

## **RULES AND CONDITIONS OF PLAY**

### **Tee Locations**

Each local qualifying course should have four sets of tees the day of the qualifier per the yardage chart. The Host Professional shall ensure players are notified of what tee color each category is to play on the Notice to Players. Note: The maximum course length for the Amateur tees should be no more than 6,600. If a course is no longer than 6,200 yards, the Amateur and Senior tees should be placed together.

### **Age/Gender Tee Name Target Yardage**

Male 54 and Under Amateur 6,400 to 6,600

Male 55 to 64 Senior 6,200 to 6,400

Male 65 and Older Master 5,800 to 6,200

Female Women 4,800 to 5,400

### **Amateurism**

All team members competing in the Kentucky Scramble must maintain their amateur status according to the USGA Rules of Amateur Status. Professionals are not allowed to compete in the Kentucky Scramble (exception is the State Championship as the Professional) In the event a team member loses their amateur status, that team member will no longer be allowed to compete in the Kentucky Scramble.

In the event that a team member maintained their amateur status when competing in a Local Qualifying event and foregoes their amateur status after competing in a Local Qualifying event, that team member will no longer be allowed to compete in the Kentucky Scramble. If the remaining team members currently maintain their amateur status, they will still be allowed to compete but must adhere to the competitor substitution requirements.

**Ball Placement (Other than on Putting Green)**

All balls must be played one club length from the ball that is selected, no closer to the hole. A team member may improve their lie prior to the next shot. However, all balls must remain in the same lie of the shot that is selected. For example: A ball selected that lies in the rough just off the fairway may not be played from the fairway, even if it is within one club length and no closer to the hole.

**Ball Placement (On the Putting Green)**

All balls must be played one club head from the ball that is selected, no closer to the hole. A team member may improve their lie prior to the next shot. However, all balls must remain on the Putting Green and cannot be moved off the Putting Green.

**Shot Minimum**

Teams must utilize each team members drive a minimum of three times during a round. No additional shot minimum are required.

**Multiple Ball Rule**

Competitors may change their golf balls at any time throughout the course of the round, even between strokes.

**Extension of Line**

Partners may stand behind a partner, or in an extension of their line, while the partner is making a stroke.

**Distance Measuring Device**

A player may obtain distance information by using a device that measures distance only.

If, during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g., gradient, wind-speed, temperature, etc.), regardless of whether any such additional functions are actually used, the player is in breach of Rule 14-3. Penalty for Breach of Condition: Disqualification

### **Round Time Limit**

Kentucky Scramble events are scheduled for 5-hour maximum rounds. During the course of play, should a group fall behind the 5 hour round time limit, the following procedures should be utilized to ensure that no groups are holding up the course of play and impeding the 5 hour time limit.

### **Pace of Play Warning**

If a group is found to have fallen behind a scheduled 5-hour maximum round of play, as assessed by allocating 15 minutes per Par 3 played, 18 minutes per Par 4 played, and 20 minutes per Par 5 played; that group be provided with a verbal warning by the event host asking to speed up play. This verbal warning will be issued at the full discretion of the event host and must be followed by all participants. Once a verbal warning is issued, each group must finish a Par 3 within a 15-minute time limit, a Par 4 within an 18-minute time limit, and a Par 5 within a 20-minute time limit.

### **Penalty**

Should a team not complete a hole within the parameters set that team will be assessed with a 1 Stroke Penalty on the hole that was not completed in time and will continue to remain on the clock. The team in question will continue to receive an additional 1 Stroke Penalty on any hole not completed within the allocated time until they complete a hole within the time parameters and are taken off the clock.