

## **BMWGA**

### **TIPS ON PACE OF PLAY**

1. Play "Ready Golf".
2. Keep up with the group in front of you.
3. Pick up after double par plus 1 (maximum score established under Rule 21.2).
4. Be ready to play when it is your turn to play.
5. Do not search more than the permitted 3 minutes for a potentially lost ball.
6. Plan your shot while walking to your ball or while others are playing.
7. Take several clubs with you to your ball so you won't have to walk back to the cart.
8. Line up your putt when others are putting
9. Player should take not more than 40 seconds to make a stroke after the player is able to play without interference or distractions.
10. Play 2 balls if uncertain of correct procedure. Report facts to play day coordinator or designated rules person before turning in scorecard.
11. Play a provisional ball if you think the original might be lost outside a penalty area or out of bounds.
12. Consider leaving the flagstick in the hole when putting (no penalty if ball hits the flagstick).
13. Exit the green promptly after holing out.
14. Record scores and replace clubs at the next teeing area.

## BMWGA STANDING RULES

1. Play under and in accordance with **USGA 2019 Rules of Golf** except as modified by local rules or the BMWGA Standing Rules.
2. Format for each play day will be provided by play coordinator in the invitation to participate.
3. Exchange scorecard with a fellow competitor in your group.
4. You may improve your lie in your own fairway ONE (1) club-length (but no closer to the hole) with hand or club head, exception is the club championship (see below).
5. In accordance with Rule 21.2 Maximum Score, BMWGA has capped the maximum score as double par plus 1.
6. Cell phone usage during competition is limited to golf related functions (i.e. GPS, Rules of Golf, Golf Genius, etc.) and emergency situations. Your phone must be on silence during competition.
7. The following will result in player's score not being considered for the play day game:
  - Failure to report to designated tee box at starting time
  - Failure to exchange scorecard at the beginning of play
  - Playing a hole out of sequence
  - Turning in a scorecard with a score on a hole lower than the actual score
  - Failure to sign scorecard or signing incorrect scorecard
  - Leaving the course without turning in a scorecard
8. On play days, except club championship (see below), ties will be broken by regression to the #1 handicap hole, if score are still tied, regress to the #3 handicap hole. Continue, if necessary, until tie is broken.
9. Attempt to resolve questions on rules within your group. If there is any doubt as to procedure, play a second ball; announce you are hitting a 2<sup>nd</sup> ball and which one you will score if allowed. Request a ruling prior to attesting scorecard.
10. Ball in penalty areas (bodies of water or other areas as defined by local rules) is played in accordance with Rule 17 <http://www.usga.org/content/usga/home-page/rules/rules-2019/rules-of-golf/rule-17.html>
11. Please avoid slow play. Please refer to the Tips on Pace of Play provided by BMWGA.
12. All BMWGA members are encouraged to establish and maintain a USGA handicap index as participation in most of the monthly play day games require a handicap.
13. Failure to record scores and keep index current may result in adjusted handicap as determined by BMWGA.
14. **For club Championship:**
  - a. Play the ball as it lies, Rule 9.1, unless modified by play day coordinator due to playing conditions.
  - b. Ties for club champion will be settled with a sudden death playoff starting on hole #1.
  - c. BMWGA reserves the right to require minimum participation for club champion.