



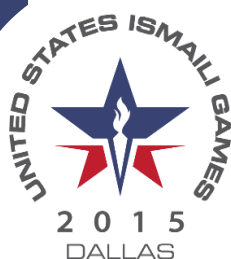
GOLF

RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled tee time. Penalty for lateness on the tee shall be two (2) strokes if within five (5) minutes or disqualification thereafter. The starters watch shall be deemed to possess the correct time.
- Golf competition will consist of men's singles and women's singles.
- All players will participate in three (3) competitive rounds with each round will consist of eighteen (18) unique holes.
- Competition will be conducted in tournament stroke format.
- A player's gross score refers to the total number of strokes taken during one (1) round of golf, plus any penalty strokes
- A player's final aggregate score is the sum of the two (2) lowest gross scores of all rounds played during the beginning of the golf competition, meaning the highest round score for each player will be discarded and only the two (2) best rounds will be counted
- After each competitive round, athletes will be re-grouped in predetermined selection by the USIG Scheduling Committee
- Handicaps are not recognized.
- No caddies will be provided for the tournament. Players will be provided with golf carts to transport their equipment. Players will be placed in groups of four (foursomes) and each group will be provided two (2) golf carts. Two (2) drivers will be designated before the start of the round.
- In the event of a tie in the winning final aggregate score, a sudden death playoff will ensue at the conclusion of the final round. The playoff shall commence at the first hole and continue until a winner is determined
- Golfers will provide their own balls for the competition. The ball a golfer plays with must be named on the current list of Conforming Balls Issued by R&A. It is strongly advised that the participant place an identification mark on the ball as many golfers may play with the same brand and model of ball; if you cannot identify your ball, it is considered lost.
- The "one ball condition" will apply whereby a golfer is prohibited from changing brands and models of their golf ball during a stipulated round
- During the round, it is not permissible to ask for advice from anyone.
- All players will have access to the practice area at the Golf Club inclusive of the USIG package (driving range, putting/chipping greens, and range balls)
- In the event of rain delay or cancellation where all competitors are unable to complete a given round, that round shall stand null and void in the overall evaluation of results.



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TOURNAMENT RULES

READY TO PLAY

- The players must report to the tee at least fifteen (15) minutes before the scheduled tee time. In case both the teams are not ready to play, the match will be forfeited and no points will be awarded to either team.

JERSEYS AND APPARREL

- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to take the field unless they have received a written waiver from the USIG National Sports team.
 - Players are not allowed to alter the uniforms that are provided by the USIG
- Proper shoes must be worn at all times.
- If a player is not wearing the proper attire, they will not be allowed to take the field.
- It will be at the golf official's discretion to determine whether a player can rejoin the field of play after the player has corrected their attire

GOLF UMPIRE'S JUDGMENT

- A golf umpire's judgment should not be contested.
- Failure to adhere to a golf umpire's judgment may warrant ejection.
- The golf umpire's decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by a player and it is up to the golf umpire's discretion to consult the rulebook

SCHEDULING AND DELAYS

- The USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes including but not limited to unscheduled delays or weather related delays.

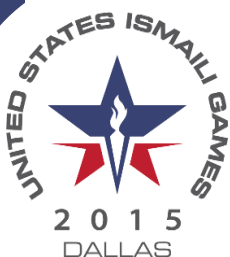


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OFFICIAL RULES

- Golf competition will be officiated by two (2) or more Golf Competition Officials. These officials will be monitoring the groups along the course throughout the course of play. These officials will be available in the event that a ruling needs to be made.
- Any rule not addressed in this rulebook will be ruled on by a Golf Competition Official whose ruling will be final.
- The player must tee-off at the time established by the Golf Competition Officials.
- Players must remain throughout the round in the group arranged by the Golf Competition Officials unless an Official authorizes or ratifies a change
- When starting play of a hole, the competitor who has the honor at the first teeing ground is determined by the GOLF 2 order of the draw. The competitor with the lowest score at a hole takes the honor at the next teeing ground. The competitor with the second lowest score plays next and so on. If two (2) or more competitors have the same score at a hole, they play from the next teeing ground in the same order as at the previous teeing ground.
- During play of a hole, after the competitors have started play of the hole, the ball farthest from the hole is played first. If two (2) or more balls are equidistant from the hole or their positions relative to the hole are not determinable, the ball to be played first should be decided by lot.
- Within a group of four players, scoring of the round will be maintained by two players (herein known as “The Designated Scorer(s)”) in the arranged group as designated by the Golf Competition Officials. The Designated Scorer will keep his own score and the score of one other the competitor that is travelling in the same cart.
- After each hole, The Designated Scorers should check the score with the competitor and record it. If there are any doubtful points between the competitor and The Designated Scorer, it must be settled with the Golf Competition Officials before moving onto the next hole.
- On completion of the round, The Designated Scorer must sign the scorecard and hand it to the competitor. The competitor must verify his score and sign the scorecard. ☐
- Each competitor is welcome to keep his or her own score on their own scorecard. However, only the scorecard of The Designated Scorer will be turned in and be used for official scoring purposes.



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PENALTY / RESTRICTIONS

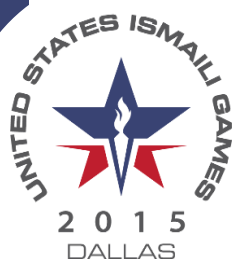
- Penalties for infractions will involve one (1) or more strokes as decided by Golf Competition Officials. In the case of a serious breach of rule, the Golf Competition Officials may impose a penalty of disqualification.
- The player must not cause undue delay and must remain in keeping any pace of play guidelines that the Golf Competition Officials may establish.
- During the competition rounds or playoffs, a competitor must not practice on the competition course or test the surface of any putting green on the course by rolling a ball, roughening, or scraping the surface.
- A player must not take any action to influence the position or the movement of a ball except in accordance with the rules
- A ball on the putting green may be lifted and, if desired, cleaned. The position of the ball must be marked before it is lifted and the ball must be replaced.

TEE SHOT RULE

- Tee shots must be played from in between the tee markers and not in front of the tee markers
- You may play your tee shot from up to two (2) club-lengths behind the front line of the tee markers
- If you play your tee shot from outside this area, in stroke play you incur a two (2) stroke penalty and must correct the error by playing from within the correct area

PLAYING THE BALL RULE

- If you think the ball is yours but cannot see your mark, with the permission of your marker or opponent you may mark and lift the ball to identify it
- Play the ball as it lies. Do not improve your lie, the area of your intended stance or 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.
- If your ball is in a bunker or a water hazard, do not touch the ground in either type of hazard, or touch water in the water hazard, with your hand or club before your downswing and do not move loose impediments
- You must swing the club and make a stroke at the ball. It is not permissible to push, scrape, or spoon the ball.
- If you play a wrong ball in Stroke play you incur a two (2) stroke penalty and you must then correct the mistake by playing the correct ball



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ON THE PUTTING GREEN RULE

- You may mark, lift, and clean your ball on the putting green; always replace it on the exact spot
- You may repair ball marks and old hole plugs, but not any other damage, such as spike marks
- When making a stroke on the putting green, you should ensure that the flagstick is removed or attended. The flagstick may also be removed or attended when the ball lies off the putting green.

BALL AT REST THAT IS MOVED RULE

- Generally, when the ball is in play, if you accidentally cause your ball to move, lift it, or move it at rest, add a penalty stroke and replace your ball
- If someone else moves your ball at rest or it is moved by another ball, replace it without penalty to you

BALL IN MOTION DEFLECTED OR STOPPED RULE

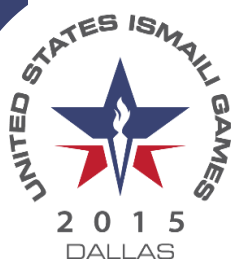
- If a ball struck by you is deflected or stopped by you, your partner, your caddie or your equipment, add a penalty stroke and the ball is played as it lies
- If a ball struck by you is deflected or stopped by another ball at rest, there is no penalty as it lies, except in stroke play where you incur a two (2) stroke penalty if your ball and the other ball were on the putting green before you played

LIFTING, DROPPING, AND PLACING THE BALL RULE

- If there are wet conditions on the course, a determination will be made by the Tournament/Course Officials to institute the Lift, Clean and Replace rule. This rule is will not otherwise be active or instituted
- Before lifting a ball that has to be replaced the position of the ball must be marked ☒
- When the ball is lifted in the putting green to clean it, the position of the ball must be marked
- When the ball is being lifted in order to drop or place it in another position (e.g. dropping within two club lengths under the unplayable ball Rule), it is not mandatory to mark its position although it is recommended that you do so
- When dropping, stand upright, hold the ball at shoulder height and arm's length and drop it
- A dropped ball must be re-dropped if it rolls to a position where there is interference from the condition from which free relief is being taken (e.g. an immovable

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obstruction), if it comes to rest more than two club-lengths from where it was dropped, or if it comes to rest nearer the hole than its original position, the nearest point of relief or where the ball last crossed the margin of a water hazard

- If a ball dropped for a second time rolls into any of these positions, place it where it first struck the course when re-dropped

BALL ASSISTING OR INTERFERING WITH PLAY RULE

- You may lift your ball or have any other ball lifted if you think the ball might assist another player
- You must not agree to leave a ball in position in order to assist another player
- You may have any ball lifted if it might interfere with your play
- A ball that is lifted due to it assisting or interfering with play must not be cleaned, unless it is lifted from the putting green

LOOSE IMPEDIMENTS RULE

- You may move a loose impediment (i.e. natural loose objects such as stones, detached leaves and twigs) unless the loose impediment and your ball are in the same hazard. If you remove a loose impediment and this causes your ball to move, the ball must be replaced and (unless your ball was on the putting green) you incur a one (1) stroke penalty.

MOVABLE OBSTRUCTIONS RULE

- Movable obstructions (i.e. artificial movable objects such as rakes, tin cans, etc) located anywhere may be moved without penalty. If the ball moves as a result, it must be replaced without penalty
- If a ball is on a movable obstruction, the ball may be lifted, the obstruction removed and the ball dropped, without penalty, on the spot directly under where the ball lay on the obstruction, except that on the putting green, the ball is placed on that spot

IMMOVABLE OBSTRUCTIONS AND ABNORMAL GROUND CONDITIONS RULE

- An immovable obstruction is an artificial immovable object such as a building or an artificially-surfaced road. An abnormal ground condition is either casual water, ground under repair or a hole, cast or runway made by a burrowing animal, a reptile or a bird.
- Except when the ball is in a water hazard, free relief is available from immovable obstructions and abnormal ground conditions when the condition physically interferes



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with the lie of the ball, your stance or your swing. You may lift the ball and drop it within one club-length of the “nearest point of relief “. It is the point on the course nearest to where the ball lies :

- That is not nearer the hole, and
- Where, if the ball were so positioned, no interference by the condition from which relief is sought would exist for the stroke the player would have made from the original position if the condition were not there, but not nearer the hole than the nearest point of relief. If the ball is on the putting green, it is placed at the nearest point of relief. There is no relief for intervention on your line of play unless both your ball and the condition are on the putting green. As an additional option when the ball is in a bunker, you may take relief from the condition behind the bunker under penalty of one stroke.

WATER HAZARDS RULE

- If your ball is in a water hazard (yellow stakes and/or lines) you may play the ball as it lies or, under penalty of one stroke:
 - Play a ball from where you hit the ball into the hazard, or
 - Drop any distance behind the water hazard keeping a straight line between the hole, the point where the ball last crossed the margin of the water hazard and the spot on which the ball is dropped. If your ball is in a lateral water hazard (red stakes and/or lines), 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, and not nearer the hole than:
 - The point where the ball last crossed the margin of the hazard, or
 - A point on the opposite side of the hazard equidistant to the hole from the point where the ball last crossed the margin

BALL LOST OR OUT OF BOUNDS: PROVISIONAL BALL RULE

- Refer to the Local Rules on the scorecard to identify the boundaries of the course
- A Local Rules Sheet shall be provided at the golf facility based on any special conditions or situations the course may have
- 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 (1) stroke, i.e. stroke and distance
- You are allowed five (5) minutes to search for a ball, after which, if it is not found or identified, it is lost



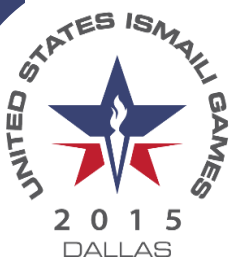
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- If, after playing a shot, you think your ball may be lost outside a water hazard or out of bounds you should play a provisional ball. You must state that it is a provisional ball and play it before you go forward to search for the original ball
- If it transpires that the original ball is lost (other than in a water hazard) or out of bounds, you must continue with the provisional ball, under penalty of one (1) stroke. If the original ball is found in bounds, you must continue play of the hole with it, and must stop play with the provisional ball.

BALL UNPLAYABLE RULE

- If your ball is in a water hazard, the unplayable ball Rule does not apply and you must proceed under the water hazard Rule if taking relief
- Elsewhere on the course, if you believe your ball is unplayable, you may under penalty of one (1) stroke:
 - Play a ball from where the last shot was played, or
 - Drop a ball 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
 - Drop a ball within two club-lengths of where the ball lies not nearer the hole
- If your ball is in a bunker you may proceed as above, except that if you are dropping back on a line or within two club-lengths, you must drop in the bunker



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