

TBDGA TOURNAMENT RULES

Fountain Tire District Junior Championship

(Updated August 26/26)

Play is governed by the Rules of Golf of Golf Canada and where applicable, by Local Rules and definitions, subject to changes, additions or deletions by the Rules Committee.

TEES: Chapples GC - Yellow Tees: Boys U15/U17/U19; Red Tees: Girls U17; *Play It Forward* Blue Tees: Boys & Girls U13/U11; **Whitewater GC** - White Tees: Boys U15/U17/U19; Red Tees: Girls U17; Green Tees U11/U13.

FORMAT: District Junior Championship, 36 hole individual competition, stroke play. Ties for 1st overall will be decided by sudden victory playoff (Hole 10, Hole 18, repeat until there is a winner)

RULES COMMITTEE: Thunder Bay District Golf Association (TBDGA)

PREFERRED LIES ARE IN EFFECT: A ball lying in the fairway may be lifted without penalty and cleaned. Before lifting the ball, the player must mark it's position. Having lifted the ball, he must place it (once) on a spot **within one scorecard length** and not nearer the hole than where it originally lay, that is not in a hazard and not on a putting green. **Line must be maintained.**

1. Staked, marked or newly planted trees or tree stumps: Swing and stance relief plus one club length, no nearer the hole, no penalty. Marked trees have an orange band around them.
2. Ground under Repair- any areas defined with white lines (except Out of Bounds) or any "Unusual Damage", including tire damage from tractors or other heavy equipment and from work or repair on irrigation or drainage system. Stance relief only plus one club length, no nearer the hole, no penalty. Any tree stump scheduled for removal is considered ground under repair.
3. Drainage Ditches - Only if there is casual water, a ball may be lifted and dropped within one club length of the nearest point of relief from any drainage ditch that is not identified as a penalty area: No penalty. Otherwise drainage ditches are considered general areas and play the ball as it lies.
4. Repaired areas on collars of green - Any area of the collar of a green where the repair is still visible, the player may, at his option, play the ball as it lies or take relief at nearest point not on the green. **Line must be maintained.**

5. Smooth and place within a scorecard length in all sand traps. Players are required to smooth out the sand as best as they can with their feet while in the bunker if rakes are missing.
6. Roadways: Stance relief only within one club length, no nearer the hole, no penalty.
7. Distance measuring devices (laser/GPS) are allowed, however the device must strictly be limited to measuring distance only. **Prohibited:** Features that calculate slope/elevation changes, wind speed, or provide club recommendations.
8. Power carts: None for players. On a case by case basis for spectators
9. Caddies: No caddies for U19/U17/U15 players. Caddies permitted for U13s.
10. **30 Yard Rule** in effect for parents and spectators (stay on cart path or hunter line). No advice or communication allowed with players unless at the turn for food/water or anytime for medical condition
11. Clubs: Must be recognized as conforming by Golf Canada. **BREACH OF RULE – DISQUALIFICATION**
12. Slow Play: A penalty may be incurred if any player unduly delays play.
13. Out of Bounds: Defined by white stakes, boundary fences, and edge of pavement of Chapels Circle Road, stroke and distance penalty.
14. Water Hazards: Defined by yellow lines and or yellow stakes. Lateral Water Hazards defined by red lines and or red stakes.
15. Suspension of Play for a Dangerous Situation: The Committee will suspend play if dangerous weather is within the area. A player may suspend play if they feel threatened by the possibility of dangerous conditions. Heavy rains do not constitute a dangerous situation; however a player may suspend play if there is significant standing water on the greens, subject to Committee approval.
16. **Drop Zones:**
 - **CGG Hole 3 Par 4** - to back right side of the green
 - **CGC Hole 4 Par 3** - to the right in front of the green side bunker.

FOR ANY RULES DISCREPANCIES IF YOU ARE NOT ABLE TO LOCATE AN ON COURSE OFFICIAL IN A TIMELY MANER, PLAY TWO BALLS AND HAVE A RULING DECIDED AFTER YOUR ROUND BY A RULES OFFICIAL. UNDER MOST CIRCUMSTANCES, YOUR MARKER AND PLAYING PARTNERS CAN DETERMINE RULES AND DECISIONS WHILE ON THE GOLF COURSE OR REFER TO YOUR RULE BOOK.

***See additional Chapples GC LOCAL RULES below**

CHAPPLES GC LOCAL RULES
(Updated June 15/23 | Pat Berezowski, CPGA)

CHAPPLES GC

- #1** - Left ditch marked along fairway; OB left into the range
- #2** - No hazard marked on #2
- #3** - Left floodway to behind green is hazard with **Drop Zone** behind right of green.
- #4** - Hazard marked around the pond with a **Drop Zone** right front of green approach
- #6** - Two ditches left and right marked hazard
- #7** - Hazard marked to the right off the tee up to the corner and then stops. No hazards other than this
- #8** - Hazard marked to the right ditch along fairway to behind the green
- #9** - Ditch by the range marked hazard; Range is OB
- #10** - Pond is marked hazard
- #11** - No hazard marked on #11
- #12** - No hazard marked on #12
- #13** - Hazard marked behind green and **Drop Zone** on the left back of the green
- #14** - Hazard on the left side alongside and behind the green, as well the pond
- #16** - Left and right ditches marked as hazard
- #17** - Right ditch going to floodway marked as hazard

GROUP PACE OF PLAY (POP) POLICY

In accordance with Rule 5.6b(3), the Thunder Bay District Golf Association (TBDGA) has adopted the following Pace of Play Policy from Golf Ontario.

STROKE PLAY CHAMPIONSHIPS & QUALIFYING ROUNDS

Allotted Time

Each group is allotted a specific amount of time to complete a group of holes and the round at a pace in accordance with the applicable course's Pace of Play Time Chart. A Pace of Play Time Chart for this course has been established (see below). When a group falls out of position, regardless of the reason, it must regain its position. Time for ball searches, rulings, and walking time between holes is also included in the allotted time.

Checkpoints: Four (championships) or Two (qualifying rounds) checkpoints will be designated throughout the course.

Normally completion of holes # 4, # 9, #13 and # 18 will be the designated checkpoints for championships. Completion of holes # 9 and # 18 will be the designated checkpoints for qualifying rounds. Checkpoint locations subject to change depending on course layout and conditions.

Play of a checkpoint is deemed completed when all players in the group have completed play of the hole and the flagstick has been replaced in the hole after the last player's ball is holed and/or if the last player makes a stroke with the flagstick in the hole, as soon as his/her ball is holed AND the ball is removed from the hole.

Note: If a group or player incurs a penalty, the penalty will be applied to the checkpoint hole where the breach occurred.

Definition of "Out of Position"

First Group: The first group (eg. off the 1st and 10th holes, both morning and afternoon) to start will be considered out of position if, at any time during the round, they exceed the time allotted to complete a checkpoint, as detailed on the applicable course's Pace of Play Time Chart. This also includes a first group after a Starter's Time.

Note: In the event of a split-tee draw (starting on both holes #1 and #10), the first group to start off each tee (#1 and #10) becomes a “following group” when they are delayed by the last group to start from the opposite tee.

Following Groups: A following group is out of position if it:

- A. takes more than the time expected to complete a checkpoint AND
- B. completes play of a checkpoint more than 14 minutes (14:59) after the preceding group completed play of that hole.

Time charts outlining the time per hole, including the finish times for the checkpoint holes will be provided on starting hole (also available on tbdga.com tournament information section)

Penalties

When a group is out of position at any checkpoint, all the players in the group are liable to the following schedule of penalties, pending final determination of whether a breach or breaches of these guidelines have occurred:

- 1st missed checkpoint – warning (qualifying rounds and championships)
- 2nd missed checkpoint – liable to a 1 stroke penalty (qualifying rounds and championships)
- 3rd missed checkpoint – liable to an additional 2 stroke penalty (championships only)
- 4th missed checkpoint – liable to disqualification (championships only)

Note: If a group has not received a warning at a previous checkpoint hole, but is out of position at the final checkpoint, each player in the group is liable to a penalty of one stroke if no effort was made by the players to complete their round within the time expected for the final checkpoint.

Note: In circumstances where the Committee deems fit, the penalties under Rule 5.6a may still apply.

APPEALS

Slow play penalties may be appealed to the Tournament Committee. The appeal must be in writing and must be based on facts relevant to the reason Pace of Play was not maintained. The decision of the Tournament Committee will be final. If a player in question does not appeal immediately upon conclusion of his or her round, any penalties shall stand.

For qualifying rounds, all appeals must be made in writing and returned to a TBDGA representative before leaving the course.

PACE OF PLAY GUIDELINES

Day 1 - CGC

Pace of Play Guidelines		Fountain Tire District Junior Championship								
Course: Chapples	Hole	1	2	3	4	5	6	7	8	9
	Par	5	4	4	3	4	4	4	3	4
	Time Par	:17	:15	:15	:13	:14	:15	:14	:14	:15
	Cumulative	:17	:32	:47	1:00	1:14	1:29	1:43	1:57	2:12

Chapples	Hole	10	11	12	13	14	15	16	17	18	Total
	Par	4	5	3	4	3	5	3	4	4	70
	Time Par	:15	:17	:13	:14	:13	:17	:13	:15	:15	4:24
	Cumulative	2:27	2:44	2:57	3:11	3:24	3:41	3:54	4:09	4:24	

Day 2 - WWGC

Pace of Play Guidelines		Fountain Tire District Junior Championship								
Course: Whitewater	Holes	1	2	3	4	5	6	7	8	9
	Par	4	4	5	4	3	4	5	3	4
	Time Par	:15	:15	:17	:15	:13	:15	:17	:13	:15
	Cumulative	:15	:30	:47	1:02	1:15	1:30	1:47	2:00	2:15

Whitewater	Holes	10	11	12	13	14	15	16	17	18	Total
	Par	4	4	5	3	4	3	4	4	5	72
	Time Par	:15	:15	:17	:14	:14	:13	:15	:14	:18	4:30
	Cumulative	2:30	2:45	3:02	3:16	3:30	3:43	3:58	4:12	4:30	

HAVE FUN & PLAY WELL