

# REGIONAL CONDITIONS OF COMPETITION

## NORTH CAROLINA HIGH SCHOOL ATHLETIC ASSOCIATION



The Rules of Golf as approved by the USGA and The R&A govern play. These Conditions of the Competition are in effect at the Regional Championship. Complete text of the Rules and Local Rules may be found in the current Official Guide to the Rules of Golf, effective January 2019.

**Unless otherwise noted, the penalty for breach of a Condition is the General Penalty.**

**SPORTSMANSHIP** - Any competitor found to be guilty of poor sportsmanship, i.e., use of profanity, throwing of clubs in anger or general misbehavior as deemed by the Committee will be disqualified.

**SUPERVISION** - All competitors must be supervised. A letter must be sent from the school Principal if anyone other than school personnel is supervising the competitor(s). Penalty is disqualification.

**COACHING** - Two (2) designated school coaches may give advice, of a short and quick duration. Coaches may not provide continuous coaching while walking with a player. Once finished, coach must return immediately to the cart path. Coaches may not be on the tee box or enter onto the green(s) at any time.

**SUBSTITUTES** - Coaches may substitute for any/all team members up to start of tournament. Individuals not part of a competing team cannot be substituted.

**CADDIE** - Caddies are not allowed.

**ADVICE** - Advice cannot be given by anyone except the designated coaches.

**PARENT/SPECTATOR GUIDELINES** - All spectators will be restricted to cart paths (may leave the cart paths to assist in finding lost balls). Spectators may carry umbrellas, food, water, medicine or a change of clothing for a competitor. Conversations must be limited to words of encouragement only.

**ELECTRONIC DEVICES** - Use of radios, walkie-talkies, cell phones and other electronic devices by players or coaches for communication is not allowed except for medical emergencies.

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

**ONE BALL RULE & GROOVES AND PUNCH MARK SPECIFICATIONS** - Local Rules NOT in effect.

**LIST OF CONFORMING GOLF BALLS** - Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule G-3.

**PROHIBITING USE OF CERTAIN TYPES OF SHOES (METAL SPIKES)** - Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule G-7. Penalty for breach of Local Rule - see Rule 4.3.

**RESOLVING RULES ISSUES DURING ROUND** - Players must not unreasonably delay play when seeking help with the Rules during a round. If the Committee is not available in a reasonable amount of time to help with Rules issue, the player must decide what to do and play on. The player may protect their rights by playing two balls (Rule 20.1c (3)).

**LOST BALL OR BALL OUT OF BOUNDS** - Local Rules NOT in effect.

**OUT OF BOUNDS** - Defined by the line between the course-side points, at ground level, of white stakes or fence posts; by white lines on the ground; by the inside edge of paved roads and beyond, even if ball comes to rest on another part of course.

**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.

**WOOD CHIPS AND MULCH** - Are loose impediments.

**BALL PLAYED FROM OUTSIDE RELIEF AREA WHEN TAKING BACK ON THE LINE RELIEF** - There is no penalty if a ball is played from outside relief area within one club-length where it touches the ground when dropped. This applies for Back on Line relief only. Model Local Rule E-12.

**RELIEF ON OPPOSITE SIDE OF RED PENALTY AREA** - For a ball in a red penalty area, as an extra relief option by adding one penalty stroke, the player may drop the original ball or another ball on the opposite side of the penalty area within two club lengths of a point equal distance from the hole as the original estimated point. Model Local Rule B-2.1 & B-2.2.

**GROUND UNDER REPAIR** - Defined by white lines. Ground under repair also includes French drains, which are trenches filled with rocks or stones and newly trenched areas.

**RELIEF FROM SEAMS OF CUT TURF** - Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule F-7.

**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. Model Local Rule F-3.1.

**INTEGRAL OBJECTS** - Include cables, rods, wires or wrappings when closely attached to trees, artificial walls and pilings when located in penalty areas and bunkers, unless otherwise denoted.

**BALL DEFLECTED BY POWER LINE** - If it is known or virtually certain that a player's ball hit a power line [or tower or a wire or pole supporting a power line during the round, the stroke does not count. The player must play a ball without penalty from where the previous stroke was made (see Rule 14.6 for what to do). Model Local Rule E-11.

**TEMPORARY IMMOVABLE OBSTRUCTIONS** - Include greenside fans, starting/scoring tents & temporary TYGA/CGA signage. Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule F-23.

**IMMOVABLE OBSTRUCTIONS CLOSE TO PUTTING GREEN (BALL IN GENERAL AREA CUT TO FAIRWAY HEIGHT)** - Relief from interference by an immovable obstruction may be taken under Rule 16.1. In addition, if the player's ball lies off the putting green and in the general area cut to fairway height and an immovable obstruction within two club-lengths of the putting green and within two club-lengths of the ball intervenes on the line of play, the player may take relief under Rule 16.1. Model Local Rule F-5.

**PACE OF PLAY** - A group that is out of position (over the allotted time and more than the starting interval behind the group in front of them) will be advised of the situation and the individuals may be timed. Players timed exceeding **40** seconds to play their next shot will result in a warning. A second violation will result in a one stroke penalty. A third violation will result in the general penalty followed by disqualification for a fourth violation. A player's time to play begins when the player has had a reasonable opportunity to reach their ball and when it is the player's turn to play and can do so without interference or distraction. Penalties are applied individually, but more than one competitor in a group may be penalized.

**PRACTICE BEFORE OR BETWEEN ROUNDS** – Rule 5.2 is modified in this way: In stroke play, a player must not practice on the competition course before or between rounds. Penalty for breach of Local Rule, see Rule 5.2.

**RELIEF FROM AERATION HOLES** – If a player's ball lies in or touches an aeration hole: (a) Ball in General Area. The player may take relief under Rule 16.1b (drop ball). If the ball comes to rest in another aeration hole the player may take relief again under this Local Rule. (b) Ball on Putting Green. The player may take relief under Rule 16.1d (place ball). But interference does not exist if the aeration hole only interferes with the player's stance or, on the putting green, on the player's line of play. Model Local Rule E-4.

**AUTO TRANSPORTATION** - Players must not use automotive transportation during a stipulated round except from committee members or where allowed by the committee. A player may accept transport from a rules official or coach if, under a rule, the player needs to return to the spot from which the last stroke was played. Transportation to a restroom is allowed.

**STOPPING AND RESUMING PLAY** – Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule J-1.

A suspension of play for a dangerous situation will be signaled by one prolonged note of a siren or horn. All players will be notified of suspension verbally and must stop play immediately. All other suspensions will be signaled by three consecutive notes of a siren or horn. In either case, resumption of play will be signaled by two short notes of a siren or horn (unless otherwise indicated). See Rule 5.7b. **Note:** All practice areas are closed during an immediate suspension for a dangerous situation until the Committee has declared them open. Players who practice on

closed practice areas will be asked to stop practicing; failure to stop practicing might result in disqualification.

**ROUND** – State Championship rounds are 18 holes, unless otherwise denoted prior to round.

**SCORECARD** – A player's scorecard is deemed returned (no changes allowed to scorecard) once the score is posted on the public scoreboard. If digital scoring is used, a player's scorecard is deemed returned once the player verbally acknowledges the scores posted are correct and leaves the scoring area.

**LIMITING WHEN STROKE MADE FROM PUTTING GREEN**

**MUST BE REPLAYED** – Exception 2 to Rule 11.1b applies, except that when a ball played from the putting green accidentally hits the player, the club used by the player to make the stroke or an animal defined as a loose impediment (worms, insects and similar animals that can be removed easily) the stroke counts, and the ball must be played as it lies. Model Local Rule D-7.

**CODE OF CONDUCT VIOLATION PENALTIES** – Incidents of Serious Misconduct or actions deemed to be detrimental to the image of the NCHSAA or contrary to the spirit of the game are grounds for disqualification. Any Code of Conduct violation is subject to the following:

First breach of the Code of Conduct – warning

Second breach – general penalty

Third breach or any serious misconduct – disqualification.

The NCHSAA Tournament Committee may assess any or all of the following penalties based on severity and frequency of the violation.

**WHEN COMPETITION IS FINAL** – The competition is final when the trophy has been presented to the winner.

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## DECIDING TIES AT THE REGIONAL CHAMPIONSHIP

Individuals – Ties for the last individual state qualifier

- a) If the course is available for a playoff:
  - I. Ties for 17<sup>th</sup> place only will be decided by a sudden-victory playoff. The Regional Director will select holes for the playoff.
- b) If the course is not available for a playoff:
  - I. A scorecard comparison for the individuals tied for 17<sup>th</sup> place beginning with the #1 handicap hole.

Teams – Ties for the last state qualifying team

- a) If course is available for playoff:
  - I. Coach of each team tied for 3<sup>rd</sup> place would choose three (3) golfers for the playoff.
  - II. These three players would be ranked #1- #3 by the coach.
  - III. Coaches cannot change golfers after the any playoff hole.
  - IV. First playoff hole, golfers #1 & #1 from each team would tee off and complete the hole. Golfers #2 & #2 from each team would then tee off and complete the first playoff hole. Golfers #3 & #3 would then tee off and complete the first playoff hole. All three team scores would count to break the tie.
    - i. If more than two teams are in the playoff, pair golfers by rank, i.e., 3 #1 golfers in first pairing, 3 #2 golfers in next pairing, 3 #3 golfers in next pairing, and complete first playoff hole.
      1. If after first playoff hole 2 teams are still tied but one team has higher score, team with higher score is eliminated.
  - V. If the summary scores are equal after the first playoff hole, proceed to second playoff hole and use same playing procedure as previous hole.
  - VI. Continue until tie is broken and State Qualifier(s) are determined.
- b) If the course is not available:
  - I. If two or more teams are tied for 3<sup>rd</sup> place, go to the 4<sup>th</sup> golfer's total, and compare. Lowest score advances.
    - i. See Note
  - II. If still tied, go to the 5<sup>th</sup> golfer's total, and compare. Lowest score advances.
    - i. See Note

**NOTE:** If the 4<sup>th</sup> and/or 5<sup>th</sup> players' scores cannot be compared because a team does not have that same number of players the #1 players' total from each tied team will be compared, lowest score wins. If still tied, compare #2 players' total, lowest score wins. If still tied, compare #3 players' total, lowest score wins.