

**ROPSSAA CO-EDUCATIONAL GOLF**

**PLAYING REGULATIONS**

1. **DATE**

- (a) The tournament(s) shall be scheduled during the fall term no later than September 30th or during the first 4 weeks of the school year, depending on the later date.
- (b) The tournament(s) are to start at 9:00 A.M. or at the time announced by the Convenor at the pre-season coaches meeting.

2. **LOCATION**

- (a) The tournament(s) are to be held at a course selected by the Convenor and approved by the ROPSSAA Executive.

3. **ELIGIBILITY**

- (a) All competitors must meet the eligibility requirements as per Article X of the ROPSSAA Constitution. The eligibility list must be submitted by the deadline announced at the preseason meeting.
- (b) A competitor shall not have attained their 19<sup>th</sup> birthday by January 1<sup>st</sup> prior to the start of the current school year in which the competition is held (January 1, 2009, born in 1990 or later).

4. **OPERATING STRUCTURE**

- (a) Qualifying tournaments will be held. Schools will participate in one of the qualifying tournaments.
- (b) The top 10 teams (five from each tournament, if two tournaments) and/or the top 12 teams (4 from each tournament, if three tournaments) will advance to the championship tournament round. In addition, an individual golfer within 10 shots of the leader and/or within 10 of par will also qualify. In instances where the fourth member of a qualifying team shoots over 100 at the qualifying tournament, that individual will not advance to the championship tournament, at the convenors discretion.
- (c) Male golfers from participating schools must be able to score within 30 strokes of par on a par 70, 71, or 72 par course.  
Female golfers must be able to score within 40 strokes of par on a par 70, 71, or 72 par course.
- (d) Each school that has competitors in a tournament must be accompanied by a staff advisor, who will act as a marshal. A marshal is defined as someone who has familiarity with the rules, scoring process, ethics and procedures of golf, wherever possible.

- (e) No two players from the same school may play in the same foursome.
- (f) Female golfers shall use the forward tees. Male golfers shall use a further tee as determined by the meet convenor.
- (g) Each player in the foursome will keep a score card for him/herself and one other player. Each player will report his/her score to the teacher-marshals upon completion of each hole, each player will attest to his/her score card which will be verified by the teacher-marshals at the scoring table.
- (h) Each team must designate a playing captain and/or coach whose duties entail reporting team members present and acting as an advisor in any necessary discussions.
- (i) The presiding teacher-marshal(s) for each group is required to warn their group about slow play to ensure that they keep up with the group they follow.
- (j) The convenor, in conjunction with teacher-marshals and on-course marshals, will advise groups of their slow play and warn student golfers that their ball may be taken out of play and thereby become disqualified if the pace of play is not maintained.
- (k) In the qualifying tournament, at the discretion of the teacher-marshal and/or the convenor, a player's ball may be taken out of play and consequently disqualified upon reaching a score as determined during the coaches' meeting on the day of play.

## 5. ENTRIES

- (a) Each school shall be represented by a team of a maximum of four players (male or female). In addition each school may enter a maximum of 2 individual female golfers.
- (b) All eligibility sheets must be in the hands of the Convenor by the deadline announced at the preseason meeting.

## 6. EXPENSES

- (a) The green fees are to be the responsibility of each participating school and shall be paid on the day of the tournament or as requested by the convenor.

## 7. RULES AND OFFICIALS

- (a) The tournament will be played under R.C.G.A. winter or summer rules, as directed by the professional of the host club with the following exception, retrogression will not be used for finish positions 3 - 6. (See Appendix A for simplified rules).
- (b) Participants may not have a caddie.

- (c) Spectators, unless assigned by the convenor, may not accompany any foursome.
- (d) Electronic devices used to measure distances in changes in elevation are not to be used in competition.
- (e) Personal electronic devices are not to be use (ie. Cell phones, music devices, etc.).

## 8. AWARDS

On the championship tournament day awards will be presented to:

- (a) The player with the lowest gross score (team and female) will be presented with a gold medallion.
- (b) The player with the second lowest gross score (team and female) will be presented with a silver medallion.
- (c) The player with the third lowest gross score (team and female) will be presented with a bronze medallion.
- (d) Low gross finishers 4th through 6th (team and female) will be presented with a ribbon.
- (e) i) Each member of the winning team to be presented with a gold medallion (maximum 7).  
ii) Each member of the runner up team will be presented with a silver medallion (maximum 7).
- (f) A team trophy is to be presented to the team with the lowest aggregate gross score.

**Note** - Should there be fewer than 6 participating schools or individuals in a sport gold medallions only will be distributed (ROPSSAA Constitution Article IX, Section II).

## 9. UNIFORMS

- (a) Dress code according to R.C.G.A. rules, and host golf club for athletes and coaches.
- (b) Athletes may not change their clothing in the competition area. For all outdoor sports, athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s). For all indoor sports athletes must move to the designated locker room or change area to change their clothing.

## 10. SCORING

- (a) Each school shall be represented by a team of three or four players with the top three scores to count.

The individual and team scores and awards will be based on the principle of strokes above or below par. Where the par, as determined by the golf club and/or the course designer is different for males and females, the team and individuals scores will either be tallied as strokes above or below par, or if raw scores are used, the appropriate number of strokes will be deducted from the females score, if the par is higher for females, or added to the females score, if the par is lower for females.

- (b) Tie Breaking Procedures

- i) Tie For Individual Championship

Sudden death playoff holes will be played until the tie for first place only is resolved. The playoff will start at a tee as determined by the host professional.

- ii) Tie For Team Championship

Ties in team standings will be resolved using the individual scores of the 3 team members whose scores were used. The individual scores will be ranked and compared, one at a time, from low to high until the tie is broken.

## 11. DEPARTMENT

- (a) Competitors and coaches are expected to behave in a sportsmanlike manner as per Article XVI, Section II of the ROPSSAA Constitution.

## 12. JURY OF APPEAL

- (a) A Jury of Appeal will rule on disputes which do not fall within the jurisdiction of the officials. The Jury of Appeal constructed at the pre-season meeting will consist of the Meet Convenor and four coaches from participating schools.

## 13. OFSAA QUALIFICATION

- (a) For the Ofsaa Girls Championship, tournament entry will be as per the Ofsaa Girls Golf Playing Regulations.
- (b) For the Ofsaa Boys Championship, tournament entry will be as per the Ofsaa Boys Golf Playing Regulations.

## ROPSSAA SIMPLIFIED RULES OF GOLF

There are three important principles to remember when playing golf: "Play the course as you find it. Play the Ball as it lies. And if you can't do either, do what's fair." To do what's fair you need to know the Rules. The following is a summary of the Rules of Golf, simplified where possible.

**ETIQUETTE** Etiquette covers both Courtesy and Priority on the Course as well as Care of the Course. Whilst the following points are not Rules as such they are an important part of the game. 1. Don't move, talk or stand close to a player making a stroke. 2. Don't play until the group in front is out of the way. 3. Always play without delay. Leave the putting green as soon as all players in your group have holed out. 4. Invite faster groups to play through. 5. Replace divots. Smooth footprints in bunkers. 6. Don't step on the line of another player's putt. 7. Don't drop clubs on the putting green. 8. Replace the flagstick carefully. Further to these points of etiquette, participants must adhere to the ROPSSAA Rules of Conduct and the Codes of Conduct of respective schools, as this participation is essentially a school field trip for participating students. The individual golf courses where participants will play will also have dress codes in effect which must be followed.

**DEFINITIONS** The Definitions section of the Rules of Golf contains over forty Definitions which form the foundation around which the Rules of play are written. A good knowledge of the defined terms will help in the correct application of the Rules. These include: Teeing Ground - the starting place for the hole, defined by two tee-markers. Through the Green - the whole area of the golf course except the teeing ground and putting green of the hole being played and all hazards. Hazards - any bunker or water hazard. Putting Green - an area specially prepared for putting and containing a 4 1/2 inch diameter hole. Out of Bounds - ground on which play is prohibited i.e. not part of the course. A ball is out of bounds when all of it lies out of bounds. Loose Impediments - natural objects such as stones, leaves and twigs provided they are not fixed or growing, are not solidly embedded and are not sticking to the ball. Obstructions - any man-made object, except: (1) objects defining out of bounds (2) any part of an immovable man-made object which is out of bounds; and (3) any construction declared by the Committee in the Local Rules to be an integral part of the course. Casual Water - any temporary accumulation of water on the course which is visible before or after the player takes his stance (dew and frost are not casual water). Ground Under Repair - any portion of the course so marked by the Committee. Also includes material piled for removal and a hole made by a green keeper, even if not so marked.

**THE RULES OF PLAY GENERAL POINTS** Before commencing your round: (1) Read the Local Rules on the score card. (2) Put an identification mark on your ball. Many golfers play the same brand of ball and if you can't identify your ball, it's lost. (3) Count your clubs. You are allowed a maximum of 14 clubs. During the round, don't ask for "advice" from anyone except your partner or caddie. Don't give advice to anyone except your partner. During a hole you may not play a practice stroke.

**TEEING OFF** Tee off between and not in front of the tee-markers. You may tee off up to two club-lengths behind the front line of the tee-markers. Teeing off outside this area - in match play there is no penalty but your opponent may ask you to replay your stroke; in stroke play you incur a two-stroke penalty and must then play from within the proper area.

**PLAYING THE BALL** Play the ball as it lies. Don't improve your lie, the area of your intended swing or your line of play by moving, bending or breaking anything fixed or growing except in fairly taking your stance or making your swing. Don't press anything down or build a stance. Altering your lie, taking an unfair stance or knocking leaves or limbs from a tree while practicing your stroke will result in a one stroke penalty. If your ball lies in a bunker or a water hazard don't touch the ground in the bunker, or the ground or water in the water hazard, before your downswing. Grounding on the club while in a hazard results in a one stroke penalty. The ball must be fairly struck, not pushed or spooned. *Playing a wrong ball* (except in a hazard) - in match play you lose the hole; in stroke play you incur a two-stroke penalty and you must then play the correct ball.

**ON THE PUTTING GREEN** You may repair ball marks and old hole plugs on the line of your putt but not any other damage, including spike marks. You may mark, lift and clean your ball on the putting green. Always replace it on the exact spot. Don't test the putting surface by scraping it or rolling a ball over it. *Ball played from putting green strikes flagstick* - in match play you lose the hole; in stroke play you incur a two-stroke penalty.

**BALL AT REST MOVED** If your ball is at rest and it is moved by you, your partner or your caddie, except as permitted by the Rules, or if it moves after you have addressed it, add a penalty stroke and replace your ball. If your ball is at rest and is moved by someone else or another ball, replace it without penalty to you.

**BALL IN MOTION DEFLECTED OR STOPPED** *Ball struck by you is deflected or stopped by you, your partner or your caddie* - in match play you lose the hole; in stroke play you incur a two-stroke penalty and the ball is played as it lies. *Ball struck by you is deflected or stopped by someone else* - play your ball as it lies without penalty, except (a) in match play, if an opponent or his caddie deflects the ball you have an option to replay the stroke or (b) in stroke play, if the ball is deflected after a stroke from on the putting green, you must replay it. *Ball struck by you is deflected or stopped by another ball at rest* - in match play, no penalty and the ball is played as it lies except. In stroke play you incur a two-stroke penalty if your ball and the other ball were on the putting green before you played.

**LIFTING, DROPPING AND PLACING THE BALL** If a lifted ball is to be replaced, its position must be marked. If a ball is to be dropped or placed in any other position (e.g. taking relief from GUR, etc.) it is recommended that the ball's original position be marked. When dropping, stand erect, hold the ball at shoulder height and arm's length and drop it. If a dropped ball strikes you or your partner, caddie or equipment it must be re-dropped without penalty. There are eight instances where a dropped ball rolls to such a position that it must be re-dropped - see Rules of Golf Rule 20 - 2c (ie. The ball can not roll closer to the hole; the ball can not roll more than 2 club lengths; relief must be complete such that you can not continue to stand in GUR or on cart path, etc.)

**BALL INTERFERING WITH OR ASSISTING PLAY** You may lift your ball if it might assist any other player. You may have any ball lifted if it might interfere with your play or assist any other player.

**LOOSE IMPEDIMENTS** You may move a loose impediment unless it and your ball are in a hazard. However, if you have touched a loose impediment within one club-length of your ball and your ball moves, the ball must be replaced and (unless your ball was on the putting green) you incur a penalty stroke.

**OBSTRUCTIONS** Check the Local Rules on the score card for guidance on immovable obstructions (e.g. surfaced roads and paths etc.) .Movable obstructions (e.g. rakes, tin cans etc.) anywhere on the course may be moved. If the ball moves it must be replaced without penalty. If an immovable obstruction (e.g. a water fountain) interferes with your stance or swing, you may drop the ball within one club-length of the nearest point of relief not nearer the hole. There is no relief for intervention on your line of play unless your ball and the obstruction are on the putting green.

**CASUAL WATER, GROUND UNDER REPAIR etc.** If your ball is in casual water, ground under repair or a hole or cast made by a burrowing animal e.g. a rabbit, you may drop without penalty within one club-length of the nearest point of relief not nearer the hole.

**WATER HAZARDS** Check the Local Rules on the score card to establish whether the sea, lake, river etc. is a 'water hazard' or a 'lateral water hazard'. This should be indicated by red or yellow stakes and clear red or yellow lines connecting stakes to mark the margin of the hazard. Ball in watery hazard (as indicated by yellow stakes) - play the ball as it lies or, under penalty of one stroke, (a) drop any distance behind the water hazard keeping a straight line between the hole, the point where the ball crossed the margin of the water hazard and spot on which the ball is dropped, or (b) play again from where you hit the ball into the hazard. Ball in lateral water hazard (as indicated by red stakes) - in addition to the options for a ball in a water hazard (see above), under penalty of one stroke, you may drop within two club-lengths of (a) the point where the ball crossed the margin of the hazard or (b) a point on the opposite side of the hazard equidistant from the hole.

**BALL LOST OR OUT OF BOUNDS** Check the Local Rules on the score card to identify the boundaries of the course. If your ball is lost outside a water hazard or out of bounds you must play another ball from the spot where the last shot was played under penalty of one stroke i.e. stroke and distance. You are allowed 5 minutes to search for a ball, after which if it is not found or identified it is lost. If, after playing a shot, you think your ball may be lost outside a water hazard or out of bounds you may play a 'provisional ball'. You must state that it is a provisional ball and play it before you go forward to search for the original ball. If the original ball is lost or out of bounds you must continue with the provisional ball under penalty of one stroke. If the original ball is not lost or out of bounds, you must continue play of the hole with it and the provisional ball must be abandoned. Out of bounds should be marked with clearly visible white stakes and a white line connecting the stakes to indicate the margin of the out of bounds.

**BALL UNPLAYABLE** If you believe your ball is unplayable outside a water hazard (and you are the sole judge), you may under penalty of one stroke, (a) drop within two club-lengths of where the ball lies not nearer the hole, (b) drop any distance behind the point where the ball lay keeping a straight line between the hole, the point where the ball lay and the spot on which the ball is dropped, or (c) replay the shot. If your ball is in a bunker you may proceed under (a), (b) and (c). However, if you elect to proceed under (a) or (b) you must drop in the bunker.

**CONCLUSION** A good score may be spoiled, or a match lost, due to a penalty incurred through ignorance or confusion concerning the Rules. A sound knowledge of the above summary should aid the golfer in tackling a "Rules problem". It is always assumed that the golfer is in control of his/her ball and should be familiar with the Rules. If confusion about a rules interpretation occurs and a rules official is not available to interpret the ruling, the player should play 2 balls, applying two different interpretations of the rule, from the point of confusion through to completion of the hole and seek clarification with a rules official upon completing his/her round prior to signing and submitting his/her score card.