



DIVOT DERBY

RULES FOR FUTURE MASTERS

ALL 6-HOLE & 9-HOLE PLAYERS



Rules of Play & Procedures:

The following Local Rules provide beginning/intermediate level golfers with an introductory level competitive experience while maintaining appropriate pace of play. Unless noted here (or announced at starting tee box), all other USGA Rules apply. Players and caddies are responsible for knowing and applying rules. If there are uncertainties on course, flag a Tournament Official or complete hole with two balls without penalty, until ruling can be made (Rule 20.1c-3); do not delay play. The USGA Rules of Golf are available at USGA.org. If/when a player advances to the Junior Masters Division, these rule modifications will cease and all USGA Rules apply.

Format: Individual Stroke Play. Maximum score for each hole is Double Par.

Each swing and/or stroke (even a miss) counts as a stroke. No strokes are allowed after double par has been reached: The player must pick up their ball, record the maximum score of double par, and prepare for the next hole.

*Typical Tee Assignments (*subject to change per course)*

AGE	TEES	# of Holes	AGE	TEES	# of Holes
BOYS 5-6	TFT Green	6 Holes	GIRLS 5-6	TFT Green	6 Holes
BOYS 7-9	TFT Yellow	9 holes	GIRLS 7-9	TFT Green	9 Holes
BOYS 10-11	Red	9 holes	GIRLS 10-11	TFT Yellow	9 holes
BOYS 12-13	Senior tees	9 holes	GIRLS 12-18	Red	9 holes
Boys 14-18	Blue/White tees	9 holes			

After the Round: Proceed immediately to scoring table, verify scores hole by hole, sign card.

Trophies for first through third place will be distributed at the banquet on July 18.

Scoring:



Players should verify the score of each hole with partners prior to teeing off on the next hole. Please move forward to the next tee box as you confirm scores to clear the way for players behind you.

Ties: 2nd–3rd place and all non-championship flight ties will be broken by scorecard playoff using USGA format: aggregate score on holes played: For 9-Hole Division: Last Six; Last Three; then 9 backwards (from final day) until tie is broken. For 6-Hole Division: Last three; then 6 backwards (from final day) until tie is broken. 1st place ties in championship flights will be broken by sudden death playoff on the course; holes TBD by Tournament Committee.

Bags and Push/Pull Carts:



Players must walk while playing the hole (tee to green).

Ages 5-11 Divisions: Player may use a push cart, carry their bag, have their bag carried by a caddie, or place their bag on an accompanying golf cart. Golf carts MUST remain on cart path or in rough, not in fairways or near greens, at ALL TIMES. Players may safely ride green to tee.

Ages 12-18 Divisions: Player must carry bag or use push cart at all times from 1st tee through 9th green. If push cart is used, player must push own cart without assistance. Players may safely ride green to tee.

All Divisions: Towing a push cart behind a golf cart is not allowed. Serious injury could occur. When shuttling, the wheels of push cart may not touch ground (attach cart to the back or break it down).

Pace-of-Play and Order-of-Play Policy:



Players should arrive at their assigned first tee at least 10 minutes before their tee time and play without delay.

Pace of Play Each group should maintain pace within one hole of the group in front of them. Being “out of position” may result in stroke penalties depending on number of breaches (Rule 5.6). If a group is more than one hole behind, a warning will be issued. If they do not pick up the pace, the Committee may require them to skip a hole and take maximum score for that hole. **Three minutes** is the maximum time to search for a ball. If a ball is found after the three minutes, that ball is considered “lost.” **40 seconds** is the allotted maximum time to make a stroke once the ball is reached. **No more than two practice swings allowed.** If late for tee time, a 2 stroke penalty or DQ may occur.

Order of Play is determined by low score on previous hole--or if tied, by order on previous tee. The player who is the greatest distance from hole is deemed to be “away” and should play next, as quickly as possible. EXCEPTION: Players are encouraged to use “CONTINUOUS PUTTING” (once the away player makes first attempt, they should continue putting until the ball is holed) and “READY GOLF” (playing out of turn in a safe, reasonable manner).

Rangefinders:



Distance measuring devices are permitted under USGA Rules--please show courtesy and share distances with other players when possible. Devices that measure wind or slope are not allowed.

Caddie Policy:



Caddies are optional. The player may have one caddie who can help with advice and maintaining pace of play.

Caddies can: search for their player's ball, fill divots, rake bunkers, give information, attend flagstick, prepare player for next shot. **Caddies cannot:** stand behind, in front of, or near the player's line when they are taking their stance and stroke; or excessively coach a player and hinder pace of play (Rule 10).

NOTICE: This is a *developmental* division; therefore, the player should attempt to make decisions such as selecting clubs, marking own ball and reading own putts as much as possible. **Coaching is for practice areas not the course!** Penalties will be assessed for delay of play caused by caddies or breach of rules by caddies (applied by Committee).

The Course:



It is important to know the area of the course where the ball lies and the status of interfering objects and conditions, because they often affect the player's options for playing the ball or taking relief.

Out-of-Bounds or Lost Ball Relief (NOTE: This relief option does not exist for a ball in or presumed in a penalty area, or a ball in a bunker, or an unplayable ball in the general area. See below for those relief options)

A ball is out of bounds when all of the ball is outside the boundary edge of a course (determined by white stakes, white lines, boundary fences, roadways, e.g.). A player is at no time permitted to play a ball that is out of bounds. The player has two options for a ball out of bounds or lost: 1. The player can play under stroke-and-distance relief from where the original ball was last played and **add one penalty stroke** (Rule 18); or 2. The player can take lateral relief by dropping their ball within two club lengths of the edge of the fairway (no closer to the hole) from where the original ball was last seen crossing out of bounds (or the approximate area where it was lost in the general area, **add two penalty strokes** (Modified Local Rule 8-E-5), used in Future Masters Division Only).

Penalty Areas: These areas are defined by yellow or red stakes/lines. The player can 1. Play the ball from the hazard, **no penalty**; 2. If red stakes, take two-club length relief no closer to the hole, **add one penalty stroke**; 3. Play under stroke-and-distance, **add one penalty stroke**; 4. Take back-on-the-line relief, **add one penalty stroke. (Rule 17)**. If a **Drop Zone Relief Area** has been adopted by the Committee and has been put into use, the player has the option of utilizing the drop zone. When taking relief in a drop zone, the player must drop the ball in the zone and have it come to rest in the zone and play on from that point, **add one penalty stroke.** (Local Rule 8-E-1).

Bunkers: (Note: This rule is specific to the GPJGA Future Masters only and is not a USGA Rule.) If player's ball lands in a bunker, **the player must attempt one shot to get out (and count this stroke)**, playing the ball as it lies and not touching sand with club prior to taking shot. If the ball does not exit the bunker on that shot attempt, the player may pick up the ball and place it outside of the bunker within two club lengths of the bunker's edge at the nearest side point no closer to the hole—**no penalty stroke added** (first stroke was counted).

Unplayable Ball: At any time during a round the player can deem their ball is, as it lies, unplayable. The player has 3 options, **add 1 penalty stroke**: 1. Play under stroke-and-distance 2. Take back-on-the-line relief 3. Two club lengths from ball position, no closer to the hole.

Weather Policy:

One long siren or horn blast signals suspension of play. Immediately stop play and seek shelter.

Safety is our primary concern. If play is suspended due to weather or any other issue, the player must immediately stop play and seek shelter. If you are near your ball, quickly mark its position with a tee (but don't worry if you can't). When play is suspended, practice areas are also closed. Penalties will be assessed for violation.. Rain itself is not a reason to discontinue play. The Committee will determine length of delay or cancellation.

Spectator Policy:



Spectators may watch players by walking or renting carts. Spectators must remain on cart path or in rough. Cart fees are set by golf course; availability of carts is not guaranteed. A valid driver's license is required to drive a cart. Spectators may quietly encourage players but may not give them advice during round.

Other Important Policies:



The following policies are enforced in this order: Warning; +2 penalty strokes; Disqualification

Dress Code: Players, caddies & spectators should wear accepted golf attire (no metal spikes, tank tops, denim)

Tobacco and Alcohol Use: Not permitted by players or caddies and discouraged of spectators.

Code of Conduct: Players, caddies & spectators should all display the highest manner of courtesy, sportsmanship and etiquette. GPJGA reserves the right to remove any player, caddie or spectator for any reason during an event.