

EBTP: Rules, Handicapping & Concerns (April 2024)

USGA Rules of Golf

When there is a rule dispute between teams, players may use their phone/mobile device to check the USGA Rules website or app for the correct ruling. (See Rule 20.1b if teams cannot resolve a dispute)

Rule 1.2 Standards of Player Conduct

- Acting with integrity
- Showing consideration to others, i.e. DM devices are allowed, and the DM may be a cell phone. Cell phones used must be silenced/no ringers/no talking on the phone *unless* it is an emergency. In EBTP there will be a penalty of **loss of hole** for the player that does not follow cell phone use guidelines.
- Taking good care of the course

Rule 4.2c Ball cut or cracked while playing a hole

If you reasonably believe that your ball has been cut or cracked while playing a hole, you may lift it to check. First you must mark the spot of the ball then lift it without cleaning it (except on the green).

If you lift your ball without having this reasonable belief, fail to mark the spot of the ball before lifting it or clean it when not allowed, you get **one penalty stroke**.

You may only substitute another ball (by replacing it on the original spot) if it can be clearly seen that your original ball is cut, or cracked, and this damage happened during the hole you are playing – but not if it is only scratched or scraped or its paint is only damaged or discolored.

Penalty for Playing Incorrectly Substituted Ball or Playing Ball from a Wrong Place in Breach of Rule 4.2 is loss of hole for the player in EBTP.

Rule 6.3c Wrong ball

You must not make a stroke at a wrong ball. To breach this rule is **loss of hole for the player**.

Rule 6.4 Order of Play

The order of play from the teeing area depends on who has the honor. In EBTP, toss a tee on the first hole of play to see who goes first, *after that the low gross team on the last hole goes first*.

In match play, the order of play is fundamental; if you play out of turn, your opponent may cancel that stroke and make you play again.

The ball (*or team*) that is farther away from the hole is to be played first. In all cases, if your team plays when it is your opponent's turn to play, there is no penalty and you play your ball as it lies, but your opponent may cancel your stroke and require you to replace your ball and play again.

You may invite an opponent to play out of turn to speed up play. But if you do so, you forfeit your right to recall the shot.

Rule 23.6 Side's Order of Play

Partners may play in the order the *side* considers best. This means that when it is a player's turn to play under 6.4a (match play) either the player or her partner may play next.

Rule 11.1 Ball in Motion Accidentally Hits Person or Outside Influence

a. No Penalty to Any Player

If a player's ball in motion accidentally hits any person (including the player) or outside influence.

This is even true even if the ball hits the player, the opponent or any other player or any of their caddies or equipment. **Exception** - Ball played on putting green in stroke play: If player's ball in motion hits another ball at rest on the putting green before the stroke, the player gets the general penalty (two penalty strokes)

Rule 15.3 Ball or Ball-Marker Helping or Interfering with Play

a. Ball on Putting Green Helping Play

This rule applies only to a ball at rest on the putting green.

If you reasonably believe that a ball on the putting green might help anyone's play (such as by serving as a backstop near the hole), you may mark and lift the ball if it is your own, or if the ball belongs to another player, require the other player to mark and lift the ball.

b. Ball Anywhere on the Course Interfering with Play

If *another player* reasonably believes your ball might interfere with her play, she may require you to mark the spot and lift your ball, which must not be cleaned (except on putting green). If you do not mark the spot before lifting your ball, or you clean the lifted ball *or if you are not asked but believe* your ball interferes and lift your ball you get a **one stroke penalty**.

c. Ball-Marker Helping or Interfering with Play

If a ball-marker might help or interfere with play, you may, 1) move the marker if it is yours or 2) if the marker belongs to another player, require that player to move the ball-marker out of the way, for the same reasons as you may require a ball to be lifted.

The ball-marker must be moved out of the way to a new spot measured from its original spot, such as by using one or more clubhead-lengths. **Breach of rule 15.3 is loss of hole for the player. Penalty for incorrectly substituting a ball or playing ball from wrong place is loss of hole for the player.**

Be sure to move your ball back!

Rule 20.1b Doubt as to Procedure or Dispute

If a doubt or dispute arises between the players, the teams must try to resolve the issue before anyone tees off on the next tee. **Players may use their phone/ mobile device to check the USGA Rules website or app for the correct ruling.**

In the event that the two teams cannot resolve the dispute, a player may make a claim under Rule 20.1b. A Rules Committee, consisting of an NCGA Rules Official and/or two members of the Steering Committee, who are not involved in the dispute, will make a resolution. For this purpose, the Steering Committee is composed of the current and previous years' League Directors and Co-Directors.

The players in the ruling dispute would notify the Host Club Captain and their Captain of the Day at the end of their match. The Host Club Captain would be responsible for gathering the necessary members of the Rules Committee and/or the Steering Committee together so that a ruling can be made. If a ruling cannot be finalized on site, the Steering Committee members will review the ruling off site and finalize a decision in a timely manner.

Rule 23.9a (1-2) Four Ball Rule: When Penalty Applies to One Player Only or Applies to Both Partners

When a player gets a penalty for breach of a Rule, the penalty may apply either to that player alone or to both partners (that is, to the side). This depends on the penalty and the form of play:

a. Penalties Other Than Disqualification

(1) Penalty Normally Applies Only to Player, Not Partner

When a player gets a penalty other than disqualification, that penalty normally applies only to the player and not also to his or her *partner*, except in the situations covered by (2).

- Any penalty strokes are added only to the player's score, not to the *partner's* score.
- In *match play*, a player who gets the *general penalty (loss of hole)* has no score that can count for the *side* on that hole; but this penalty has no effect on the *partner*, who may continue to play for the *side* on that hole.
- **(2) Three Situations Where Player's Penalty Also Applies to Partner**
- **When Player Breaches Rule 4.1b (Limit of 14 Clubs; Shared, Added or Replaced Clubs)**. In *match play*, the *side* gets the penalty (*adjustment of the match score*);
- **When Player's Breach Helps Partner's Play**. In either *match play* or *stroke play*, the *partner* also gets the *same penalty* as the player.
- **In Match Play, When Player's Breach Hurts Opponent's Play**. The *partner* also gets the *same penalty* as the player.

Exception – Player Who Makes Stroke at Wrong Ball Is Not Treated as Having Helped Partner's Play or Hurt Opponent's Play:

- Only the player (not the *partner*) gets the *general penalty* for breach of Rule 6.3c
- This is true whether the ball played as a *wrong ball* belongs to the *partner*, an *opponent* or anyone else.

Rule E-5 Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds

(for all play on EBTP Courses)

Purpose: to speed up play.

Local Model E-5 “When a player’s ball has not been found or is known or virtually certain to be out of bounds, the player may proceed as follows rather than proceeding under stroke and distance.”

For two penalty strokes, the player may take relief by *dropping* the original ball or another ball in the *relief area* (see rule 14.3)

Two estimated reference points:

a. Ball Reference Point: The point where the original ball is estimated to have:

- come to rest on the *course*, or
- Last crossed the edge of the *course* boundary to go *out of bounds*.

b. Fairway Reference Point: The point of fairway of the *hole* being played that is nearest to the ball reference point, **but is** not nearer the *hole* than the ball reference point.

For the purpose of this Local Rule, “fairway” means any area of grass in the *general area* that is cut to fairway height or less.

If a ball is estimated to be lost on the course or last crossed the edge of the course boundary short of the fairway, the fairway reference point may be a grass path or a teeing ground for the hole being played cut to fairway height or less.

Size of Relief Area Based on Reference Points: Anywhere between:

- A line from the *hole* through the ball reference point (and within two *club-lengths* to the outside of that line), and
- A line from the *hole* through the fairway reference point (and within two *club-lengths* to the outside of that line).

But with these limits:

Limits on Location of Relief Area:

- Must be in the *general area*, and
- Must not be nearer the *hole* than the ball reference point.

Once the player puts a ball *in play* under this Local Rule:

- The original ball that was *lost* or *out of bounds* is no longer *in play* and must not be played.
- This is true even if the ball is found on the *course* before the end of the three-minute search time (see Rule 6:3b).

But, the player may not use this option to take relief for the original ball when:

- That ball is *known or virtually certain* to have come to rest in a *penalty area*, or
- The player has played another ball provisionally under penalty of *stroke and distance* (see Rule 18.3)

A player may use this option to take relief for a provisional ball that has not been found or is *known or virtually certain* to be *out of bounds*.

USGA Rules of Handicapping (Effective 2020)

II - Scores for Handicap Purposes Rule 3 - Adjustment of Hole Scores

Rule 3.3 When a Hole is Started but Player Does Not Hole Out

Scoring: [Most Likely Score](#) link

Take the number of strokes already taken to reach a position on that hole, plus

Add: any penalty strokes incurred during play of the hole, plus

Add: additional strokes depending on ball position (3 options):

- **1 additional stroke** - ball on putting green and within 5 feet from the hole
- **2-3 additional strokes** - between 5 feet to 20 yards from the hole
- **3-4 additional strokes** - more than 20 yards from the hole

WHEN:

- The result of the hole has already been decided
- A hole has been conceded in match play
- A player's partner has already posted a better score in a Four-Ball format and the player picks up, or
- A player has already reached their *net double bogey* limit on a specific hole.
- EBTP - Marshal directs teams to advance to the next hole to improve pace of play.

Rule 3.2 When a Hole is Not Played (after playing 14 or more holes; the minimum number of holes required for an 18-hole score to be acceptable)

NOTE: This policy was adopted by the EBTP league in March 2024, as it differs from the 2024 World Handicap System rule change for a hole not played.

Scoring: [Par of Hole + Pops*](#) link, based on player's handicap (Net Par)

WHEN:

- Fading light or bad weather,
- Player injury or illness
- A match finishing before the final hole (due to EBTP Match Timing 4 hours & 45 minutes)
- A hole being declared out of play by the Committee for maintenance or reconstruction purposes
- EBTP - Marshal directs teams to advance to the next hole to improve pace of play

Rule 3.1 Maximum Hole Score for Handicap Purposes (for posting scores)

Scoring: [Par of Hole + 2 Strokes + Pops*](#) link, based on player's handicap (Net Double Bogey)

WHEN:

After round, before posting a player's score, check each hole to ensure the individual hole score does not exceed Net Double Bogey. Make correction where necessary.

* **Pops:** any handicap strokes that a player receives on that hole.

Plus (+) Playing Handicap (EBTP Match Play Formats)

When a team has a player with a Plus (+) Playing Handicap: The player with the lowest Course/ Playing Handicap plays off zero strokes relative to other players. The other players receive the difference between their own Course Handicap and that of the player with the lowest Course Handicap.

NOTE: The strokes or pops are applied on the **lowest handicap holes** on the course (holes with stroke index 1, 2, 3 etc.)

Example of How to Allocate Strokes

Player A: +2 player plays off zero (0) strokes;

Players B, C and D receive their own course handicap **plus 2 extra strokes.**

Player B receives 9 strokes, Player C receives 12 strokes and Player D receives 15 strokes.

Player	Course/ Playing Handicap	Strokes/ Pop
A	+2	0
B	7	9
C	10	12
D	13	15

Scorecard Sample: Player with a Plus (+) Playing Handicap

EBTP @ Green Valley CC A Team											STARTING HOLE 1-A August 1, 2023															
1-A	HOLE	1	2	3	4	5	6	7	8	9	OUT	INT	10	11	12	13	14	15	16	17	18	IN	TOTAL	PH	STROKES	
	SLOPE: COMBO	429	339	458	304	129	335	119	347	323	2783		355	365	303	117	319	442	328	125	287	2641	5424			
	HDCP	12	2	8	4	16	14	18	10	6			9	3	1	15	13	7	5	17	11		TOTAL			
	Par	5	4	5	4	3	4	3	4	4	36		5	4	4	3	4	5	4	3	4	36	72			
BLACKHAWK A																										
	<i>Patty Par</i>																								+2	0
	<i>Betty Bogey</i>																								7	9
	GROSS POINTS																									
	NET POINTS																									
OAKHURST A																										
	<i>Ellen Eagle</i>																								10	12
	<i>Heidi Handicap</i>																								13	15
	GROSS POINTS																									
	NET POINTS																									
	Time to Finish	8:45	9:00	9:15	9:30	9:45	10:00	10:15	10:30	10:45			11:00	11:15	11:30	11:45	12:00	12:15	12:30	12:45	1:00					
		Pro Shop: 925-234-5678										Competitor:					Marker:									

April 19, 2024