

**ELBOW SPRINGS CLUB CHAMPIONSHIP RULES**  
**(Published 2023)**

**SOME BASICS & GENERAL INFORMATION ABOUT THE CHAMPIONSHIP:**

**COURSE:**

- Play will be on Mountain View and Elbow.

**RULES:**

- Rules of Golf as approved by Golf Canada

**TEE TIMES:**

- Are provided to you by the Pro Shop via email and next day times will be emailed to you prior to 7:30 PM the previous day.
- Tee times will range between 7:30 to 9:30 AM.
- Restaurant vouchers are distributed at first tee.

**LATE ARRIVAL:**

- Be at your tee box at least 5 minutes before your tee time.
- **SILENCE** your cell phone before your tee time.
- Devices measuring **distance only** are permitted. A distance-measuring application may be used, provided the specific application is restricted to “distance only” and the device does not have any other “non-conforming” features i.e., lay of the land (slopes, wind, etc.)
- Late to your tee time (but within 5 minutes) - you will be **penalized 2 strokes** and will be permitted to play.
- More than 5 minutes late for your tee time -you will be **disqualified**.

**SCORECARDS:**

- Players act as “markers” for their scores and that of another player in your group.
- If any player is unsure how to enter their scores and that of the player they are marking for, please ensure to ask a member of the Tournament Committee before you tee off.
- All scores must be attested (confirmed and signed off with two signatures) before submitting the cards to the Tournament Committee.

**TIES:**

- Championship Flight ties are to be resolved by a playoff beginning on Mountain 1.
- Handicap Flights will be decided by countback.
- How Does Countback Work?
  - Countback compares the players’ scores over a range of holes, starting with the back 9 holes\*. The scores are compared and the best score wins. If players are still tied, the scores are compared using the next criteria. This repeats until the order of the tied players has been found.
  - The full criteria are as follows
    - Back 9 holes; Back 6 holes; Back 3 holes
    - Followed by - Back 1 hole, hardest 1 hole, hardest 3 holes, hardest 6 holes, hardest 9 holes
  - You will rarely have to compare scores past the back 1 hole. If you do, then comparing the score on the hardest holes should be enough to determine the winner.

*\*Note: Front and Back 9’s are designated prior to the tournament by the committee.*

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**DANGEROUS SITUATIONS:**

- Suspension of play will be signaled by a single extended horn blast.
- Players must discontinue play immediately, mark their ball, and take shelter.
- Players who continue play will be subject to disqualification.
- Resumption of play will be signaled by 2 short horn blasts.

**PACE OF PLAY:**

- Play to be completed in **4 hours and 15 minutes**.
- Marshals will be encouraging groups to keep up to the group in front of them.
- **Penalty for Slow Play: - "Placed on the Clock"**
  - At all times, you must keep up with the team in front of you, **NEVER THE TEAM BEHIND YOU**
  - If a team lags behind the team in front of them, they will be given a **First Notice** that they have been placed "On the Clock.". They will be given a reasonable time (10-15 minutes to catch up/correct their pace of play.
  - A **Second Notice** will mean an **automatic (2) stroke penalty** to all players in the group.
    - **Exception:** If it is determined that one player alone is in fact causing the group to lag behind, only that one player will be assessed with the 2-stroke penalty.

**Ready Play:**

- Ready play is in effect throughout this tournament. Govern your team and pace of play accordingly.

**On the Putting Green:**

- All players should be aligning their putts while waiting for their team members to putt. You should be ready to putt as soon as the other player has completed their stroke.
- Ready putting is encouraged at all times.

**PLAYING THE COURSE:**

**IF YOU ARE UNSURE OF A RULING AND THERE IS NO RULES OFFICIAL AVAILABLE:**

- When a player is uncertain about the right procedure and no rules official is present, it is recommended that he or she play two balls under Rule 20.1c(3).

**DROP AREAS:**

- Drop areas are in play.
- Areas with damage or standing water will be marked as Ground Under Repair (GUR) with drop areas provided if necessary.
- If no drop area is outlined, the ball **must be played by the Free Relief rules**.

**OUT OF BOUNDS (OB):**

- All 'boundary' fences including the driving range fence, and white staked areas are out of bounds.
- Along Elbow 7 and 8, the course boundary is the inside edge (course side) of the service road, identified by white stakes.
- Player must take stroke-and-distance relief (**one penalty stroke**) and play from where the previous stroke was made.

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- *If you suspect, but are not sure*, that your ball may be lost or Out of Bounds (OB), hit a provisional ball.
  - Provisional balls must be declared and uniquely marked (e.g. - Mark your provisional ball with your initial or a large X – something that will ensure it is very distinguishable from the first ball you shot).
- **LOST BALL** -Note: Pace of play is important and time lost looking for a ball out of bounds must be made up for on the next hole.
- The maximum time allowed for a lost ball **is 3 minutes**. If your golf ball is not found within three minutes from the start of the search, you must apply the penalty for a **lost ball (stroke and distance)** and move on. Rule 18-2.
- Just because you can doesn't mean you should. Always be aware of groups behind yours that might be waiting on your search.

**PENALTY AREAS:**

- All water hazards, as well as areas marked with red stakes and lines are called **Penalty Areas**. (In compliance with new USGA rules).
- Unmaintained Tree stands are considered Penalty Areas (This refers to groups of trees where the grass is unmaintained around them (i.e., Aspens). Individual trees are generally maintained at the base and would not be a penalty area, whereas a tree stand (group of aspens) would have long grass around them.)
- Options:
  1. Take a one-stroke penalty drop from any penalty area:
    - The ball is dropped within 2 club lengths, no nearer the hole, from the last point at which the ball crossed the margin of the penalty area.
    - **NOTE:** A ball that cannot be found in a penalty area is NOT deemed to be a 'lost ball'. It is deemed to be in a penalty area.
  2. Alternative rule allows players to take a 2-stroke penalty and drop their ball on the fairway within 2 club lengths from the rough, no nearer the hole, from where the ball came to rest in the penalty area (estimate this spot if in water or if the ball cannot be located).
  3. If a player finds their ball in a penalty area and decides to play it rather than take a penalty drop, they may play it as though it were not in a penalty area. That means they may ground their club and may remove loose impediments.

**PENALTY AREAS WITH RAILWAY TIES:**

- The penalty area line is on the water side of the railway tie.
- If your ball comes to rest on the fairway side of the tie, and the tie interferes with your swing or stance, you are entitled to free relief as described below no nearer the hole.

**PENALTY AREA AND OUT OF BOUNDS (OB) MARGINS:**

- Where stakes define OB or penalty areas, the margin is deemed to be the cut line between the unimproved rough and the mowed grass, even if the stake is in the unimproved rough.

**FREE RELIEF:**

- If you are entitled to free relief, consider your options before you pick up your ball. It may be better to leave your ball where it is and play from that spot.

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- If you lift your ball with the intention of taking relief from an obstruction, but then wish to replace it, you may do so at the cost of ***one penalty stroke***.
- Once you pick up your ball, you must take full relief, which means your stance, your swing, and your ball must be clear of the obstruction from which you are taking relief.
- To take free relief:
  - locate the nearest (not the nicest) point of full relief and drop your ball within one club length of that spot, no nearer the hole.
- Obstructions from which free relief is allowed include:
  - cart paths, including adjacent curbs and worn areas,
  - Ground under repair (GUR),
  - casual water,
  - railway ties,
  - benches,
  - flower beds,
  - irregular ground around and near drains and sprinklers and including conditions caused by recent irrigation installation
  - and slumps caused by drainage pipes.

**RELIEF - LOCAL RULES:**

- In sand bunkers, when a player's swing would be impeded by the bunker liner, or the ball has come to rest in an un-raked or improperly raked area, it may, upon agreement of all your playing competitors, be placed (not dropped) in undisturbed sand as close as possible to where it came to rest, no nearer the hole.
- For "fried egg" lies, the ball must be pushed into the sand to a depth equal to the original lie. Rocks and loose impediments may be removed.
- Free relief from fences is allowed.

**PUTTING:**

- There are ***no gimmes*** in this event
- After you have placed your ball and picked up your marker, you cannot pick up your ball or make any adjustment to the ball position without first replacing your marker.
- A player must finish their putting and hole out before that player can move to the next tee box. If you do not finish the hole and then tee off at the next hole, you will be ***disqualified***.
- If you do pick up your ball (without marking and before holing out) then you must replace it, take ***1 penalty stroke***, and finish the hole". See rule 9.4