

EBTP: Rules & Handicapping (3.4.2025)

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. Distance Measuring 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 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 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. Be sure to move your ball back!

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.

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>											PP												+2	0	
<i>Betty Bogey</i>											BB												7	9	
GROSS POINTS											G														
NET POINTS											N														
OAKHURST A																									
<i>Ellen Eagle</i>											EE												10	12	
<i>Heidi Handicap</i>											HH												13	15	
GROSS POINTS											G														
NET POINTS											N														
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:									