

**Golf Association of Michigan
Tournament Officials Assignment**

Name of Event: 9th GAM Net Match Play
Site of Event: Paint Creek CC
Date of Event: 6/17/2020
Official in Charge: Ted Newton 248.924.1378
Starting Time: 8 a.m. off #1

Name	Job	Report Time
Babbitt, Barry	Referee for Match 2	7:00 AM
Beecroft, John	Referee for Match 1	7:30 AM
Kunert, Dan	Starter #1/Observer Match 2	7:30 AM
McWhirter, David	Forward Observer Match 1	7:45 AM
Whitten, Chris	Social Media/Water/Spotter	8:00 AM

2375 Stanton Rd, Lake Orion, MI 48362
(248) 693-4695
Head Pro: Steve Vickery

June 17, 2020

9th GAM Net Match Play Championship

Hosted by Paint Creek Country Club

NOTICE TO PLAYERS

LOCAL RULES: Play is governed by the Rules of Golf as approved by the USGA and The R&A effective January 2019 and the Local Rules and Terms of Competitions for the GAM Championships. In addition, the following Local Rules shall be in effect:

Format:

AM & PM: 18 Hole Match Play Competition

Tees: Play will be from the White Tee Markers

Out of Bounds: Defined by the perimeter fencing, white stakes, the parking lot and the inside edge of public roads where stakes are not present. A ball that comes crosses the parking lot or a public road and comes to rest on another part of the course is considered out of bounds. On Hole #4, the painted white line from a stake to the edge of the parking lot defines out of bounds. That is the only painted white line that defines out of bounds. On Hole #18, the outside edge of the cart path on the green side of the bridge defines out of bounds.

Ground Under Repair: All freshly-painted white-lined areas.

Damaged spots on putting greens that are are ground under repair. **Free relief is available for lie of ball and line of putt, if the ball lies on the putting green. Should a player choose to take relief from this condition, he must place the ball at his nearest point of complete relief, no nearer the hole, whether his nearest point is on or off the putting green.** Damaged areas do not include ball pitch marks, which can be repaired.

Flower Beds: Flower beds are considered ground under repair and a no play zone. Relief is free and mandatory.

Penalty Areas: Please disregard any painted red lines to the left of #6 fairway. That area of long grass is considered general area. Please disregard the painted red line to the left of #18 green.

Bunkers: All disturbed areas in bunkers, such as footprints or divots, are considered ground under repair for **LIE OF BALL ONLY**. Free relief is available by **dropping** within one club-length of the nearest point of complete relief in the bunker, no closer to the hole. The player is not allowed to better the player's lie by repairing the surface of the bunker.

Obstructions: All worn areas next to cart paths are considered part of the obstruction. The cart path to the left of #18 green is an obstruction. Disregard the painted red line on that path. Should a ball in bounds have interference from that cart path, the player should proceed to the GAM drop zone behind and to the left of #18 green for free relief.

Distance Measuring Devices: If a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his/her play, AND USES IT FOR THOSE OTHER CONDITIONS the player is in breach of Rule 4. 3a(1) and subject to the general penalty. If the player then continues to use the device, the player is subject to disqualification.

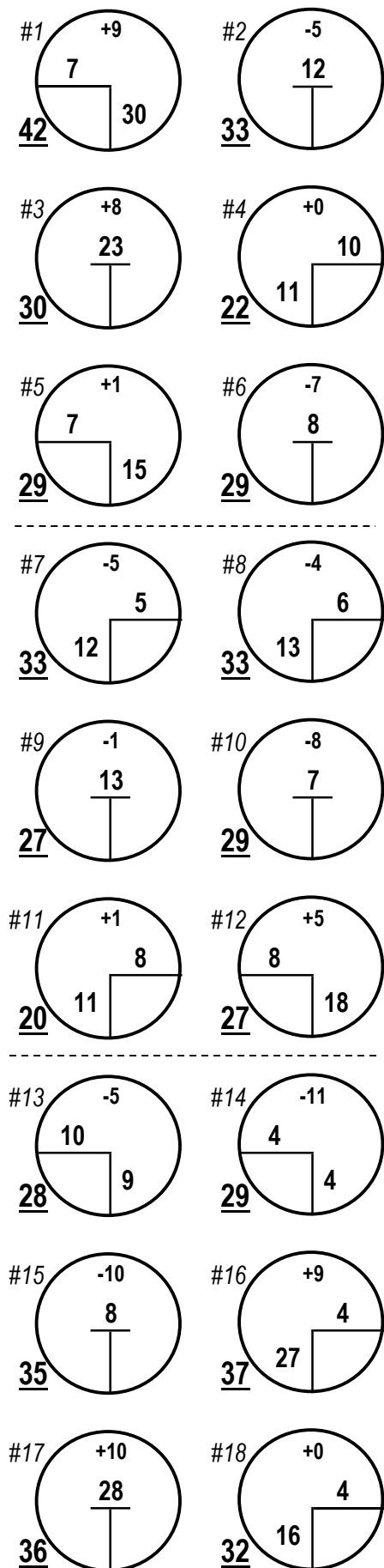
Continuation of Match: Should a match be tied after 18 holes, the match will continue until a winner is determined..

Pace of Play: Please refer to the local pace of play policy. Keep within 13 minutes of the group ahead of you and you are expected to make a stroke in no more that 40 seconds from when you are able to play without interference or distraction. You should usually be able to play more quickly than that and are encouraged to do so

Remember:

- The GAM may time all players at any point
- Always play ready golf
- Your position relative to the group in front of you is your responsibility

Good Luck, Play Hard and Have Fun!!





2020 Conditions of Competitions



Play is governed by the *Rules of Golf, Effective January 2019* as approved by the USGA and The R&A. Any changes or additions to this card will be supplied on a supplementary Rules sheet. **Unless otherwise noted, the penalty for breach of a Local Rule or Condition of Competition is: General Penalty**

DISREGARD ALL COURSE LOCAL RULES AND DROPPING ZONES (BALL DROPS).

Balls and Clubs: Only brands of golf balls on the latest USGA list of conforming balls shall be used. Only conforming driver heads on current USGA list may be used. Non-conforming golf clubs, balls or tees shall not be used. Local Rules G-1 and G-3. Penalty for making a stroke in breach of Rule 4.1a or 4.2a: *Disqualification*.

Limitation on Golf Balls Used During Round: Except for the Senior Women's, Senior Women's Four-Ball, Sr/Mid-Am Team, Net Amateur, Net Team, Net Match Play, Net Chapman and Junior tournaments, the "One Ball Rule" shall be in effect. Local Rule G-4. Once discovered, player must stop using that ball before playing from the next teeing ground, *Penalty for breach- Disqualification*.

Replacing a Broken Club: If a player's club is "broken or significantly damaged" during the round by the player or caddie, except in cases of abuse, the player may replace the club with any club under Rule 4.1b(4). When replacing a club, the player must immediately take the broken or significantly damaged club out of play, using the procedure in Rule 4.1c(1). For the purposes of this Local Rule, a club is "broken or significantly damaged" when, the shaft breaks into pieces, splinters or is bent (but not when the shaft is only dented), the club face impact area is visibly deformed (but not when the club face is only scratched), the clubhead is visibly and significantly deformed, the clubhead is detached or loose from the shaft, or the grip is loose.

Exception: A club face or clubhead is not "broken or significantly damaged" solely because it is cracked.

Undue Delay: See GAM Pace of Play Policy. Local Rule K-2. Players in violation of policy may be penalized.

Ball Played from Outside Relief Area when Taking Back-on-the-Line Relief: When taking Back-On-the-Line relief, there is no additional penalty if a player plays a ball that was dropped in the relief area required by the relevant Rule (Rule 16.1c(2), 17.1d(2), 19.2b or 19.3b) but came to rest outside the relief area, so long as the ball, when played, is within one club-length of where it first touched the ground when dropped. This exemption from penalty applies even if the ball is played from nearer the hole than the reference point (but not if played from nearer the hole than the spot of the original ball or the estimated point where the ball last crossed the edge of the penalty area). This Local Rule does not change the procedure for taking Back-On-the-Line relief under a relevant Rule. This means that the reference point and relief area are not changed by this Local Rule and that Rule 14.3c(2) can be applied by a player who drops a ball in the right way and it comes to rest outside the relief area, whether this occurs on the first or second drop.

No Play Zones: Mandatory free relief must be taken for any ball in a No Play Zone that is not in a penalty area. Penalty for Breach – General Penalty under 14.7a. Mandatory free relief does not apply for a ball in a No Play Zone located within a penalty area; a player must take penalty relief under Rule 17.1d or 17.2.

Penalty Area Stakes and Lines: When both stakes and lines are used to define penalty areas, stakes identify the penalty area and lines define the edge. Penalty areas are marked by either painted yellow or red lines. This affects the player's relief options. See Rule 17.1d.

Practice: Prior to and after a round in stroke play, a player may practice on the designated practice areas. Rule 5.2b covering practice in stroke play is modified in this way: A player may not practice on the competition course before or between rounds. Penalty for breach of Local Rule, see Rule 5.2.

Cell Phones: Should a player be using his cell phone for something other than a distance-measuring device in a non-urgent situation, the player may be subject to penalty under the GAM Player Code of Conduct. This includes, but is not limited to, social media usage, texting, e-mail, calls and web browsing.

Motorized Transportation: Unless otherwise permitted by the Committee, players and caddies shall not use motorized carts. *Penalty for breach- General Penalty for each hole where there is a breach*. Spectators are not permitted to ride. When carts are permitted only two carts per group and only two people in or on a cart.

Integral Objects: No Relief: Includes rods, cables, wires or wrappings when closely attached to trees. The integral objects of the course may be touched with a club or otherwise.

Suspension of Play Due to a Dangerous Situation (Note to Rule 5.7b):

Local Rule as prescribed in J-1 is in effect. Rule 5.7b requires players to stop play immediately if the Committee declares an immediate suspension of play. The following signals are used unless notified otherwise:

Immediate stop: One prolonged blast of the siren

Normal stop: Three consecutive notes of the siren

Resume Play: Two short notes of the siren

Any immediate suspension of play requires players to discontinue play immediately and not resume play until the Committee has so ordered.

Players may not play a stroke or complete the play of a hole before discontinuing play. Players **MUST** evacuate to a place of safety.

Suspension and Resumption of play: Everyone is urged to take every precaution for protection against lightning. Players have the right to stop play if they think lightning threatens them, even though the Committee may not have specifically authorized it by signal. *Penalty for breach of Rule 5.7b: Disqualification*.

Return of Scorecard: A scorecard is considered returned when it has been certified properly and the player has left the scoring area. The scoring area will be defined by the committee at each competition.

Close of Competition: The competition shall be deemed to have closed when the trophy has been awarded to the winner or in the absence of a prize ceremony, when all scores have been approved by the Committee and results have been announced.



9th GAM Net Match Play Championship

Tee Sheet - Semifinals - Wed, June 17



Paint Creek CC

Time: Hole: Players:

8:00 AM	1	Keefer, Bud - Pontiac
		Ruane, Bill - Macomb
GGID: SGFEXB		-
8:10 AM	1	Brown, Michael - Battle Creek
		Macneil, Brett - Mason
GGID: AKRCUK		-

9th GAM Net Match Play Championship

Paint Creek CC

June 15-17, 2020

Match Play Referee Guidelines

1. Introduce yourself to the players and stay close with your cart, if possible.
2. Have the players identify their golf balls to each other and to you.
3. Tell the players that you are there to help, and to feel free to ask for options if they are in difficulties. Tell them that you will do everything possible to keep them from getting a penalty. By the same token, you are obligated to call any penalty you see. As the referee, your decision is final.
4. Tell the players that you will announce their **net scores** at the end of each hole and the status of the match.
5. When making a concession, the players should make it loud enough for you to hear.
6. You keep the official scorecard, but they do not have to sign it at the end of the match.
7. Stay up with the players in your cart – opposite them. Be readily available, but inconspicuous.
8. Prevent Rules infractions when you can.
9. Do not go onto the putting green unless you are assisting a player.
10. Never touch the player's clubs, equipment, ball – let them “determine nearest point”, measure, mark, lift & place.
11. Wear flat soled shoes – no spikes.
12. Be nearby whenever a player gets the ball in his hand or lands in a questionable area. Otherwise, keep your distance.
13. Don't get “the string” out every time – eyeball who is away if you can.
14. Make sure you have a coin with you (to flip) if opponents are equidistant from the hole.
15. Approach player with, “How can I help you?”
16. When ruling is over, say, “The ball is in play.” and walk away.
17. Suggest to the player that he not touch the ball until he decides how he will proceed.
18. Ask questions that can't be answered “yes” or “no” i.e. “How would you play this stroke if the cart path weren't here?”
19. Announce the two hole **net** scores at the end of each hole and the status of the match (i.e. Mr. Smith 4, Mr. Jones 5, Mr. Smith is 1 up.) Always announce “up”, never “down”. A player can be “dormie 3” which means three up with three to play. Matches are “all square”, never “even.”
20. It is up to you whose turn it is to play. Therefore, ideally, you must get to the balls before the players & determine who is away. At the green, you can usually do this using string, the flagstick, or pacing. In the fairway, stand halfway between the balls directly facing the flagstick & extend your arms to the side. One ball will appear in front of an arm, the other will appear behind. In any case, once you have decided, the players may not dispute the point. Be decisive.
21. Report the match results as soon as possible to the scoreboard.

GAM PACE OF PLAY POLICY

In order to enhance the GAM tournament experience there has to be motivation for players to want to play at the prescribed pace or better, walk faster between shots and keep up with the group in front of them. The incentive behind this policy is that penalty strokes will be assessed if participants do not play within this policy's parameters.

PACE OF PLAY PRINCIPLES

1. The GAM may time all players at any time
2. Always play ready golf
3. Your position relative to the group in front of you is your responsibility, the group behind you is the GAM's responsibility

PACE OF PLAY POLICY

At each competition, the Tournament Committee will determine the maximum allotted time (Time Par) each group is permitted to play each hole and the stipulated round. The stipulated round is complete when the last player in the group completes play of the final hole and the flagstick is replaced.

LEAD GROUP(S)

The lead group(s) must finish their stipulated round within the maximum allotted time established by the committee. If they finish over the maximum allotted time each player may be assessed a penalty to their score for the final hole.

- Exception: If the lead group is held up by play that was sent out before them or that began on the opposite tee, they will be exempt from the pace of play penalty if they finish over their allotted time but less than 13 minutes behind of the group ahead of them.
- See exemptions from penalty.

FOLLOWING GROUPS

Any subsequent group must finish their stipulated round within the maximum allotted time established by the committee. If they finish over the maximum allotted time, they must finish not more than **13** minutes behind the group ahead of them. If they finish over the maximum allotted time and more than **13** minutes behind the group ahead of them, each player in the group may be assessed a penalty to their score for the final hole.

GROUP & INDIVIDUAL WARNINGS

Groups that are noted as being over Time Par and out of position during a round will receive a Group Warning from a GAM Rules Official. At this point, the group must work to get back under Time Par or in position. In addition, individuals will also be timed. Recorded individual times of over 40 seconds will subject that player to penalty.

In the event that a group is under Time Par and out of position, individuals will be timed and any player that has recorded a time of 40 seconds will receive an Individual Warning. Following the issuing of an Individual Warning, that player will be subject to penalty for any further recorded times of over 40 seconds. Individual penalties may be assessed during the round.

TIMING

Timing of a player's stroke will begin when they have had reasonable opportunity to reach their ball, it is their turn to play and they can play without interference or distraction. Time spent determining yardage will count as part of the time taken for the stroke. **The GAM will be enforcing the USGA recommendation found in Rule 5.6b, stating that the player make a stroke in no more than 40 seconds after he or she is able to play without interference and distraction.** Also per Rule 5.6b, a player should usually be able to play more quickly than that and is encouraged to do so.

EXEMPTIONS FROM PENALTY

If a group does not finish within its Time Par and out of position due to circumstances beyond its control or any other circumstances which the committee deems to be exceptional, the Committee may be justified in waiving the penalty.

If GAM Staff or a GAM Rules Official identifies that a player or players in the group are a cause of the group failing to maintain pace of play and determines other players are playing well within the requirements of this policy, those meeting the requirements of this policy may be absolved from penalty.

**THE GAM RESERVES THE RIGHT TO TIME ALL PLAYERS AT ANY TIME
THE GAM RESERVES THE RIGHT TO REVIEW ALL PENALTY SITUATIONS**



2020 Quick Rules Reference Guide

Rule 14.3b – Ball Must Be Dropped in Right Way

1. The ball must be dropped straight down from knee height (See Diagram 14.3b)
2. The ball must be dropped in and come to rest in the relief area (See Diagram 14.3c)

Rule 16 – Immovable Obstructions; Abnormal Course Conditions (See Diagrams 16.1a-d)

1. There must be interference with lie of ball, stance, or area of intended swing.
2. Determine the nearest point of complete relief using the club the player would use if the obstruction/abnormal course condition weren't there. (i.e. 150 yard 7 iron)
3. Measure one club-length (using longest club that is not a putter) from the nearest point of complete relief (reference point), not nearer the hole than the reference point.
4. Free drop – no penalty.
5. After drop, if the exact same condition from which relief was taken still interferes, start over.

Rule 17 – Penalty Areas

1. Yellow Penalty Area – 1 stroke penalty (See Diagram #1 17.1d)
 - a. Play the ball as it lies without penalty
 - b. Go back to where the player last played from – 1 stroke
 - c. Drop behind penalty area, keeping the point where the ball last crossed the edge of the penalty area directly between the flagstick and the reference point which determines the relief area in which the player drops the ball.
2. Red Penalty Area – 1 stroke penalty (See Diagram #2 17.1d)
 - a. Play the ball as it lies without penalty
 - b. Go back to where the player last played from – 1 stroke
 - c. Drop behind penalty area, keeping the point where the ball last crossed the edge of the penalty area directly between the flagstick and the reference point which determines the relief area in which the player drops the ball.
 - d. Drop within two club-lengths of the point where he last crossed the edge of the penalty area – 1 stroke

Rule 18 – Provisional Ball

1. If played solely in the belief original ball is in a penalty area, the provisional ball becomes the ball in play under penalty of stroke and distance.
2. If played without announcement, the “provisional” ball becomes the ball in play under penalty of stroke and distance.
3. If the original ball is found before the end of the three-minute search time, the PROVISIONAL MUST BE PICKED UP.
4. If the original ball is found in a penalty area, or it is known or virtually certain that the ball is in a penalty area, the player must either play the ball as it lies or take penalty relief under Rule 17.1d.
5. The player may continue to play the provisional ball without it losing its status as a provisional ball so long as it is played from a spot that is the same distance or farther from the hole than where the original ball is estimated to be.

Rule 19 – Unplayable Ball – 1 stroke penalty (See Diagram 19.2)

1. Go back to where the player last played from.
2. Drop within in the relief area two club-lengths of where the ball lies unplayable, no closer to the hole.
3. Keep the point where the ball lies unplayable directly between the flagstick and the reference point which determines the relief area in which the player drops the ball.– may go back as far as the player wants.
4. Unplayable ball in bunker MUST be dropped in bunker – 1 stroke penalty (see #5)
5. **IF THE BALL IS IN A BUNKER**, the player may, under a penalty of two strokes, take back-on-the-line relief, keeping the point where the ball lies in the bunker directly between the flagstick and the reference point which determines the relief area in which the player drops the ball. (See Diagram 19.3)

Virtual Certainty

1. To be virtually certain on something occurring is to consider the event in question at least 95% likely to have happened or there is conclusive evidence that the event in question happened to the player's ball, such as when the player or other witnesses saw it happen.