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Swenson Park GC April 30-May 1, 2022  
Teen Series

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**USGA Rules of Golf and the US Kids Golf Local Rules & Regulations Govern Play**

**OUT OF BOUNDS:** Defined by white stakes and the course side-edge of perimeter fence posts at ground level and paved perimeter roads and parking lots.

**ABNORMAL COURSE CONDITIONS (Rule 16):** Abnormal Course Conditions include Animal Holes, Ground Under Repair, Immovable Obstructions and/or Temporary Water.

**16.1a Interference exists when any of these is true:**

- \*The player's ball touches or is in or on an abnormal course condition
- \*An abnormal course condition physically interferes with the player's area of intended stance or area of intended swing, or
- \*Only when the ball is on the putting green, an abnormal course condition on or off the putting green intervenes on the line of play. Otherwise, intervention on the line of play is not, of itself, interference under this Rule.

**16.1e Relief for Ball Not Found but in or on Abnormal Course Condition**

*If a player's ball has not been found and it is known or virtually certain that the ball came to rest in or on an abnormal course condition on the course, the player may use this relief option instead of taking stroke-and-distance relief:*

- \*The player may take relief under Rule 16.1b, c or d, using the estimated point where the ball last crossed the edge of the abnormal course condition on the course as the spot of the ball for purposes of finding the nearest point of complete relief.
- \*Once the player puts another ball in play to take relief in this way:
- \*The original ball is no longer in play and must not be played.
- \*This is true even if it is then found on the course before the end of the three-minute search time (see Rule 6.3b)
- \*But if it is not known or virtually certain that the ball came to rest in or on an abnormal course condition and the ball is lost, the player must take stroke-and-distance relief under Rule 18.2.

**PLAY OFF:**

Ties for first place will be decided by a playoff on the course if the tee box is available and time and weather permits. If this is not possible, ties will be decided by a scorecard playoff.

**Friendly Reminders**

**Rule 18: Lost Ball & Out of Bounds**

**The local rule is not in effect for ALL USKG events.** A player **MUST go back** to the last place he/she played from with a 1 stroke penalty if his/her ball is lost or out of bounds.

**20.1c. Rules Issues in Stroke Play**

**(3) Playing Two Balls When Uncertain What to Do.**

**A player who is uncertain about the right procedure while playing a hole may complete the hole with two balls without penalty:**

- The player must decide to play two balls after the uncertain situation arises and before making a stroke.
- The player should choose which ball will count if the Rules allow the procedure used for that ball, by announcing that choice to his or her marker or to another player before making a stroke.
- If the player does not choose in time, the ball played first is treated as the ball chosen by default.
- The player must report the facts of the situation to the Committee before returning the scorecard, even if the player scores the same with both balls. The player is **DISQUALIFIED** if he or she fails to do so.
- If the player made a stroke before deciding to play a second ball:
  - This Rule does not apply at all and the score that counts is the score with the ball played before the player decided to play the second ball.
  - **But** the player gets no penalty for playing the second ball.

**Pace of Play**

**Rule 5.6b Prompt Pace of Play** "A round of golf is meant to be played at a prompt pace. Each player should recognize that his or her pace of play is likely to affect how long it will take other players to play their rounds, including both those in the player's own group and those in following groups. A group is out of position if they have reached a par 3 and the group ahead has already cleared, or on a par 4 and 5 if the group ahead has already cleared the green before all players in the group have played their ball. A player has 40 seconds to play his or her ball from the time the previous player's ball has stopped rolling.