



U.S. Kids Golf Southeast Florida State Invitational
June 8th and 9th
Local Rules

Play is governed by the Rules of Golf and its interpretations, the U.S. Kids Golf Foundation Regional Championship Rules & Regulations, and by the following Local Rules:

RULES/TOURNAMENT HOTLINE: If, during your round, you need a ruling or rules official assistance, please call the tournament hotline at **772-773-0655**. Cell phones may **ONLY** be used by a player or caddie to **1) access tournament information, 2) obtain yardages via GPS, 3) contact the rules hotline, or 4) in emergency situations.** Cell phones may not be used for any other purposes.

The ball will be played as it lies.

GROUND UNDER REPAIR: All ground under repair is marked by white lines and relief is optional. Player may take nearest point of relief and one club length, no closer to the hole.

STONES IN BUNKERS: are deemed to be loose impediments (Rule 15.1) and may be removed; however, the act of removing stone must not cause the ball to move.

MLR G-9: USGA local rule replacing broken or significantly damaged club, except in abuse, is in effect.

MLR I-1.2: Prior to and after a round in stroke play, a player may practice on designated practice areas. On an official tournament round day, a player may not practice on the competition course before or between rounds.

MLR L-1: In the event a player returns their scorecard without player or marker certification, the penalty will be two strokes.

OUT OF BOUNDS: Out of bounds is defined by:

- (a) Above the waters edge on the non-golf course side of a lateral penalty area
- (b) White stakes & white lines on the course side edge
- (c) Property fencing on the course side edge at ground level
- (d) All public roads, and the course side edge of pedestrian sidewalks

WASTE AREAS: The sandy areas on holes #2, #5, #15, and #17 are waste areas and considered part of the general area. Players may ground their club.

Coquina Paths: All coquina shell areas and paths are part of the general area. No free relief is available.

HAZARDS: All hazard areas are marked with red stakes and or lines

Have Fun, Play Well, Play Fast!