

2023 TOURNAMENT RULES – SUMMARY 3/10/2023

New for 2023

1. **USGA Rules** - USGA rules govern except for modifications by Metro St. Louis Seniors Golf Association (MSLSGA).
2. **Official Tournament** – At least 20% of division's membership required to complete rounds and submit scores to be a completed Official Tournament for prize money and handicaps.
3. **Rescheduled Tournaments** - A tournament closed for play or canceled before achieving Official status (see #2), may be rescheduled. Rescheduled tournaments must be completed before the last season weekly tournament AND must be a completed Official Tournament for prize money and handicaps.
4. **Tee Times** – MSLSGA reserves the right to move, combine or split tee reservations to maximize foursomes. Members are expected to arrive, register and be at their scheduled starting tee at least 10 minutes before the scheduled starting time. Tee groups arriving late will lose their start time. Later tee groups may be moved up at DVP discretion.
5. **Designated Tees**- MSLSGA has designated three (3) mens tees for all Division 1-5 weekly tournaments. Players may chose any of the designated tees (FORWARD, MIDDLE or BACK) Scorecards must be marked to properly identify tee used. Ladies must chose from designated Ladies tees.
6. **Pace of Play** - Play at a good pace, keep up with the group in front and finish your round within 15 minutes of the group in front or be cited for SLOW PLAY. **Everyone in the tee group is responsible for maintaining pace.** Immediately abandon current hole or skip a hole and score maximum for hole if requested by course marshal or Division VP. Three SLOW PLAY citations may result in sanctions.
7. **Putt Out Holes** – For any hole with less than 2 strokes over par including penalties, members must putt out on each hole or take a **Quad Bogey (par plus 4 strokes) for not finishing the hole. SEE MAXIMUM SCORE below.**
8. **Maximum Score** - **QUAD BOGEY (Par + 4 strokes) - No more than QUAD BOGEY strokes including penalties are to be played or recorded. At triple bogey (par + 3 strokes) and not holed out, player to stop play, pick up ball, score Quad Bogey strokes, and move to next teeing ground as quickly as possible.**
9. **Putts on Temporary Greens** – Score no more than two (2) putts on any designated temporary green.
10. **Improving Lie** – Lift, Clean and Place of the ball within one (1) foot, not nearer the hole, allowed on the whole of the course except:
 1. The putting green of the hole being played; and
 2. All Penalty Areas on the course including Bunkers
 3. If the grass your ball is in, is longer than 6”
 4. NOT ALLOWED to improve line of play, to get relief from behind tree, in a different cut of grass (rough to fairway),
11. **Clean or Exchange Ball** - May clean or exchange a ball at any time except when lifting is prohibited. i.e. “Penalty Areas or Bunkers.”
12. **Sand Traps** -- You may remove loose impediments without penalty. Improving lie in sand traps (bunkers) NOT ALLOWED, UNLESS, the ball is in a footprint or other depression, not caused by the impact of the ball itself. Then the ball may be lifted, sand raked, and the ball replaced as close to the original spot as possible. Exception are 1) A ball in standing water, it may be lifted and If there is an acceptable spot to place the ball in the bunker it must be placed in the bunker, no closer to the hole without penalty. If there is no spot to place the ball in the bunker, ball may be placed using Back on the Line relief option behind the bunker, no closer to the hole without penalty. 2) **If Cart Path Only conditions are in affect you will not be required to play from the bunker, but if you elect to play from the bunker you may rake and place your ball in an acceptable area no closer to the hole. Player may elect not to play the bunker at any time and drop their ball by using Back on the Line relief option behind the bunker, no closer to the hole with a penalty of one stroke.**
13. **Provisional Ball** - If a ball is known or virtually certain to have been hit out of bounds or lost in high grass, woods or marked or “unmarked” lateral Penalty Area, a provisional ball may be played according to the USGA rule 27-2a. A provisional ball may be played after any errant shot, not just a tee shot. It must be announced and played from its original position before moving forward to search or the player waives their option to hit a provisional ball. If the player elects to play a provisional ball according to the USGA rule and then goes forward to search for and finds his original ball in-bounds and within our 3-minute search time, the player must abandon the provisional ball and continue playing the original ball without penalty
14. **Out of Bounds** - If a ball is hit out of bounds, drop the new ball within two club lengths of the spot not nearer the hole where ball last crossed the out of bounds line and add one penalty stroke to your score. Note that there is no provision for dropping the ball along the line of flight. Member may as alternate elect to hit another ball from the original spot and add a penalty stroke following PROVISIONAL BALL Rules.

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15. **Search for Lost Ball** – Look for a lost ball for a maximum of three (3) minutes.
16. **Lost Ball** - A lost ball judged to be in bounds, but not in a Penalty Area, Member, with agreement of fellow players, may drop a ball within two (2) club lengths of the spot where the ball was most likely lost, incurring a one (1) stroke penalty.
17. **Unmarked “Penalty Areas” Played as Lateral Penalty Areas** - All unmarked wooded or native grass areas, etc. (not to include the rough) are to be played as Penalty Areas in accordance with Rule 18 below.
18. **Penalty Area** – Penalties and Carry Over Procedure - All players must attempt to hit their ball across Penalty Area marked by yellow stakes. If a ball is in or it is known or virtually certain that a ball that has not been found is in the penalty area, the player may proceed with one of the following alternate options:
 1. Proceed under USGA Rule 26-1 (water Penalty Area rule) with penalty of one (1) stroke.
 2. If there is a confirming dropping zone, identified and clearly marked by the course, and announced before start of play to players as to the hole and location of the dropping zone player may drop a ball, under penalty of one (1) stroke, in the dropping zone.
 3. Under penalty of three (3) penalty strokes, drop a ball on the opposite side of the penalty area two club lengths from the margin of the penalty area, opposite the point where the ball entered the penalty area. Penalties are one stroke to come out of Penalty Area, plus two (2) penalty strokes to carry across the Penalty Area.
19. **Score Cards Completion** - Complete and submit the Universal Score Card and a Course Score Card, with Member ID #, names, color of tee played, hole by hole scores including all shots played and all penalties, and signatures or all members completing play. **MAXIMUM OF QUAD BOGEY (Par + 4 strokes) TOTAL STROKES ON ANY HOLE.**
20. **Closest-to-Pin, Hole-in-One and Albatross (Double Eagle) Qualifications** – **All par three holes on each course will be used for Closest to Pin contests. All players will compete from their selected, designated tee for all CTP prizes.** Qualifying for Close-to-the-Pin or Hole-in-one prizes must be with first tee stroke from the selected tee. Members must record name and ID number played on the Closest-To-Pin card. A Hole-in-one or an Albatross (Double Eagle) on any hole, requires proper documentation, signatures of tee group to qualify for prizes. A registered player abandoning the Official Tournament before completing his round is STILL eligible for a closest-to-the-pin prize, Hole-in-One prize or Double Eagle prize if properly documented.