

# SENIOR GOLFERS OF NEW MEXICO

## LOCAL & SENIOR RULES OF COMPETITION FOR SGNM TOURNAMENTS

The 2019 Rules of the United States Golf Association govern play except where modified by local rules. Complete text of Rules may be found in the current "Rules of Golf."

UNLESS OTHERWISE NOTED, THE PENALTY FOR EACH BREACH OF A USGA OR LOCAL RULE IS:

Stroke Play – One or Two Strokes Match Play – One Stroke or Loss of hole

Use of cell phone – Disqualification, unless emergency\*

**PREFERRED LIES** - You may improve your lie in your own fairway only. You may mark your ball and lift, clean and place it no closer to the hole. **YOU MAY NOT IMPROVE YOUR LIE IN THE ROUGH!**

**SPEED OF PLAY** - Play "Ready Golf." Keep up with the group in front of you at all times. Allow faster groups to play through. Only search 3 minutes for a lost ball.

**PENALTY for SLOW PLAY** - It is the responsibility of every player in each group to monitor and maintain a reasonable pace of play. Once there is an open hole in front of your foursome, the foursome is now considered 'behind' and must make every effort to close the gap.

If 'behind,' the course marshal or any member of the Board of Directors may notify the offending foursome that they are behind and to pick up the pace immediately. This will be the first (1st) warning. A penalty is not automatic if a foursome is behind a twosome or threesome. If the offending foursome has not picked up the pace and is still 'behind,' a second (2nd) notification will be a two (2) stroke penalty *for each group member*, and a third (3rd) notification will be disqualification.

**SCORE CARDS** - All players and markers must sign their scorecard. Check it and turn in to the scorers table as soon as possible after play. *It is recommended that a duplicate score card be kept along with the official card. The cards can be compared to insure that the figures are correct and all agree with their scores before signing and turning in the official card.*

**MAXIMUM SCORE ON HOLE** (Rule 21.2b) – Double par is the maximum score you can take on any hole. Par 3=6, Par 4=8 and Par 5=10.

**FAILURE TO HOLE OUT** (Rule 3-3c) – If you fail to hole out on any hole, you may replace the ball and correct this error before making a stroke to begin another hole or for the final hole of the round, before returning the scorecard. Add a one stroke penalty. If you do not correct this error before taking a stroke to start another hole, or for the final hole of the round, before returning the scorecard, take double par on the hole.

**BALL LOST or OUT OF BOUNDS** (Model Local Rule E-5)

When a player's ball cannot be found or is *known or virtually certain* to be *out of bounds*, the player may proceed as follows rather than proceeding under *stroke and distance*.

For **two penalty strokes**, the player may take relief by *dropping* the original ball or a *substituted ball* in this *relief area* (see Rule 14.3):

Two Estimated Reference Points:

**a. Ball Reference Point:** The point where the original ball:

Is estimated to have come to rest on the *course*, or

Last crossed the edge of the *course* boundary to go out of bounds.

**b. Fairway Reference Point:** The point of fairway of the *hole* being played that is nearest to the ball reference point, **but** is not nearer the *hole* than the ball reference point.

For purposes of this Local Rule, “fairway” means any area of grass in the *general area* that is cut to fairway height or less.

Size of Relief Area Based on Reference Points: Anywhere between:

A line from the *hole* through the ball reference point (or within two *club-lengths* to the outside of that line), and

A line from the *hole* through the fairway reference point (or within two *club-lengths* to the fairway side of that line).

**But** with these limits:

Limits on Location of Relief Area:

Must be in the *general area*, and

Must not be nearer the *hole* than the ball reference point.

**But**, the player may not use this option when:

The ball is *known or virtually certain* to have come to rest in a *penalty area*, or

The player has played another ball provisionally under penalty of *stroke and distance* (see Rule 18.3).

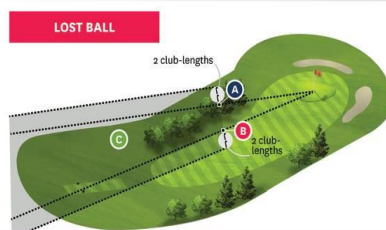
## GOLF'S NEW RULES: STROKE AND DISTANCE

A new Local Rule will provide an alternative to stroke-and-distance relief for a ball that is lost outside a penalty area or out of bounds. This new Local Rule will be available beginning January 1, 2019.

### BALL OUT OF BOUNDS



### LOST BALL



If the Local Rule is in effect, you can still take stroke-and-distance relief, but you will now have the following additional option that comes with a penalty of two strokes:

**A DETERMINE SPOT** where your ball went out of bounds (left diagram) or is likely to be lost (right diagram).

**B FIND NEAREST FAIRWAY EDGE** no closer to the hole.

**C DROP YOUR BALL IN SHADED AREA** as defined on one side by a line from the hole through point A and on the other side by a line from the hole through point B, and not nearer the hole. The relief area is extended on both sides by two club-lengths.

This Local Rule is not intended for higher levels of play, such as professional or elite amateur level competitions.

**QUESTIONS ON RULES** – Play a second ball in accordance with Rule 20-1c along with your original ball and play both until holed out. Get ruling either at the turn or after play from the Pro Shop or the SGNM Committee.

\*When any member plays in an SGNM tournament and carries a cell phone it can be used with a distance measuring application; however, the phone should be in a 'vibrate' mode; and may only be used to make or receive emergency phone calls without penalty. Emergency call use will be evaluated on a case-by-case basis.

**PLAY WELL AND HAVE FUN**  
**- DON'T FORGET -**  
**ASK A GOLFER YOU KNOW TO JOIN THE SGNM**