

**CJGA**  
**JUNIOR LINKSTER**  
**CADDIE MANUAL**



DEVELOPED BY THE  
CANADIAN JUNIOR GOLF ASSOCIATION

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The Canadian Junior Golf Association is always striving to conduct professional junior golf tournaments. In doing so, we have created this manual to help those who will serve as caddies on the Junior Linkster Tour. We hope you will take the responsibility of caddying seriously and take the time to learn as much as possible on and off the course. Use your caddie opportunity to provide your young ones with the exposure to the great game of golf; to be a positive influences on your player at all times, to be able to teach them about the game, its honesty and sportsmanship.

This manual will cover many different areas that you will find very useful while out on the golf course. It contains some basic golf knowledge and terminology, along with many tips on how you can be a better caddie for your player. We have also included many of the rulings that you will encounter on the golf course as well as a copy of the CJGA Standard Rules Sheet, Pace of Play Policy and Tee Settings for the Junior Linkster Tour.

The CJGA would like to acknowledge and thank Jeff Brown for his contribution to the CJGA Caddie manual. Visit Jeff's website at [www.teachingkidsbusiness.com](http://www.teachingkidsbusiness.com). We would also like to thank the Royal Canadian Golf Association for the rules section of the manual.

**Note: All caddies will be expected to carry this manual with them at all time while at a CJGA Junior Linkster Tour event.**

### **Yardage/Tee Settings**

The following are the average yardages and number of holes that each age group will play from at all Junior Linkster Tour events (except for U.S Kids Qualifier and Callaway Junior Worlds Qualifier). This yardage may increase or decrease by 20% depending on the golf course:

<u>Division</u>	<u># of Holes</u>	<u>Yardage</u>
Boys 8 & Under	9	1600
Girls 9 and Under	9	1600
Boys 9-10	18	4600
Girls 10-13	18	4600
Boys 11-13	18	5400

Average yardages:

Boys 8 & Under	- Par 3, 50-90 yards
Girls 9 & Under	- Par 4, 120-180 yards - Par 5, 220-250 yards
Boys 9-10	- Par 3, 80-130 yards
Girls 10-13	- Par 4, 200-300 yards - Par 5, 350-450 yards
Boys 11-13	- Par 3, 100-150 yards - Par 4, 250-350 yards - Par 5, 400-475 yards

## **Junior Linkster Caddie Guidelines and Pace of Play Policy**

### **Rules/Regulations:**

In order for the Junior Linkster Tour to flourish, we require the assistance of golf courses in hosting events. Time spent for completion of rounds must be reduced in order for our events to be welcomed, this is the reason we included our pace of play policy, which will take effect this year. We will also enforce the following time limits regarding play. The tournament is not the time to provide coaching, but rather, guidance.

Parents/caddies/spectators shall not instruct or advise participants during the round. Parents/caddies/spectators must stay off greens and tee decks, except for the Girls 9 and Under, Boys 8 & Under divisions. In these divisions, we shall allow the caddie to pull and replace the flag and tend on long putts. The role of the caddie is to carry the players bag and assist with pace of play. **Caddies can only give club selection advice and indication of line of play.**

### **Time Limit**

The time limit is 45 seconds per shot for both putts and other strokes. The time will commence once it is the player's turn to play regardless if the player is ready or not. This is to encourage them to prepare for their shot while their fellow competitors are playing rather than just watching their fellow competitors play.

### **Breach of this rule will result in:**

- First offence a warning;
- Any further offence will result in a two-stroke penalty for each offence

### **Dress Code**

Parent/Spectators/Caddies/players must follow the dress codes of both the Golf Facility and the CJGA. No tank tops, tee shirts, denim shorts or pants or cut off jeans are permitted. Shirts with a collar are required. Also, no headphones, pagers or cell phones may be used during a CJGA competition.

### **Code of Conduct**

Parent/Spectators/Caddies/players must follow the code of conducts of both the Golf Facility and the CJGA

### **Caddies are not permitted to:**

- Smoke while on the golf course
- Consume alcoholic beverages while on the golf course
- Automotive transportation unless authorized by the CJGA

**Failure to comply will result in parents/spectators/caddies/players being asked to leave the course and may have their caddying privileges removed.**

**Pace of Play Policy**

A group is out of position if:

A. When starting play of any Par 3 or Par 4 hole the preceding group has completed play of that hole OR the elapsed time for the round exceeds the allotted time for the round at that hole.

B. When starting play of a Par 5 hole, the preceding group of players is on the putting green OR the elapsed time for the round exceeds the allotted time for the round at that hole.

Each player in a group that is out of position or over the allotted time will be given a warning unless there are mitigating circumstances, which warrants waiving the warning. Such mitigating circumstances may include players searching for lost balls, rulings on previous holes, which took time to complete.

If the group is still out of position at the next checkpoint, each player in the group will be assessed a two-stroke penalty. The group will continue to receive a two-stroke penalty for every checkpoint that they are out of position for a total of four-strokes per player, per round.

The following is the time allotted for each hole and for the round:

<u>Hole</u>	<u>Time Elapsed</u>	<u>Hole</u>	<u>Time Elapsed</u>
1.....	14 min	10.....	2 h 28 min
2.....	28 min	11.....	2 h 42 min
3.....	42 min	12.....	2 h 56 min
4.....	56 min	13.....	3 h 10 min
5.....	1 h 10 min	14.....	3 h 24 min
6.....	1 h 24 min	15.....	3 h 38 min
7.....	1 h 38 min	16.....	3 h 52 min
8.....	1 h 52 min	17.....	4 h 06 min
9.....	<b>2 h 10 min</b>	18.....	<b>4 h 20 min</b>

Note: This policy will be in effect for ALL age divisions on the Junior Linksters tour in 2009

**How to practice good pace of play:**

- 1. PLAY READY GOLF AT ALL TIMES!!!! BE PREPARED TO HIT WHEN IT IS YOUR TURN!!!!**
2. Walk quickly between shots and holes; do not rush your routine. But once you've hit, walk quickly to next shot or next hole.
3. Do not use tournament play for teaching and instruction.
4. Use time between holes for scoring, not during play of holes.
5. 90% of pace of play problems happen on the putting green. If your player has a putt remaining of 2 feet or less, please hole out.
6. Take advantage of the Provisional Ball rule. If you are unsure if your ball is lost, put another ball in play. Remember, you must announce your actions to your group.

## **Understanding Course and Equipment Terminology**

In order to communicate with your golfer and other caddies, you must be familiar with certain words and terms. This training manual will define some of those words and terms.

1. Review the golf card and try and understand the layout of the golf course and the best or shortest walking routes.
2. Know all 14 clubs. (Understand the difference between an iron and a fairway wood, a 6 and 9 iron (underlined) and various wedges like sand, pitching and lob.
3. Stand still when players are about to hit the ball
4. Keep quiet when players are preparing for their shot
5. Watch the ball at all times so you know where to find it after it has been hit
6. Replace all divots on the fairway but not on the tee blocks if sand is available
7. Smooth sand in traps
8. First on the green takes the flagstick
9. Keep up with the player after you have replaced their divot
10. NEVER, never touch a ball that is in play (between tee and before it is holed out) nor allow the ball to touch you, unless the rules permit you to do so.

## **Terms to Get Familiar With**

- A. Divot - A piece of turf dug from a fairway in making a shot.
- B. Replace the Divot. Retrieving the divot after the shot and replacing it back where it came from.
- C. Tee - A little white peg (can be other colors) used to hold the ball off the ground for tee shots at the start of the hole only.
- D. Honour - The right to play off of the tee (lowest score on previous hole).
- E. Penalty - If a player or caddie does not follow the rules the player can be penalized with additional strokes. Please consult rule book
- F. Away - Ball farthest from the hole hits first.
- G. You're Away - It is your turn to play your shot.
- H. Another ball or provisional ball - If a ball is hit out of bounds or thought to be lost another ball is required to be hit.
- I. Par - The score, which is standard for expert players on each hole.
- J. Approach - The strike or shot to the putting green.
- K. Birdie - One stroke under par for the hole.
- L. Eagle - Two strokes under par for hole.
- M. Bogey - One stroke over par for a hole.
- N. Fore-Caddie - A caddie who stations himself down the fairway, ahead of the players to watch "blind" shots (shots where you cannot see the landing area).

- . Fore - A term that is yelled out when a ball is hit in the general direction of someone. This is the warning call on the course. When you hear try and cover your head and shelter yourself behind something if possible.

ALWAYS REMEMBER: The Rules of Golf make the caddie a "partner" of the player.

As a result, when a caddie breaks a rule, it is his player who must suffer the penalty. .  
Please refer to the current issue of the RCGA rule book.

If you know the rules, you will be in a position to help your player win or save shots on their round. If you don't, you can just as easily cause him or her to lose by making a mistake that can cost your player penalty strokes. Please be sure to have your RCGA rule book with you at all times on the golf course for reference. It is also beneficial to carry the CJGA Standard Rule Sheet as well. Both have been included for you in this manual.

## **The Golf Course**

A golf course is the whole area on which play is permitted. Many courses are eighteen holes with a driving range and practice putting areas. It is important to be familiar with all golf course terminology.

### **(Diagram of a golf hole)**



The Teeing Ground is the starting place for a hole to be played. At most courses three sets of tee markers are used. Please make certain that you read the NOTICE TO COMPETITORS that may be given to you at registration. This will give you very important information pertaining to the golf course and tell you which tees you will be playing from.

At the opposite end of the golf hole is the Putting Green. The Putting Green is the low, finely mown grass which surrounds the hole. Encircling the Putting Green is slightly taller grass called the Fringe or Apron.

The Flagstick or Pin is the moveable pole centered in the hole so players can see the position of the hole on the Putting Green.

The stretch of short grass between the Teeing Ground and the Putting Green is called the fairway. On either side of the fairway is longer, heavier grass called the rough.

Within the vicinity of the Putting Green may be several Sand Traps or Bunkers (Greenside bunkers). Other Bunkers can be along the side of the Fairway (fairway bunkers).

Any areas where play is not permitted are referred to as OUT OF BOUNDS. OUT OF BOUNDS areas are identified by white stakes or fences.

Golf holes vary in length but are all classified into three categories: Par 3, Par 4 and Par 5 Holes. The Par number represents the expected number of shots a player should take to complete the hole.

The shortest holes are Par 3 Holes. The longest holes are Par 5 Holes. The remaining holes are Par 4 Holes.

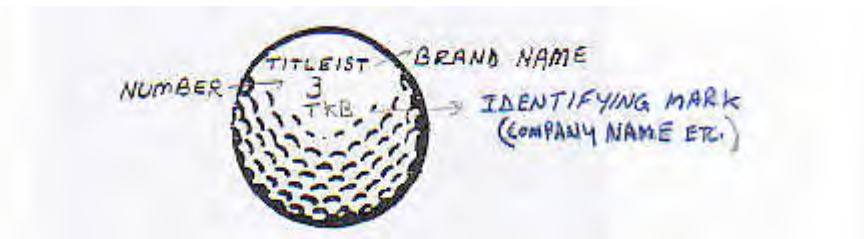
A player who completes a hole in the ideal number of shots is said to have "made a Par". A player who completes a hole in one shot more than Par is said to have "made a Bogey". A player who completes a hole in one shot less than Par is said to have "made a Birdie".

### On the First Tee

Take a moment and introduce yourself to the other caddies and golfers.

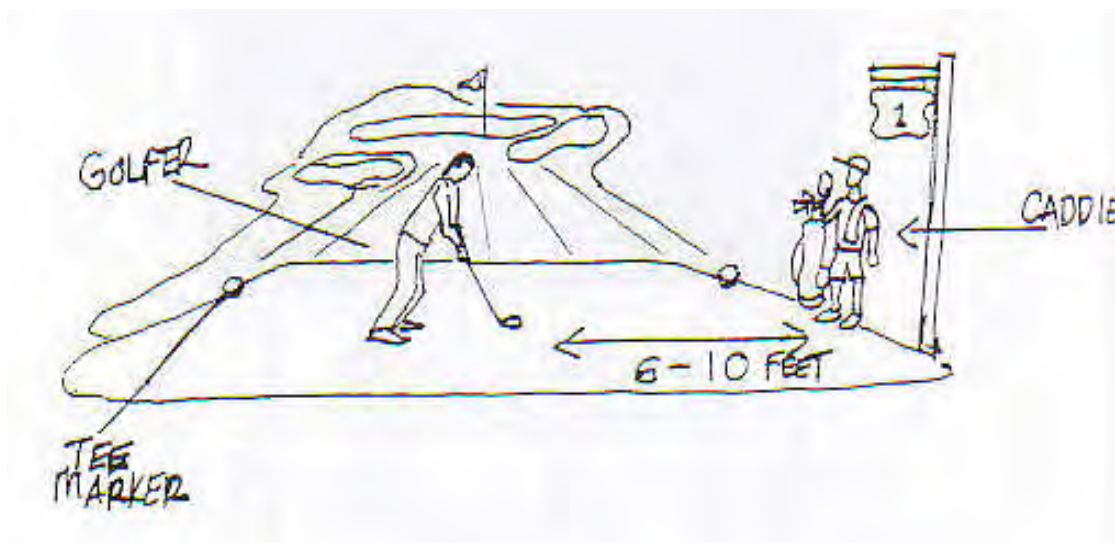
It is the Caddie's job to locate and identify his or her player's ball on the course. Therefore, after your player selects a ball from the bag, be sure to ask the brand name, number of the ball and any identifying marks like company logos, initials, etc. It is very important for your players' ball to be distinguishable from the other players in the group. It could be a different color, brand name, number, or special markings. The easiest thing to do is for you or your player to put dots, lines, or the player's initials on the golf ball.

### (Picture of a ball brand, number and other marks)



When the golfers are ready to tee off, stand in a place where you can watch the flight of the ball but be not in danger of getting hit. Stand at least ten feet away from the golfers outside the tee markers. **THE CADDIE SHALL NOT STAND BEHIND THE PLAYER WHILE HE OR SHE IS MAKING A STROKE. SUCH ACTION WOULD BE A BREACH OF RULE 8-2A (INDICATING LINE OF PLAY).** Make sure that your shadow is not cast over the golfer hitting the ball. Above all, be quiet and watch all players tee shots.

### (Picture of a tee off situation)



It is also your job to know the location of each player's ball, especially the ball of your own player. As each ball is hit, watch its flight from the time it leaves the club until it lands and comes to a stop. If you're facing the sun, shade your eyes with your hands. If the player's ball lands in the rough mark it by lining it up with a tree, bush, or bunker. This technique is called LANDMARKING, please use at all times. This will save time and possibly strokes. If there is a possibility that your player's ball landed out of bounds, tell him or her immediately. They may decide to hit a provisional ball.

### **Down The Fairway (Ball in Play)**

If his or her tee shot landed in the rough, walk on the "line" of flight with the bunker, tree, building, etc. that it was going towards. If you lose the line, you may lose the ball. The player whose tee shot lies farthest from the putting green (hole) is always first to play. Therefore, if your player must wait his or her turn, be sure to remember the location of his or her ball. Try to reach your player's ball before they do, but do not move ahead of the other players. Stay still while they are hitting and don't position yourself so you distract them from their line to their target.

When you reach the ball, remove the bag from your shoulder and set the bottom of the bag on the ground approximately three feet from the ball. Once the player selects his or her club, step back so you are 6 to 10 feet away from your player. Again, watch the flight of the ball until it lands and rolls to a stop. Landmarking is to be used on every shot where you may lose sight of the golf ball.

### **Yardage Markers**

Set into the grass in the middle of each fairway (on Par 4's and Par 5's) are three colored metal yardage markers (On most golf courses). The BLUE marker is 200 yards from the center of the green, the WHITE marker is 150 yards from the center of the green, and the RED marker is 100 yards from the center of the green.

### **Important Tips on the Fairway:**

1. Replace divots
2. Rake sand traps or bunkers
3. Look for lost balls

When hitting a fairway shot, some golfers may take a divot. That means that he or she swings the club into the ball and it scrapes away a section of grass from the fairway or rough area. It will be your job to replace all of your player's divots.

### **Replace Divots:**

- Pick up the section of grass that was scraped away
- Place it on top of the bare dirt (green side up!)
- Press the grass section into the bare area with your foot.

Please take your time and care to replace divots. It is the key in keeping the golf course in good shape for others to enjoy.

## **Looking for Lost Balls**

Anytime any player loses a ball, help look for it. This speeds up play and it is a gesture of good sportsmanship.

## **On the Putting Green**

When you approach the putting green, take your player's bag directly to the edge of the green closest to the teeing ground of the next hole. Never place the bag on the green or in a position where a ball might hit it. Once your player's ball has reached the putting green, they may mark it with a coin and remove it. Do not walk across the line of another player's putt. The line of the putt is the area the ball will travel between the ball and the hole.

When all players have reached the putting green, the caddie whose player reached the green first is responsible for the flagstick. If it is your turn to care for the flagstick, approach it being careful not to make a step in the "line" of any putt. Step over or walk around the "line" of every ball on the green.

Usually the player farthest from the hole will putt first. Wait at the flagstick for instructions. The player will tell you whether you should PULL or TEND the flagstick.

If a player says, "Pull the flagstick" or "Pull the Pin", lift it carefully from the hole and take it to the edge of the green. Remember not to walk on anyone's putting line. Hold the flag so it does not flutter (put your hand over the flag) and wait quietly and keep still.

If a player says, "Tend the flagstick" stand near the flagstick so your shadow doesn't cross the player's putting line or the hole. Before the putt, test that the pin is not stuck in the hole by raising it a little and replacing it while your golfer is lining up the putt. Hold the flag against the stick so it doesn't flutter. As soon as the player strikes the ball, remove the flagstick. Lift it straight up so the end doesn't damage the edges of the hole. Continue caring for the flagstick, taking instructions from each player putting. After all players have finished putting out, replace the flagstick securely in the hole.

On holes where another caddie has the responsibility for caring for the flagstick, stand quietly at the edge of the green near the player's bag.

## **Code of Conduct - Caddies**

**Caddies are not permitted to:**

- Smoking
- Drinking alcoholic beverages
- Automotive transportation unless authorized by the CJGA

## **Knowing the Rules of Golf**

As stated before, it is very beneficial for you as a caddie to gain the basic knowledge of the rules of golf. It can be a great help to your player and certainly help with our pace or play at tournaments. The following are some of the most common rules that you will encounter on the golf course. It has been included as a quick reference guide. Please refer to your RCGA rules of golf book for a complete listing of the rules of golf.

### **6-1. Rules**

The player and his caddie are responsible for knowing the rules. During a stipulated round, for any breach of a rule by his caddie, the player shall incur the applicable penalty.

### **26-1. Relief for Ball in Water Hazard**

It is a question of fact whether a ball *lost* after having been struck toward a *water hazard* is *lost* inside or outside the *hazard*. In order to treat the ball as *lost* in the *hazard*, there must be reasonable evidence that the ball lodged in it. In the absence of such evidence, the ball must be treated as a *lost ball* and Rule 27 applies.

If a ball is in or is *lost* in a *water hazard* (whether the ball lies in water or not), the player may under penalty of one stroke:

- a. Play a ball as nearly as possible at the spot from which the original ball was last played (stroke and distance); or
- b. Drop a ball behind the *water hazard*, keeping the point at which the original ball last crossed the margin of the *water hazard* directly between the *hole* and the spot on which the ball is dropped, with no limit to how far behind the *water hazard* the ball may be dropped; or
- c. As additional options available only if the ball last crossed the margin of a *lateral water hazard*, drop a ball outside the *water hazard* within two club-lengths of and not nearer the *hole* than (i) the point where the original ball last crossed the margin of the *water hazard* or (ii) a point on the opposite margin of the *water hazard* equidistant from the *hole*.

The ball may be lifted and cleaned when proceeding under this Rule.

### **Rule 28. Ball Unplayable**

The player may deem his ball unplayable at any place on the course except when the ball is in a *water hazard*. The player is the sole judge as to whether his ball is unplayable.

If the player deems his ball to be unplayable, he must, under penalty of one stroke:

- a. Play a ball as nearly as possible at the spot from which the original ball was last played (stroke and distance); or
- b. Drop a ball behind the point where the ball lay, keeping that point directly between the *hole* and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped; or
- c. Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the *hole*.

### **27-1. Ball Lost or Out of Bounds**

If a ball is *lost* or is *out of bounds*, the player must play a ball, under penalty of one stroke, as nearly as possible at the spot from which the original ball was last played (stroke and distance). Player will have Five (5) minutes to search for a lost ball, after this time has expired, the ball is considered to be lost.

## **27-2. Provisional Ball**

### **a. Procedure**

If a ball may be lost outside a *water hazard* or may be *out of bounds*, to save time the player may play another ball provisionally in accordance with Rule 27-1. The player must inform his *marker* or a *fellow-competitor* that he intends to play a *provisional ball*, and he must play it before he or his partner goes forward to search for the original ball.

If he fails to inform his fellow competitor and plays another ball, that ball is not a *provisional ball* and becomes the *ball in play* under penalty of stroke and distance (Rule 27-1); the original ball is *lost*.

### **b. When Provisional Ball Becomes Ball in Play**

The player may play a *provisional ball* until he reaches the place where the original ball is likely to be. If he makes a *stroke* with the *provisional ball* from the place where the original ball is likely to be or from a point nearer the *hole* than that place, the original ball is *lost* and the *provisional ball* becomes the *ball in play* under penalty of stroke and distance (Rule 27-1).

If the original ball is *lost* outside a *water hazard* or is *out of bounds*, the *provisional ball* becomes the *ball in play*, under penalty of stroke and distance (Rule 27-1).

If there is reasonable evidence that the original ball is *lost* in a *water hazard*, the player must proceed in accordance with the water hazard rule (Rule 26-1).

### **c. When Provisional Ball is to be Abandoned**

If the original ball is neither *lost* nor *out of bounds*, the player must abandon the *provisional ball* and continue playing the original ball. If he makes any further *strokes* at the *provisional ball*, he is playing a *wrong ball* and is subject to further penalties.

## **3-3. Doubt as to Procedure**

### **a. Procedure**

In stroke play, if a *competitor* is doubtful of his rights or the correct procedures during the play of a hole he may, without penalty, complete the hole with two balls. After the doubtful situation has arisen and before taking further action, the *competitor* **must** announce to his *marker* or a *fellow-competitor* that he intends to play two balls **and** which ball he wishes to score with if the *Rules* permit. If he fails to do so, the provisions of Rule 3-3b(ii) apply. The *competitor* must report the facts of the situation to the *Committee* before returning his score card. If he fails to do so, he is disqualified.

## **25: Abnormal Ground Conditions**

### **a. Interference**

Interference by an *abnormal ground condition* occurs when a ball lies in or touches the condition or when the condition interferes with the player's *stance* or the area of his intended swing. If the player's ball lies on the *putting green*, interference also occurs if an *abnormal ground condition* on the *putting green* intervenes with *line of putt*. Otherwise, intervention on the *line of play* is not, of itself, interference under this Rule. An "abnormal ground condition" is any casual water, ground under repair or hole, cast or runway on the course made by a burrowing animal, a reptile or a bird.

**Note:** The *Committee* may make a Local Rule denying the player relief from interference with his *stance* by an *abnormal ground condition*. Commonly known as "Ground Under Repair in which play is prohibited."

### **b. Relief**

Except when the ball is in a *water hazard* or a *lateral water hazard*, a player may take relief from interference by an *abnormal ground condition* as follows:

**(i)** Through the Green: If the ball lies *through the green*, the player must lift the ball and drop it without penalty within one club-length of and not nearer the *hole* than the *nearest point of relief*. The *nearest point of relief* must not be in a *hazard* or on a *putting green*. When the ball is dropped within one club-length of the *nearest point of relief*, the ball must first strike a part of the *course* at a spot that avoids interference by the condition and is not in a *hazard* and not on a *putting green*.

**(ii)** In a Bunker: If the ball is in a *bunker*, the player must lift the ball and drop it either:

**(a)** Without penalty, in accordance with Clause (i) above, except that the *nearest point of relief* must be in the *bunker* and the ball must be dropped in the *bunker*, or if complete relief is impossible, as near as possible to the spot where the ball lay, but not nearer the *hole*, on a part of the *course* in the *bunker* that affords maximum available relief from the condition; or

**(b)** Under penalty of one stroke, outside the *bunker*, keeping the point where the ball lay directly between the *hole* and the spot on which the ball is dropped, with no limit to how far behind the *bunker* the ball may be dropped.

**(iii)** On the Putting Green: If the ball lies on the *putting green*, the player must lift the ball and place it without penalty at the *nearest point of relief* that is not in a *hazard*, or if complete relief is impossible, at the nearest position to where it lay that affords maximum available relief from the condition, but not nearer the *hole* and not in a *hazard*. The *nearest point of relief* or maximum available relief may be off the *putting green*.

**(iv)** On the Teeing Ground: If the ball lies on the *teeing ground*, the player must lift the ball and drop it without penalty in accordance with Clause (i) above.

The ball may be cleaned when lifted under Rule 25-1b.



## **Canadian Junior Golf Association's Junior Linkster Standard Local Rules**

Play is governed by the current issue of the Royal Canadian Golf Association (R.C.G.A.) Rules of Golf, and where applicable, by the following Local Rules, Conditions and Definitions. Appendix 1 refers to the Appendix of Local Rules; Conditions of the Competition in the R.C.G.A. Rules of Golf.

**Maximum 10 Strokes per hole:** If, during the play of a hole, a player has reached 10 strokes and has not holed out, he/she shall pick up their ball and walk the remainder of the hole. The player shall notify the caddie that is scoring for them that they have scored a 10. The player shall not make any other strokes and will wait for the remainder of the group to finish play of that hole.

**Flower Beds:** Flowerbeds are ground under repair from which play is prohibited. The ball must be lifted and dropped within one club length of and not nearer the hole than the nearest point of relief on a part of the course, which avoids interference (as defined) by the condition and is not in a hazard or on a putting green. NO PENALTY.

**Suspension of play for a dangerous situation:** When the Committee for a dangerous situation suspends play and the players in a match or group are between the play of two holes, they shall not resume play until the Committee has ordered a resumption of play. If they are in the process of playing a hole, they shall discontinue play immediately and shall not thereafter resume play until the Committee has ordered a resumption of play. If a player fails to discontinue play immediately, he shall be disqualified unless circumstances warrant waiving such penalty as provided in Rule 33-7.

All practice areas shall be closed during a suspension for a dangerous situation until the Committee has declared them open again for use. The signal for suspending play for a dangerous situation shall be one long siren or horn blast.

All other types of suspension shall be signaled by three consecutive blasts of a siren or horn. Resumption of play shall be signaled by two short blasts of a siren or horn.

Penalty for Breach of this condition: Disqualification. All practice areas shall be closed during suspension for a dangerous situation until the Committee has declared them open for use.

**Golf Balls:** The ball the player uses shall be named on the current "List of Conforming Golf Balls" of the R&A. Penalty - Disqualification.

**Pace of Play:** (Rule 6-7 Undue Delay) A player shall be subject to penalty if he unduly delays play. The Local Rule for Pace of Play is in effect and posted.

**Time of Starting:** If a player arrives at their starting point, ready to play, within five minutes after their starting time, in the absence of circumstances which may warrant waiving the penalty of disqualification as provided in Rule 33-7, the penalty for failure to start on time is two strokes at the first hole in stroke play and loss of the first hole to be played in match play.

**Lifting an embedded ball:** The "embedded ball rule" as written in Appendix 1 is in effect "through the green".

**Out of Bounds:** Defined by the nearest inside points of white stakes or property fence posts at ground level, excluding angled supports. When out of bounds is defined by a white line on the ground, the line itself is out of bounds.

**Ground under repair:** (Rule 25-1); (a) Areas defined by white lines, (b) French drains which are exposed trenches filled with rocks or stones, and (c) Newly trenched areas and sod seams.

**Road, Paths:** White lines: Asphalt and artificially surfaced roads and paths are Obstructions. White lined areas tying into roads and paths have the same status as the roads or paths, and thus they are Obstructions and not Ground Under Repair. The line itself is part of the obstruction.

**Retaining walls and pilings:** When located within water hazards or within and/or around bunkers, retaining walls and pilings are integral parts of the course. No relief.

**Water Hazards:** Defined by yellow lines and designated by yellow stakes. The lines are in the hazard.

**Lateral water hazards:** Defined by red lines and designated by red stakes. The lines are in the hazard.

**Permanent elevated power lines and cables:** If a ball strikes such a line or cable, the stroke must be cancelled and the ball must be replayed, without penalty in accordance with Rule 20-5. If a ball is not immediately recoverable, another ball may be substituted.

**Tree wrappings, Electrical Wires and Cables:** Tree wrappings, electrical wires and cables, when closely attached to object and tree are not obstructions. No relief.

**Temporary immovable obstructions:** Appendix 1 is in effect and includes any temporary obstruction installed for the competition.

**Turf plugs on putting greens:** On the putting green, in addition to Rule 16-1 C, the player may repair turf plugs of any size.

**Practice:** In a stroke play competition a player must not play any practice stroke on or near the putting green of the hole last played. If a practice stroke is played on or near the putting green of the hole last played, the player shall incur a penalty of two strokes at the next hole, except in the case of the last hole of the round, the player shall incur a penalty of two strokes at that hole. Practice on the competition course before a match or between stroke play qualifying followed by match play is prohibited on any day of a match play competition. Penalty: Disqualification.

**Automotive Transportation:** Unless otherwise permitted by the Committee, players must not use automotive transportation during a stipulated round. Penalty for breach of this Local Rule:  
Match Play: At the conclusion of the hole at which the breach is discovered, the state of the match shall be adjusted by deducting one hole for each hole at which a breach occurred. Maximum deduction per round: Two holes  
Stroke Play: Two strokes for each hole at which any breach occurred. Maximum penalty per round; four strokes. In the event of a breach between the play of two holes, the penalty applies to the next hole. Match or Stroke Play: Use of any unauthorized form of transportation must be discontinued immediately upon discovery that a breach has occurred. Otherwise, the player must be disqualified.

**Scorecard:** Scorecard must be turned in IMMEDIATELY after completion of each round.

**Ties:** In the event of a tie in a stroke play competition, first place must be decided by a hole-by-hole playoff. All other places must be decided by matching cards (see Appendix I Stroke Play (c) page 136) on the basis of the best score for the last nine holes. If the tying players have the same score for the last nine, then the last six holes, the last three holes and finally the 18th hole must be used to determine the winner. In the event that a playoff cannot be conducted then the method for determining all other places must be used.

**Results of the competition:** When all scores have been posted on the Official Scoreboard and approved by the CJGA Rules Committee the result of the competition must be deemed official.