

Tee Time _____

Tee Box _____

Notice To Player

Junior Golf Association of Hawaii
Pearl CC, October 17, 2021

Contacts

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1. **Tee Area:** 15-18 = Boys – Blue / Girls – White; 13-14 = Boys – White / Girls - White
11-12 = Boys – Red / Girls – Red; 10 & Under = Boys / Girls – JGAH Orange
2. **Covid Protocol Tournament Rules:**
 - **Face Mask:**
 - Required around all golf course common areas such as JGAH event desks, pro-shop, restaurant, restroom and lanai areas.
 - Recommended while playing on the course.
 - **Tee Box:** Only the player/s scheduled for a given tee time will be allowed on the Tee Box.
3. **The Rules of Golf** shall govern all play with the exception of This NTP Local rules.
 - **Disregard local rules on scorecard.** When in doubt request for Rule's Assistance.
 - **OB:** Driving Range, perimeter of golf course, fence and/or white stakes, white lines.
 - Penalty: Stroke & Distance
 - MLR (Model Local Rule) E-5, OB or Lost Ball fairway relief area is **NOT** in effect.
 - Penalty: Stroke & Distance
 - **Provisional Ball:** Declare and play a provisional ball if you are unsure that your original ball may be Out of Bounds or lost outside of a hazard.
 - **Hole #2** - Tall bushes right side of fairway play as Red Penalty Area.
 - **Hole #5** – When taking relief from the Red Penalty Area on the right side, where the cart path is immediately adjacent to the RPA (Red Penalty Area), the player may proceed to the left side of the cart path and drop a ball within two (2) club length from the point of reference, no nearer to the hole from where the ball last crossed the margin of the Red Penalty Area.
 - **Hole #6** – Drop Zone/s for ball that goes into Water Hazard behind green.
 - **Hole #7 - Red Penalty Area:** Bush area directly in front of tee area, and surrounding fairway play as Red Penalty Area.
 - **Penalty:** Drop Zone on right side of Fairway may be used. Hitting 3rd shot.
 - **Hole #7 – OB:** Ball that rest on left side of the cart path or right side into the fairway of hole#5 is OB.
 - **Penalty:** Stroke and Distance, hitting 3rd shot, **or optional** Drop Zone on right side of fairway. Add 2 strokes, **Hitting 4th shot.**
 - **Hole # 13 & #16** - Concrete drainage on right side of #13 and #16 play as Red Penalty Area.
 - Fence protection play as Abnormal Ground Condition (Immovable Obstruction). Nearest Point of Relief. No relief for Line Of Play.
4. **Pace of Play:** See attached JGAH NTP Pace of Play.

5. **Distance Measuring Device:**

- **Distance Only:** A player may obtain Distance Only Information by use of a measuring/electronic device. If, during a stipulated round, a player uses a device to gauge or measure any other conditions (e.g. elevation changes, wind speed, temperature, etc.), that may affect his/her play, the player is in breach of Rule 4.3(1).
 - **Penalty:** 1st offense – Warning: 2nd offense – Disqualification.
- **Smart/Cell Phone:** May be used for: (1) electronic scoring, (2) determine distance only, (3) call for assistance, (4) emergency.

6. **10 and Under Division ONLY:**

- **Double Par Pick Up:** If you have not holed out with your double par stroke, pick up your ball and add 2 additional strokes for that hole (score for hole = double par plus 2).

7. **Scorecard & Pace of Play Check Points:** JGAH requires scores to be posted after each hole is completed and before teeing off on next hole.

- Check Points will record and validate scores at designated holes 3, 6, 9, 12, 15, 18.
- Electronic Scoring. See printed instructions.
- Scores are recorded and posted for Live Scoring.
- Check Points will monitor Pace of Play and issue warning caring card as required.

8. **Tie Breaker:** Score card matching will determine all “Ties”.

- Hole by hole scores beginning with the last hole played by the competitors and continuing consecutively backwards to the first hole played. If no winner can be determined after matching all holes of play, the winner will be determined by a coin toss.
- All other rankings will be determined by matching scorecard hole by hole scores beginning with the last hole of play and continuing consecutively backwards to the first hole played until a rank is determined. If no decision can be determined after matching all holes of play, final ranking will be determined by a coin toss.

9. **Close of Competition:** The tournament is considered closed when all scores have been reviewed and posted to the respective division. No tournament discrepancy discussion will be entertained from anyone other than the players and/or the Committee.

JGAH NTP Pace of Play

Fifteen (15) minutes are allocated to complete each hole. Time is measured from the instant the flag is returned to the hole by the previous group, to the time the flag is returned to the hole by your group. Round should be completed in 4 hours and 30 minutes.

- **Play “Ready Golf” – Rule 6.4 / 6.4b(2)**
 - **You may Play Out of Turn in a Safe and Responsible Way**
 - **Hit/Play if you are in a safe environment away from a fellow competitor**
 - **Putt Out when possible**
- **Out of Position:** A group is considered Out of Position if they have taken more than 15 minutes to complete a hole and/or the Green for the hole in front of them is open (clear).
 - A open hole in front of your group may be an indication of your groups’ slow play.
- **Lead Group:** Must complete each hole within the allocated **15 minutes** per hole otherwise will be considered Out of Position.
- **Subsequent Group/s:** Following group/s are considered Out of Position if they have taken more than 15 minutes to complete a hole.
- **Yellow Card (Warning):** Issued at Check Points and/or by Rules Officials:
 - If your group have taken more than 15 minutes to complete a hole, you are considered Out of Position.
- **Red Card (Penalty):** Issued by Rules Official:
 - If your group have not returned to position after warning and Rules Official monitoring.
- **Penalty:**
 - 1st offense – warning: **Yellow Card – entire group**
 - 2nd offense – 1 stroke: **Red Card – individual**
 - 3rd offense – 2 strokes: **2nd Red Card – individual**
 - 4th offense – **Disqualification: 3rd Red Card – individual**

Speed Up Play:

- **Foursome (4)** – First two player to putt out may proceed to the next Tee Area to hit and witness each other’s tee shot. Remaining two players on the putting green must witness each other’s putt then proceed to the next tee. All tee shots must be hit before the entire group may leave the Tee Area.
- **Threesome (3)** – First player to putt out may proceed to the next Tee Area to prepare to hit his/her Tee shot. Honor’s not in effect. Hitting your tee shot must be witnessed. Remaining two players on the putting green must witness each other’s putt then proceed to the next tee. All tee shots must be hit before the entire group may leave the Tee Area.