

Elk River Golf Club Club Championship

Tee Markers: Championship Flight will play Blue Tees
Senior Men's & Adult Men's Flights will play White Tees
Super Senior Men's Flight will play Gold Tees
Women's Flights will play Red Tees

1. USGA rules are in effect
2. **Play Ready Golf** -Play true ready golf! No need to wait until you are the farthest one away. If you are ready to hit, hit!
3. **Lift, Clean, & Place in your own fairway will be in effect.**
4. **Ground Under Repair** - The course is well marked with white lines or ropes designating the areas considered Ground Under Repair (GUR). Relief may be taken for interference from either your stance or swing. Drop one club length from the nearest point of relief, no closer to the hole.
5. **Mobile Scoring** – The use of mobile scoring is in effect. One player from each group will be required to keep score for the entire group. The paper cards are the official cards. Once your group has finished, you MUST go to the scoring area to complete your round. Failure to do so could result in a penalty.
6. **Out of Bounds:** Defined by white stakes on holes: 1,2,10,11,12,13,14,and 15. Reference Rule 27-1
7. **Water Hazards:** Holes:1,2,3,5,6,7,12,13,14,15,16,and 17. Reference Rule 26
8. **Obstructions:** Electrical boxes: one club length relief if the obstruction interferes with stance or swing only. Reference Rule 24-2

Other:

9. The land bridge between holes 3 and 8 is marked ground under repair, and the bridge itself is not considered to be in the hazard.
10. There is a ball drop behind #18 green for golf balls, which end up on the patio.
11. Mandatory free drop from all flower beds, no closer to the hole.
12. If you have any doubt about a ruling, announce that you intend to play a provisional ball. Finish the hole using both balls, and keep track of your score with each ball. At the completion of your round, before you sign your card, the committee will decide the proper ruling.
13. Decision of Ties: Only first place ties will be broken. In the event of a tie, a playoff will start immediately; the tournament director will decide the starting hole. The Playoff format will depend on the flight if the tie is for first in a net division, net scores will be used, if the tie is in a gross division, gross scores will be used.

Weather Conditions for the Club Championship

If play is called due to weather or the course becomes unplayable, 18 holes must be complete for payouts to be valid.

Discontinuation of Play

Dangerous situation: Prolonged air horn note, repeated.
(STOP PLAY & seek shelter immediately.)
In the case of lightning, the player has the right to discontinue
play even though the Committee has not suspended play. (Rule 6-8a.ii)

Resume Play : Two (2) short air horn notes, repeated

Pace of Play Policy

Expected Pace This is stated as the time in which contestants finish their round for the event.

Hole	1	2	3	4	5	6	7	8	9
Allotted Time	:16	:13	:16	:13	:17	:16	:16	:17	:16
Total Time	:16	:29	:45	:58	1:15	1:31	1:47	2:04	2:20

Hole	10	11	12	13	14	15	16	17	18
Allotted Time	:17	:13	:16	:16	:17	:13	:16	:16	:16
Total Time	2:42	2:55	3:11	3:27	3:43	4:00	4:13	4:29	4:45

NOTE: A turn time of 5 minutes from 9 ♦ 10 is included in hole time marked with *. Checkpoints Officials may be present to verify time at the following checkpoints: 1. #9 Putting Green (Time checked upon completion of #9) 2. #18 Putting Green (Time checked upon completion of #18)

First Group: The lead group is expected to maintain the pace as outlined above. If the lead group passes the first checkpoint behind the Expected Pace, each contestant in the group **WILL RECEIVE A WARNING**. If they also pass the second checkpoint behind the expected pace, each contestant in the group must add an additional **ONE-STROKE PENALTY** to their score for the 18th hole.

Subsequent Groups: If any subsequent group passes one checkpoint over the expected pace **AND** more than 18 minutes behind the group in front, each contestant in the group **WILL RECEIVE A WARNING**. If they also pass the second checkpoint over the expected pace **AND** more than 18 minutes behind the group in front, each contestant in the group must add an additional **ONE-STROKE PENALTY** to their score for the 18th hole.

Appeal Process: Pace of Play penalties may be appealed to the Committee in charge of the event but must be made before scorecards are signed and returned. In order for an appeal to be considered, there must have been an action by the Committee, a circumstance beyond the contestant's control, or some similar occurrence that contributed to the delay such as an action by an individual member of the group. An appeal may result in a one-step reduction of a penalty (i.e. three strokes to one stroke then one stroke to no penalty, but not three strokes to no penalty). Each appeal is handled separately.

For example:

Group A tees off at 9:00 and finishes at 11:05 (2:05). Group B tees off at 9:08 and finishes at 11:28 (2:20). No Penalty – even though Group B is :23 behind Group A, they are within the 2:20 time limit.

Group A tees off at 9:00 and finishes at 11:30 (2:30). Group B tees off at 9:08 and finishes at 11:38 (2:30). Penalty for Group A as they were the first out and missed the 2:20 window. No Penalty for Group B as they were within :15 of Group A.