

GOLF: BOYS' AND GIRLS'

Golf is a fall sport for Boys' and a spring sport for Girls' of the KingCo League.

The varsity team will consist of ten (10) players with the best five (5) scores counting toward the team match score. Each school is to bring, at most, ten (10) players to scheduled matches. If a team does bring more than 10, the extra players must abide by the spectator rules.

1) General Rules

- a) The USGA Rules of Golf will govern all play, including scoring, except in cases of local ground rule changes.
- b) All teams are to have equal access to practice facilities on match days.
- c) No competitor may play practice holes at the match site on the day of the match.
- d) The **use of range finders is allowed** during any regular season match and during Tournament play.

2) League Schedule

- a) Any changes required in a match site or match date require mutual agreement of the coaches of the competing schools **and approved by the league athletic directors** as outlined in this handbook.
- b) The league schedule becomes official immediately following the pre-season coaches meeting.
- c) Any team not appearing for a scheduled match will forfeit.

3) Summer & Winter Rules

- a) All matches, including the KingCo Medalist Tournament and District II Tournament, will observe either summer or winter rules as determined by the local course conditions for that day.
- b) Definition of "Winter Rules": The ball shall be played **THRU THE GREEN** where a ball is marked, lifted, cleaned, and placed within 6 inches, NO nearer the hole. Once the ball is released, the ball is in play and may not be replaced. In applying winter rules players may **NOT** change cuts when placing their ball.

4) Score Maximums:

- a) For boy's golf, during league play only, to help the speed of the play, a **maximum 10 rule** will be used. Golfers should still put a 10 as well as the "X" below the 10. KingCo league matches will consist of nine (9) holes
- b) For girls' golf, during league play only, to help the speed of play the **double par maximum** rule will be used. If the player needs to pick up (due to reaching "double par"), they should write the double-par score in the regular box on the scorecard and place an X in the box below the score. The player will total their score for each hole. The player turns in their card to the coach and then the coach will add an additional stroke for each X that is on the card. The player's final score will be nine holes + one stroke for each X.

5) Suspension of Play

- a) If the match is stopped by unsafe conditions and cannot be completed before all the players have completed the nine (9) hole match, then only the holes that all the players have completed will be counted.
- b) If all golfers complete five (5) holes, the match is complete. If not all the golfers complete five (5) holes, the match needs to be rescheduled and started completely over.

6) Pace of Play

- a) The expected pace of play in league matches is a maximum of 15 minutes per hole. Keep up with the group in FRONT of you.
- b) The expected pace of play in tournament play is a maximum of 15 minutes per hole. Keep up with the group in FRONT of you.

7) Coaching During Play

- a) Coaches must accompany their teams and/or individuals to all KingCo league matches and tournament play.
- b) A maximum of two coaches can coach during regular season contests. These coaches must be cleared and/or paid coaches (having gone through the volunteer clearance process in their respective school districts). Coaching may take place from TEE TO GREEN (but not on the green). The number of coaches allowed to coach at the conference tournament would mirror what the WIAA does at the state tournament, provided we have enough workers to run the conference tournament. It is intended that coaches supervise their players while they are on the course, help with rules interpretations when needed and aid running tournament play and pace of play encouragement.
 - i) Coaching rule: 1-2 Golfers: 1 Coach Pass; 3+ Golfers: 2 Coach Pass.
 - ii) Coaches may give advice to their players from the tee to the green and after a player has completed a hole and the player has left the putting green.
 - iii) Coaches may not go on to the green or in any hazards on the course.
 - iv) Coaches may not carry clubs or push player's carts.
 - v) The coach must not cause a player to delay play.

8) Advice During Play

- a) No advice (this includes any information about how the match is going) is to be given from one threesome or foursome to another until score cards have been checked, signed by the scorer, attested by the player, and turned in to the coaches. Coaches may give advice between the tee and the green, but advice must be quick, direct, and not slow play in any way.
- b) Team vs. Individual: For clarification purposes, the League matches are interpreted to be team competitions. This permits golfers from the same school to communicate, receive advice, etc., **if they are playing in the same group**. This does not allow for players to receive or give advice or information to a teammate who is not playing in his/her group or who has completed play for the day.

9) Tie-Breaker During League Play

- a) When a tie match occurs during the regular season, the team with the lowest number of "X's" on counting score cards will win the match. If a tie cannot be broken with "X's" a sudden-death playoff will be held starting at the first hole. All five varsity players with the counting scores that caused the tie will participate.
- b) If two (2) or more players from one team tie for the 5th spot the coach will determine which players(s) will take part in the tie breaker.
 - i) The total score of all five (5) players will determine the winner.
 - ii) If one or more of the five counting players has left the golf course their team will forfeit the match.

10) Marking & Attesting

- a) During matches, each player will keep a scorecard for his/her opponent.

- b) The score must be legible. If a score is changed, it must be crossed out and re-written in the space below the original score. No writing over another score.
- c) At a minimum, scorecards should be reviewed every 3 holes.

11) **Dress Code**

- a) All participants in regularly scheduled KingCo league matches, KingCo Medalist Tournament, and the District II Tournament are required to wear appropriate golf attire that is neat and clean. No jeans, denim, or yoga/exercise/Lulu Lemon pants will be allowed. Pants must have pockets. Skirts and shorts are allowed.
- b) Players must follow any course specific attire requirements.
- c) Failure to adhere to this dress code will result in non-participation. Coaches shall assess this penalty (disqualification) prior to starting the match or anytime during the match.

12) **Player Conduct & Sportsmanship**

- a) Prior to the start of all league matches and tournament play a verbal reminder will be given to all participants of appropriate conduct.
- b) A verbal reminder will also be given on how to appropriately report a violation.
 - i) If a violation happens, the golfer calling the violation must immediately inform the golfer at fault AND note it on their scorecard.
 - ii) The next step is for the golfer to notify a coach or tournament official the first opportunity they have.
 - iii) Violations brought up at the end of a match without following the above steps will not be accepted.
- c) The following violations will result in a two (2) stroke penalty for the **first offense** and should a second offense occur the individual will be automatically disqualified from any KingCo League Match or KingCo Medalist Tournament:
 - i) Club throwing and equipment abuse,
 - ii) Abusive language (swearing),
 - iii) The use of cell phones including text messaging. (Cell phones must be turned off before you tee off and may not be used until you have signed, attested, and turned in your scorecard).
- d) Any player intentionally damaging equipment or the golf course during play will result in **immediate disqualification** from a KINGCO League Match or KingCo Medalist Tournament. This malicious damage includes but is not limited to scuffing greens or trees, stuffing pins, hitting trees or damaging equipment including clubs.

13) **Spectator Expectations**

- a) Spectators will be allowed on the course, provided they follow the players by at least 25 yards, are not in close contact with the players, and do not give advice or instructions during the match.
 - i) A verbal warning will be given for the first offense.
 - ii) Should a second offense occur the player will be subject to a two (2) stroke penalty.
 - iii) Should a third offense occur the player will be automatically disqualified from the KingCo League Match, KingCo Medalist Tournament, or District II Tournament.
- b) A violation must be identified (challenged) at the time it happens, not later on in the match. Coaches may also assess this penalty if they witness the violation. This is considered unsporting conduct.

14) **Tournament Play**

- a) **Tournament Qualifying:** To qualify to compete as an individual in the KingCo Medalist Tournament a player must have scored 59 or lower at least once during a regular season match. The score of 59 or better may include X's. If a player takes an X on a hole, their score will be double par +1:
- i) X on Par 3 score = 7
 - ii) X on Par 4 score = 9
 - iii) X on Par 5 score = 11
- b) If one or more teams are unable to field six players for the tournament, the field may be filled from other schools based on the order of finish in league play until the field is filled. Coaches must indicate which six will count for tournament scoring prior to play. Note: Only six players (maximum) may advance to the state tournament. Players may be seeded/paired by handicap. Players from the same school shall not play in the same pairing.
- c) Tournament scoring for the boys' and girls' KingCo Medalist Tournament and District II Tournament will be **total strokes** using 4 of the best 5 scores from the TEAM of five athletes from each school.
- d) Players will **complete each hole**, counting ALL of their strokes (no double par rule in effect).