



Southern California Mexican-American Golf Association

LOS ANGELES CHAPTER BASIC TOURNAMENT RULES

1. **SUMMER RULES**

Ball may not be moved. Play ball as it lies. We will play summer rules throughout the year unless course conditions warrant otherwise. At such time, you will be notified at check-in or on your scorecard. It is the responsibility of each player to know the rules prior to play.

2. **WINTER RULES**

Ball may be lifted and cleaned on fairway or putting green without penalty and placed within six inches of where it landed, no closer to the hole. Ball may not be lifted from a sand bunker, unless it is in casual water. If this condition exists player can obtain relief without penalty by lifting and dropping the ball in the hazard, as near as possible to the spot where the ball lay, but no nearer the hole, on ground which affords available relief.

3. **PUTTING**

Hole out all putts. No gimmies, NO EXCEPTIONS. To mark your ball on the green, place a small coin or similar flat object behind the ball.

4. **BALL IDENTIFICATION**

At the beginning of each tournament players shall inform each other of the type and number of ball they will be playing. Whenever a player must hit a provisional ball, player must select a different numbered ball and inform group a provisional ball is being played.

5. **SCORING**

Players must exchange "Official Scorecards" before each tournament competition. You must have another player in your foursome keep your score. No maximum score on a hole. Keep playing until you have holed out. Do not record your "adjusted" score on the official scorecard since this might have an outcome on the other aspects of the tournament.

- Scorecards must be turned in to the scoring committee no later than 15 minutes after your round.
- Each scorecard must be signed and attested.
- Each scorecard must be filled out completely and correctly including totals

Failure to abide by any of the requirements listed above may be grounds for disqualification.

6. **OUT OF BOUNDS (OB)**

One stroke penalty and loss of distance. Hit another ball from original spot where your OB ball was hit from, not from where the ball went OB. In other words, if your first shot goes OB, hit your second shot from the same spot and add one stroke penalty. Your ball is now lying three (3) where it came to rest, and your next shot will be your fourth. Each course's scorecard should indicate OB areas. OB is identified by white stakes or perimeter fences.

7. **LOST BALL**

One stroke penalty and loss of distance. If you cannot find your ball play shot the same way as an OB ball. Hit another ball from the same spot and add two strokes. To speed up play, if you hit a ball suspected of being lost or OB, hit a provisional ball always from the same area so that you will not have to go back to hit another ball should your original ball be lost or OB.

8. **UNPLAYABLE LIE**

One stroke penalty. Drop your ball (you must be able to identify the ball as yours or else rule 7 above applies) within two (2) club lengths of the unplayable spot, but no nearer the hole. Hit your next shot and add a one stroke penalty to your score, or go back as far as you want keeping that spot between you and the hole, or go back and hit another ball from the original point the ball was played from and add on stroke penalty.

9. **LOCAL RULES**

Abide by all local rules stated on the scorecard.

10. **SLOW PLAY**

We must all avoid slow play. Not only does it make the game less enjoyable, it also impacts our ability to finish our tournaments in a timely manner. If the committee has determined that someone or a group is responsible for slow play, they will be warned and scheduled to go off last in the next tournament they enter. If this situation continues, the next step will be disqualification from a round and possible expulsion from the club. Slow play is usually determined by having no group immediately in front of you. It is imperative to keep up with the group ahead and not play to the pace of the group behind you.

11. **RULES OF GOLF**

Your local pro shop carries the Rules of Golf. To fully understand the game and its rules, it is suggested you read the Rules of Golf pamphlet. See your Handicap Chairman if you require one.

12. **WATER HAZARDS**

- A. If your ball enters a water hazard, you may play another ball from the place where you played the first ball. Count both strokes and take one penalty stroke. If your ball was played from the tee, the second ball can also be teed.
- B. If your ball is in a water hazard and you think you can play it as it lies, you may do so. If you don't want to play it in hazard, you may drop a ball behind the hazard as far back as you wish, keeping the spot where the ball last crossed the margin of the hazard between you and the hole. In this case there is a one stroke penalty.
- C. If your ball lies in a lateral water hazard, your options are A or B above, or you may drop a ball within two (2) club lengths of the point where ball last crossed the hazard margin (or a point on the opposite margin equal distant from the hole), but no closer to the hole. Penalty is one stroke in each case.