



CHILLIWACK MEN'S OPEN

SUPPLEMENTAL LOCAL RULES & TOURNAMENT CONDITIONS

JULY 9 & 10, 2022

Play at the Chilliwack Open is governed by the Golf Canada Rules of Golf and the following local rules. Ignore local rules on any scorecard or hard card. Unless otherwise noted, the penalty for breach of a local rule or condition is two strokes.

SCORING:

Players are asked to use the Golf Genius app to score for their playing partners; GGID code will be provided. Download the app ([Apple/iTunes](#) or [Android](#)). Enter the GGID provided to login, the scorecard will come up

Scorecards will be handed out to tournament players at registration for round one and **on the 1st and 10th tee prior to the start of round two**. The starter will rotate cards so that players are scoring for their fellow competitors. You may mark your score in the provided "marker's" area. Following play, scores are to be verified at the scoring tents following holes 9 & 18. Each card should be signed by the scorer and the contestant and left with the scoring volunteer to be sent to final scoring.

TEE MARKERS:

All golfers play from the GOLD tee: Rating 70.8 | Slope 125

SUMMER RULES IN EFFECT:

Summer rules are in effect unless otherwise stated by the starter prior to the start of your round.

DRESS CODE:

Golf Professionals and Amateurs are permitted to wear shorts and must abide by the Chilliwack Golf Club dress code policy.

WITHDRAWAL FROM TOURNAMENT:

Should a player, Amateur or Professional, withdraw or be disqualified from the Chilliwack Men's Open without an approved medical condition or emergency situation the tournament committee reserves the right to provide a one-year suspension from future Chilliwack Men's Open events. We ask that players are respectful of their fellow competitors, staff, volunteers and the golf course at all times.

STARTING TIMES: Rule 5.3a

Players are expected to be at the tee and ready to start a minimum of five minutes prior to the start time established by the committee. This allows for any additional instructions from the Starter. The starter will not hold back a group for a late player. The note to rule 5.3a is in effect.

PACE OF PLAY: Rule 5.6. The organizing committee expects all players to comply with the posted time par pace of play. This will be enforced by tournament rules officials. Failure to do so will result in a penalty.

DOUBT AS TO PROCEDURE: Rule 20.1c(3) you MUST report to the committee if you play a second ball, even if you score the same with both balls. You must state which ball you wish to count if the rules allow. If you do not state, then the FIRST ball played will count if the rules allow. If you do not inform the committee you will be disqualified.

PRACTICE: Rule 5.2. Practice on the competition course is not allowed prior to or between rounds. Practice on or near the putting green of the last hole played and rolling a ball on the putting green of the last hole played is prohibited. Practice is only permitted in or on the designated practice areas of the course.

OUT OF BOUNDS: Rule 18.2. Defined by white stakes and/or boundary fences. The paved area surrounding the clubhouse, Golf Shop and cart shed are O/B. This area includes the driving range to the left of the hole #5, behind #7 and #9 greens, the right of hole #10, the overflow parking lot, the main parking lot and wedding site adjacent to hole #18.



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PENALTY AREAS: Rule 17. Defined by yellow or red stakes and/or lines.

- * Holes #4 & #11 – as an additional option, drop zone may be used for relief from the penalty area. On #4, you must use nearest zone to where ball last crossed the margin.
- * Hole #12 – defined by red stakes and/or lines; the penalty area extends to infinity.
- * Hole #13—the creek/slough and corn field short and right of the 13th fairway are deemed to be a penalty area. Players may take advantage of the drop zone for **ANY** tee shot hit into this penalty area; the penalty area extends to infinity. Note: for safety purposes players are not permitted to aim their tee shot across the cornfield, in the direction of the 14th tee (non compliance is a 2 stroke penalty).
- * Hole #15 & #18 – creek crossing these fairways is defined by yellow stakes and/or lines.

ABNORMAL COURSE CONDITIONS: Rule 16.1

- * All white lined areas – GUR . Any area enclosed with white paint.
- * All flower beds (NO PLAY ZONES) – mandatory free relief at point of entry (non compliance is a 2 stroke penalty)
- * The flower bed behind the green on #4 is out of bounds
- * No relief from bare dirt and bark mulch covered areas under trees. Bark mulch is deemed to be loose impediments Rule 15.1.
- * No free relief from hedges.
- * A wrong putting green includes the apron of that green. Practice putting greens are wrong greens – Rule 13.1.
- * Embedded ball – free relief granted in the general area.

OBSTRUCTIONS: Rule 16.1 & 15.2

- * All paved or graveled paths as well as worn extensions of these. Note: unmaintained dirt paths or tracks (between holes #5 & #9 and between #7 & #8) created by power carts/maintenance vehicles are not cart paths and free relief is not available. If you are unsure of whether your ball lies on a cart path, proceed under Rule 20.1c(3)
- * Electrical/irrigations boxes, yardage plates and poles, sprinkler heads, benches, retaining walls, all stakes defining penalty areas, the artificial sides of flowerbeds.
- * Bridges on holes #3, #4, #13 & #18 are deemed to be in the penalty area. No free relief, but you may ground your club on a bridge over a penalty area.
- * Stones in bunkers are loose impediments and can be removed from the bunker.
- * Monument by bridge on #13 is not in the penalty area and is deemed an obstruction.
- * Ties bordering the creek on holes #3, #4, #15 and #18 are integral. No relief without penalty.
- * As the power lines do not cross the normal line of play, a ball striking the line is considered rub of the green and the shot shall not be replayed.

TEMPORARY IMMOVABLE OBSTRUCTIONS (TIO): Starting, scoring, pace of play tents located on the golf course and bleachers are TIO's. If your ball lies in the enclosed area you **MUST** resume play from the nearest point of relief.

TIE BREAKING/ PLAYOFF: Overall Low Gross Professional and Low Gross Amateur will be decided by Sudden Death Playoff beginning on Hole #15. Overall low gross or low net champions or flight winners will be decided by best final round, then best back 9, then best back 6 and then best back 3. All Net prizes will take into account contestants handicaps including retrogression.

SUSPENSION OF PLAY: Rule 5.7

Discontinue play immediately if you hear one long blast of the horn as this indicates a dangerous situation. Do not finish play of the hole. Mark the ball, or leave the ball in place and leave the course. All Practice areas are closed. Resumption of play will be two short blasts.



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PROFESSIONAL PURSE:

1. \$4,000.00	5. \$1,100.00	9. \$450.00
2. \$2,700.00	6. \$750.00	10. \$400.00
3. \$2,250.00	7. \$650.00	11. \$350.00
4. \$1,500.00	8. \$550.00	12. \$300.00

AMATEUR PRIZING:

Overall Champions	Flight A	Flight B	Flight C	Flight D
	Low Gross & Low Net	Low Gross & Low Net	Low Gross & Low Net	Low Gross & Low Net
<u>Low Gross</u>	1st: \$325	1st: \$325	1st: \$325	1st: \$325
\$500	2nd: \$250	2nd: \$250	2nd: \$250	2nd: \$250
	3rd: \$200	3rd: \$200	3rd: \$200	3rd: \$200
<u>Low Net</u>	4th: \$125	4th: \$125	4th: \$125	4th: \$125
\$500	5th: \$75	5th: \$75	5th: \$75	5th: \$75

Note: Maximum of 18.0 handicap index will be allocated to Flight D participants.

TOURNAMENT SCORE ENTERING:

Please note that tournament scores will be entered in Golf Canada on your behalf by the VGT. Please do not enter your score to avoid duplicate entries.

TIME PAR:

TIME PAR: 4-SOMES	STARTING ON HOLE #1	TIME PAR: 4-SOMES	STARTING ON HOLE #10
THRU HOLE 4	58 MINUTES	THRU HOLE 13	1 HOUR
THRU HOLE 9	2 HOURS & 10 MINUTES	THRU HOLE 18	2 HOURS & 10 MINUTES
THRU HOLE 13	3 HOURS & 10 MINUTES	THRU HOLE 4	3 HOURS & 10 MINUTES
THRU HOLE 18	4 HOURS & 20 MINUTES	THRU HOLE 9	4 HOURS & 22 MINUTES

PENALTIES FOR BAD TIMES:

Definition of "Out of Position" - The first group off a starting tee will be considered "out of position" if it exceeds the required checkpoint time at a checkpoint hole. A first group becomes a following group when it catches up to another group.

A following group will be considered "out of position" if it exceeds the required checkpoint time AND is more than 14 minutes behind the group in front of them at that checkpoint.

A group that is out of position at a checkpoint hole will receive a warning for the first instance. The warning will not be rescinded. At this point individuals may be timed to determine if any individual bad times are occurring or causing any delays (see below for bad time penalties). Each player in a group that is out of position at a subsequent checkpoint hole may be liable to penalty stroke(s) as follows:

1st Offence: 1 shot penalty. 2nd Offence: 2 shot penalty

Serious Breaches: (Do not require a warning for penalty)

At any time a group may receive a serious breach for being out of position without warning. A serious breach is when a group exceeds the required checkpoint time by more than 9 minutes AND by more than 18 minutes behind the group in front of them at any checkpoint. Note that Rule 5.6 (Unreasonable Delay) is still applicable.

Individual Penalties for Bad Times:

First offence = Warning. Second offence = 1 Shot Penalty. Third offence = 2 shot Penalty

First player to play off tee, from fairway, on green is allowed 50 seconds to hit a shot. All other players are allowed 40 seconds to hit a shot