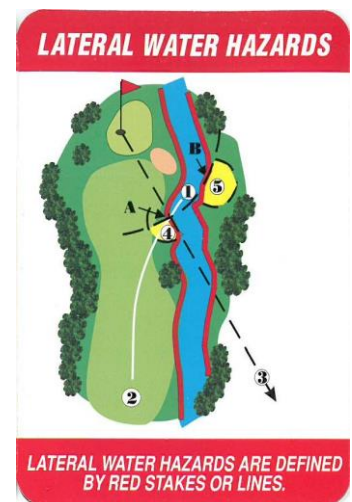
GENERAL ITEMS:

- If at any point a competitor has difficulty on a hole she should pick up and take a max score for that hole.
- GPS units and range finders are permitted for yardage only. Units which calculate slope and wind are not permitted.
- Coaching or giving advice is not permitted.
- Players should post scores into the GHIN system as Tournament scores.

USGA RULES (for your information):

- **Provisional Ball (to improve pace of play):** If your ball might be lost or out of bounds, you should play a provisional ball provided you announce your intention is to play it as provisional.
 1. Your provisional ball should be marked differently than your original ball for the purpose of identifying the ball that is found as either the original ball or the provisional ball.
 2. If your original ball is found, retrieve your provisional ball without penalty.
 3. If your original ball is lost or out of bounds, play the provisional ball with a one stroke penalty.
 4. For pace of play, if you arrive at your provision ball before you arrive at the anticipated location of the original ball, continue to play the provisional ball until you arrive at the anticipated location of the original ball at which time you'll play the original or declare the original lost/unplayable.
- **White Stakes (Out of Bounds):**

Areas of Out of Bounds are marked by white stakes. If your ball enters a white stake Out of Bounds area, use the stroke and distance rule by playing your next stroke from the spot where the original ball entered the white stake areas with a two-stroke penalty.
- **Red Stakes (Lateral Hazard):** Water or other hazard so situated that it is not possible or practical to drop a ball behind the line of the hazard. You have five (5) options:
 1. Play the ball as it lies without penalty
 2. Use the stroke and distance option by playing your next stroke from the spot where the original ball was last played with a one stroke penalty.
 3. Drop a ball behind the hazard along a line formed by the hole and the point where the ball last entered the hazard with a one stroke penalty.
 4. Drop within two (2) club-lengths of the point where the ball last entered the hazard (A), no nearer the hole with a one stroke penalty.
 5. Drop within two (2) club-lengths of the point where the ball would exit the hazard at the same distance from the hole (B), no nearer the hole with a one stroke penalty.



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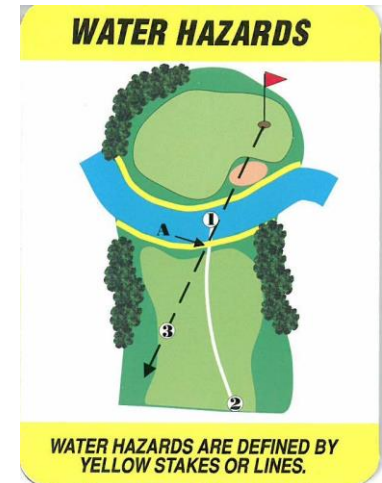
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- **Yellow Stake (Water or Environmental Hazard)**

A water or other hazard such as a lake, pond, river, ditch, or other open water course (whether or not containing water). All ground and water within the hazard is part of the water hazard. It must be known or virtually certain that the ball is in the hazard for this rule to apply. A ball touching the hazard line is considered in the hazard. You have three (3) options:

1. Play the ball as it lies without penalty
2. Use the stroke and distance option by playing your next stroke from the spot where the original ball was last played with a one stroke penalty.
3. Drop a ball behind the hazard along a line formed by the hole and the point where the ball last entered the hazard (A) with a one stroke penalty.



- **Unplayable ball in a bunker**

The player has an extra option allowing relief outside the bunker using the back-on-the-line procedure, but for a total of two penalty strokes (Rule 19.3b)

- **Abnormal Ground Conditions:** Except in a water hazard, if your ball lies in casual water, ground under repair or a hole (for clarification, a divot is not a hole), cast or runaway made by a burrowing animal, reptile or bird, or the conditions interferes with your stance or swing, you may drop without penalty within one club-length of the nearest point of relief not nearer the hole, except:

1. **In a bunker**, drop within one club-length of the nearest point of relief in the bunker not nearer the hole, or under penalty of one stroke, drop any distance behind the bunker keeping the point where the ball lay between you and the hole.
2. **On the putting green**, if an area of the putting surface is severely abnormal, damaged, or burnt out, you may place your ball at the nearest point of relief, or if complete relief is not possible, place your ball at the nearest position that affords maximum relief no nearer the hole.
3. **The group must agree before moving your ball. If agreement cannot be reached, play two balls and speak with the rule's official at the first opportunity.**

- **Local rules prevail on several holes:**

- Hole #7 – If tee shot enters water, proceed to the drop area and take a one-stroke penalty. In tournament play you may opt to re-tee with a one-stroke penalty.
- Hole #10 – the Driving Range is out-of-bounds

- **Posting Scores after the competition:**

- Post as 'TOURNAMENT' Score
- Post a manually adjusted slope/rating with net double bogey as a maximum for any hole (See Nancy Schiliro with questions after the round)