

# KingCo Golf Rules

## **GOLF: BOYS' AND GIRLS'**

Golf is a fall sport for Boys' and a spring sport for Girls' of the KingCo League.

The varsity team will consist of ten (10) players with the best five (5) scores counting toward the team match score. Each school is to bring, at most, ten (10) players to scheduled matches. If a team does bring more than 10, the extra players must abide by the spectator rules.

### **General Rules**

The USGA Rules of Golf will govern all play, including scoring, except in cases of local ground rule changes.

All teams are to have equal access to practice facilities on match days.

No competitor may play practice holes at the match site on the day of the match.

The **use of range finders is not allowed** during any match or Tournament play.

### **League Schedule**

Any changes required in a match site or match date will be made by mutual agreement of the coaches of the competing schools and approved by the league athletic directors as outlined in this handbook.

The league schedule becomes official immediately following the pre-season coaches meeting.

Any team not appearing for a scheduled match will forfeit.

### **Summer & Winter Rules**

All matches, including the KingCo Medalist Tournament and District II Tournament, will observe either summer or winter rules as determined by the local course conditions for that day.

Definition of "Winter Rules":

#### **WINTER RULES -**

The ball shall be marked, lifted, cleaned, and placed within 6 inches, NO nearer the hole. Once the ball is released, the ball is in play and may not be replaced. In applying winter rules players may **NOT** change cuts when placing their ball.

- Winter rules DO NOT apply within 3 feet of the base of a tree.
- Winter Rules DO NOT apply within 3 feet of an out of bounds boundary.

### **Score Maximums:**

For girls' golf, during league play only, to help the speed of play the **double par maximum** rule will be used. Golfers will mark their cards with an "X" in the box below the hole that the maximum rule was applied. Golfers should still put the score from that hole, for example, if 8 is double par, the player should put 8 on their scorecard and an "X" below that.

For boy's golf, during league play only, to help the speed of the play a **maximum 10 rule** will be used. Golfers will mark their cards with an "X" in the box below the hole that the maximum rule was applied. Golfers should still put a 10 as well as the "X" below the 10.

KingCo league matches will consist of nine (9) holes.

### **Suspension of Play**

If the match is stopped by unsafe conditions and cannot be completed before all the players have completed the nine (9) hole match then only the holes that all the players have completed will be counted. If five (5) holes are completed by all golfers the match is complete. If five (5)

holes are not completed by all the golfers, the match needs to be rescheduled and started completely over.

### **Pace of Play**

The expected pace of play in league matches as well as tournament play is a maximum of 15 minutes per hole. Keep up with the group in FRONT of you.

### **Coaching During Play**

It is expected that the coach accompany their team and/or individuals to all Kingco league matches and tournament play.

Only the head coach is allowed to coach during the regular season and KingCo Medalist Tournament. The number of coaches allowed to coach at the district event would mirror what the WIAA does at the state tournament, provided we have enough workers to run the district tournament. It is intended that coaches supervise their players while they are on the course, help with rules interpretations when needed and provide assistance running tournament play and pace of play encouragement.

### **Advice During Play**

No advice (this includes any information about how the match is going) is to be given from one threesome or foursome to another until score cards have been checked, signed by the scorer, attested by the player, and turned in to the coaches. Coaches may only give advise between the green (after play is completed) and the next Tee Box (before play is started), but advice must be quick, direct, and not slow play in any way. Team vs. Individual: For clarification purposes, the League matches are interpreted to be team competitions. This permits golfers from the same school to communicate, receive advice, etc., if they are playing in the same group. This does not allow for players to receive or give advice or information to a teammate who is not playing in his/her group or who has completed play for the day.

### **Tie-Breaker During League Play**

When a tie match occurs during the regular season, the team with the lowest number of "X's" on counting score cards will win the match. If a tie cannot be broken with "X's" a sudden-death playoff will be held starting at the first hole. All five varsity players with the counting scores that caused the tie will participate. If two (2) or more players from one team tie for the 5th spot the coach will determine which players(s) will take part in the tie breaker. The total score of all five (5) players will determine the winner. If one or more of the five counting players has left the golf course their team will forfeit the match.

### **Marking & Attesting**

During matches, each player will keep a scorecard for his/her opponent. The score must be legible. If a score is changed, it must be crossed out and re-written in the space below the original score. No writing over another score. At a minimum, scorecards should be reviewed every 3 holes.

**DRESS CODE:** All participants in regularly scheduled KingCo league matches, KingCo Medalist Tournament, and the District II Tournament are required to wear appropriate golf attire that is neat and clean. No jeans, denim, or yoga/exercise pants will be allowed. Pants need to have pockets. Players must follow any course specific attire requirements. Failure to adhere to this

dress code will result in non-participation. Coaches shall assess this penalty (disqualification) prior to starting the match or anytime during the match.

### **Player Conduct & Sportsmanship**

Prior to the start of all league matches and tournament play a verbal reminder will be given to all participants of appropriate conduct. A verbal reminder will also be given on how to appropriately report a violation. If a violation happens, the golfer calling the violation must immediately inform the golfer at fault AND note it on their scorecard. The third step is for the golfer to notify a coach or tournament official the first opportunity they have. Violations brought up at the end of a match without following the above steps won't be accepted.

The following violations will result in a two (2) stroke penalty for the **first offense** and should a second offense occur the individual will be automatically disqualified from any KingCo League Match, KingCo Medalist Tournament, or District II Tournament:

- a. Club throwing,
- b. Abusive language (swearing),
- c. The use of cell phones including text messaging. (Cell phones must be turned off before you tee off and may not be used until you have signed, attested, and turned in your scorecard).

The following violations will result in **immediate disqualification** from a KingCo League Match, KingCo Medalist Tournament or District II Tournament:

- a. Use of tobacco (smoking and/or chewing).
- b. Drinking of alcoholic beverage.
- c. Betting.
- d. Malicious Damage: Any player intentionally damaging equipment or the golf course during play will be disqualified from play (i.e.: scuffing greens or trees, stuffing pins, hitting trees or damaging equipment including clubs).
- e. Use of range finders

### **Spectator Expectations**

Spectators will be allowed on the course, provided they follow the players by at least 25 yards, are not in close contact with the players, and do not give advice or instructions during the match. A verbal warning will be given for the first offense. Should a second offense occur the player will be subject to a two (2) stroke penalty. Should a third offense occur the player will be automatically disqualified from the KingCo League Match, KingCo Medalist Tournament, or District II Tournament. A violation must be identified (challenged) at the time it happens, not later on in the match. Coaches may also assess this penalty if they witness the violation. This is considered unsporting conduct.

### **Tournament Play**

#### **Tournament Qualifying:**

To qualify to compete in the KingCo Medalist Tournament all players must have had a score of 60 or lower at least once during a regular season match.

Tournament scoring for the boys' and girls', KingCo Medalist Tournament and District II Tournament will be **total strokes**.

Players will **complete each hole**, counting ALL of their strokes (no double par rule in effect).

### **Post Season Awards**

- A team sportsmanship award will be given to one 2A/3A school and one 4A school. The team sportsmanship award will be voted on by opposing players. Etiquette, knowledge of rules, treatment of other players, friendliness and helpfulness will be criteria used to select the winning team.
- A coach of the year award will be given to a 2A/3A and 4A coach. This award is voted on by coaches within their own league.
- 2A/3A & 4A all league teams will be determined off a point system from regular season league and medalist tournaments. This system will be explained in detail at the pre-season coaches meeting. Athletes that qualified for state, but didn't make honorable mention, would be added.
- Trophies: KingCo 2A/3A champion & KingCo 4A champion will be determined at the medalist tournament and awarded a trophy and medals. Regular season 2A/3A & 4A champions will receive a one certificate.