



Notice to Competitors

Rules

- All play will be governed by the USGA Rules of Golf.
- If there is doubt as to the procedure during play, please invoke Rule 3-3 and play 2 golf balls. Declare your preferred ball before playing/scoring both balls. Additionally, report the situation to the Tournament Committee, even if the same score is received for both balls. Failure to do so may result in disqualification.
- The Prep Tour Committee has sole authority over the event and all decisions regarding the Rules of Golf during the event.

Pace of Play (Continuous Putting)

- Please play "Ready Golf" throughout your round. The Prep Tour recognizes some routines take longer than others. However, this can be counteracted with good "Ready Golf" habits (Teeing off first, independently advancing to your ball, preparing your yardage during others pre-shot routine, etc.).
- **Continuous putting** is required by ALL groups. Once all players are on the green putting is to be continuous. The player farthest away from the hole on the green will putt first and will continue their turn to play until the ball is holed. (Players may repair ball marks and pat down spike marks per USGA Rules so there is no need to avoid stepping in another person's line).
- **Clearing the green** is required by ALL groups. In a threesome, once the first player has holed their ball after continuously putting, it is their responsibility to leave the green and walk towards the next tee. They will tee off first. They should **not wait** for other players to reach the tee.
- While the first player is heading towards the next tee, it is the responsibility of the other two players to count/witness each other's score. They will then report scores to the player who has already teed off on the next teeing ground.

Out of Bounds (OB)

- Defined by the inside edge of white stakes, white lines, and/or property lines.
- All balls Out of Bounds must be replayed from the previous spot under the Stroke and Distance Rule.

Penalty Areas

- Penalty areas will be defined by red paint and/or colored stakes.
- ADDITIONALLY, all unmarked, unpainted hazards will be played as Penalty Areas. This includes all water, fescue, and no-mow areas.
- Drop Zones will be denoted in your Day of Event Player Notes.

Removing loose impediments

- Players may remove **loose impediments (without penalty)** that interfere with their swing or stance. This includes when in a bunker and a penalty area, but **NOT OB**.
- When removing a loose impediment, players may still receive a penalty if their ball is moved.
- “Loose impediments are **unattached** natural objects such as sticks, leaves, twigs, and blades of grass so long as they are not fixed or growing, solidly embedded in the ground, or sticking to the ball.”

Abnormal Ground Conditions

*Anytime when considering a drop, please communicate with your **playing competitors**.*

- If your ball comes to rest in any of the following areas, you may receive a “free” drop (without penalty) one club length, no closer to the hole: Embedded ball, aeration holes, casual water, clearly marked ground under repair (GUR), sod seams of newly planted turf, and holes made by burrowing animals.
- If your ball comes to rest in any of the following areas, you **MUST TAKE A DROP** (without penalty): Decorative flower beds and anytime your ball lies on the putting surface of the **WRONG** putting green (different hole).

Range Finders

- Range finders that detect **DISTANCE ONLY** are allowed.
- Range finders that detect slope and/or wind are **NOT** allowed.

Practice / Testing the Surface

- A player must not play any practice stroke on or near the putting green of the hole last played.
- A player shall not roll or throw a golf ball anywhere on the putting surface as it may be deemed as “testing the surface” even if this was done in frustration.
- The General Penalty of these two rules violations will be used. (2 shots)

Spectators

Please review the following excerpt from the USGA. Do **NOT** put your own player in jeopardy of receiving **multiple penalty strokes**.

USGA Rules Interpretation 10.2a/2 - Player must try to stop ongoing advice that is given voluntarily

If a player receives *advice* from a spectator, the player must try to stop the spectator from giving *advice*. If the player does not do so, he or she is treated as asking for that *advice* and gets the penalty under Rule 10.2a.

Spectators MAY NOT...

- Drive Spectator carts off the path - NO CARTS OFF THE PATH.
- Walk in the fairway at any time unless crossing to search for a lost ball.
- Walk adjacent to the players during the competition. Please maintain a distance of 30 feet from the competitors.
- Give advice or rulings - NO COMMUNICATIONS WITH PLAYERS.
- Stand behind the players **on any teeing ground** as players tee off.

Spectators MUST...

- Drive carts on paths only. While searching for balls, LEAVE CART ON PATH.
- Walk in the rough or on cart paths, NEVER WALK IN FAIRWAY.
- Stay ahead or even with your group - NO LAGGING BEHIND GROUP.
- Always drive carts past the green toward the next tee before stopping cart.

Scoring

- All players are required to bring a charged cell phone with the Golf Genius App downloaded to the first tee.
- One player at all times will be required to submit scores **after every hole** through their Golf Genius GGID. All others will keep either a paper or online scorecard with **all competitors scores after each and every hole**. (All scores unofficial until attested).
- Upon completion of the round, players are required to proceed **DIRECTLY** to the Scoring Area where scores will be attested by the group for accuracy. Once a player attests, their score becomes official once they leave the Scoring Area.

Tie-Breakers

- If there is a Tie for 1st Place, a Sudden Death Playoff will be used (per course availability)
- All other ties for trophy awarding positions will be a Scorecard Playoff based on the Day 2 Score of the following criteria: Day 2 18 Hole Score, Day 2 Holes 10-18, Day 2 13-18, Day 2 16-18, Day 2 Hole 18, Day 2 Hole 17, Day 2 Hole 16, Day 2 Hole 15... etc.

Failure to comply with any of these Conditions of Competition, including Continuous Putting, Clearing the Green, Golf Genius Live Scoring, and Spectator Restrictions may result in Penalty Strokes and Disqualification.