

Division I District Boys Tournament 2024

Monday October 7th , 2024 Start Time 9:00AM

Rules of Competition

Rules Committee: Kelly Morrow, PGA Professional

Live Scoring- Scoring will be completed live using the **OHSAA Golf App**. Each player is responsible for downloading and keeping score on the app, confirming all scores before teeing off on the next hole. Players will also be keeping a HARD CARD, **which is the official scorecard**. Coaches should NOT collect scores prior to the player checking in at the scoring table.

Cell Phones- Cell phones and other electronic communication devices are permitted for live scoring only. These devices may not be used as distance measuring devices per OHSAA guidelines.

Play is governed by the current USGA Rules of Golf stroke play will prevail.

Format: Team scores will be determined by the scores from the four players with the fewest strokes for the match.

****ALL OHSAA RULES AND GUIDELINES ARE IN EFFECT.**

TEE MARKERS- All competitors will play from the Gold Tee Markers.

20.1.c. Doubt as to Procedure, Playing Two Balls-

Playing Two Balls. *If you are uncertain about the right procedure while playing a hole, you may complete the hole with two balls without penalty:*

- *You must decide to play two balls after the uncertain situation arises and before making a **stroke**.*
- *You should choose which ball will count if the Rules allow the procedure used for that ball, by announcing that choice to your **marker** or to another player before making a **stroke**.*
- *If you do not choose in time, the ball played first is treated as the ball chosen by default.*
- *You must report the facts of the situation to the **Committee** before returning your **scorecard**, even if you score the same with both balls. You are **disqualified** if you fail to do so.*

OUT OF BOUNDS: Defined by White stakes and lines, and boundary fences.

PENALTY AREAS- DEFINED BY RED AND YELLOW STAKES AND LINES.

GROUND UNDER REPAIR : Defined by white lines.

***Power Lines: A ball striking a power line must be replayed.**