Local Rules And Terms Of Competition For 2020 NCGA Competitions

The *Rules of Golf* as approved by the USGA and The R & A govern play. The following Local Rules and Terms of the Competition are in effect at all NCGA competitions, along with additional Local Rules or Terms as may be supplied. Complete text of Rules and Model Local Rules may be found in the current edition of the *Official Guide to the Rules of Golf*.

Unless otherwise noted, the penalty for breach of a Local Rule is the general penalty:
Match play—Loss of Hole **Stroke play—Two Strokes**

Local Rules

SCORECARD—Any Local Rules listed on the club scorecard or posted at the host club are unofficial and have no status in NCGA competition.

PENALTY AREAS—When a penalty area is defined on only one side, it extends to infinity. When a penalty area is connected to the out-of-bounds edge, the penalty area extends to and coincides with out of bounds.

GROUND UNDER REPAIR—Defined by white lines. French drains are ground under repair (Rule 16.1).

WHITE-LINED AREAS TYING INTO ARTIFICIALLY-SURFACED ROADS AND PATHS—White-lined areas of ground under repair and the artificially-surfaced roads, paths or other identified obstructions that they are connected to are a single abnormal course condition when taking relief under Rule 16.1.

INTEGRAL OBJECTS—include cables, rods, wires and wrappings when closely attached to trees or boundary objects.

AERATION HOLES—Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule E-4.

SEAMS OF CUT TURF(SOD SEAMS)—Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule F-7.

STOPPING AND RESUMING PLAY—An immediate suspension of play for a dangerous situation will be signaled by one prolonged airhorn note. All other types of suspension will be signaled by three consecutive airhorn notes. Resumption of play will be signaled by two short airhorn notes. See Rule 5.7b.

TEMPORARY IMMOVABLE OBSTRUCTIONS—Local Rule as prescribed in Section 8 of the Committee Procedures is in effect, Model Local Rule F-23.

LIST OF CONFORMING DRIVER HEADS—Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule G-1.

REPLACEMENT OF BROKEN OR SIGNIFICANTLY DAMAGED CLUBS—Model Local Rule G-9 is in effect.

BALL PLAYED FROM OUTSIDE RELIEF AREA WHEN TAKING BACK-ON-THE-LINE RELIEF—Model Local Rule E-12 is in effect.

Terms of the Competition

DISQUALIFICATION—In an individual competition, when a player breaches a Rule where the penalty is disqualification, the player must leave the course immediately.

OFFICIAL TIME—The clock at the teeing area of the hole where the players begin their round is the official time of the competition. Starters will not page players in advance of their starting time. Players should arrive at their assigned tee 10 minutes prior to their starting time.

SERIOUS MISCONDUCT—Disruptive or inappropriate behavior contrary to the good conduct of the tournament in the determination of the Committee will not be tolerated. Examples include (but are not limited to): club-throwing, loud or obscene language, causing unnecessary damage to the course or facility, derogatory or abusive language toward other players, officials and/or course staff or consistent disruptive behavior such as excessive cell phone use. The penalty for Serious Misconduct is **Disqualification**. Further disciplinary action may also be imposed, including suspension from future events.

PLAYING AND LISTENING TO MUSIC—In NCGA competitions, playing and listening to music for any reason, whether through speakers or headphones, is prohibited. The penalty for a Breach of this Term is:
First Breach—Warning
Second Breach—General Penalty
Third Breach—Disqualification
Note: Listening to music to eliminate distractions or to assist with swing tempo is covered by Rule 4.3, not this Term.

WHEN COMPETITION IS FINAL—A competition is final when the result has been officially announced or in stroke-play qualifying followed by match play when the player has teed off to start their first match (Rule 20.2e (2)). The result of a match is final when the Committee has approved the result as posted on the public scoreboard.

DRESS CODE—PLAYERS and CADDIES must be properly attired both on the golf course and on the premises of the club. Blue jeans, designer jeans, T-shirts and tank tops are prohibited. Golf shirts must be worn and shorts must be of appropriate length (no jean shorts). This dress code will be used at all NCGA tournaments in conjunction with any additional dress code restrictions of the particular golf course involved. **A player or caddie violating this dress code will not be permitted to start the competition. A violation during the stipulated round must be rectified without undue delay or the player or caddie will not be permitted to continue.**

PLAYER CARTS AND SPECTATOR CARTS—During NCGA Championships, including all qualifying rounds, a maximum of two carts are allowed per group. **Players with more than two carts in a group will not be permitted to continue until the players have joined into two carts.** In those events in which the player is prohibited from riding, the player's caddie is also prohibited from riding, but the player may use a push/pull cart or a battery operated remote control cart to transport their clubs if permitted by the host course.
Spectator carts are not allowed. A spectator cart is defined as a cart which is **not** used to transport a player's clubs, and the person(s) in the cart is (are) not a player or a player's caddie.
A player cart may be used by the player and/or their caddie to transport a player's clubs. A player may walk and their caddie may drive. A caddie may carry a player's bag and the player may ride. A non-player occupying the cart used to transport the player's clubs is a caddie.
Only the player or caddie may ride in the cart. If a person other than the player or caddie moves the cart in a "casual act" the *Rules of Golf* do not consider this individual to be a caddie or the player to have two caddies and there is no breach of Rule 10.3a.

PACE OF PLAY—See separate pace of play guidelines.