

**LPGA Amateur Golf Association  
San Diego Chapter  
Terms of Competition and Local Rules (Hard Card)**

The Rules of Golf as approved by the USGA govern play, supplemented by the following:

**Pace of Play Policy:**

Groups must play at a prompt pace and keep up with the group in front of them, finishing no more than 15 minutes behind the group ahead.

Your Group is **BEHIND** if:

- On a par 3, the group arrives at the tee after the group ahead has completed teeing off on the next hole.
- On a par 4, the group arrives at the tee, and the hole is empty.
- On a par 5, the group arrives at the tee, and the group ahead is on the putting green.

Groups out of position for any reason (ball searches, rule issues, etc.) are expected to return to position within no more than two holes. Groups that are behind may be subject to penalties under Rule 5.6.

It is recommended that the player make the stroke in no more than 40 seconds after she is (or should be) able to play without interference or distraction, and the player should usually be able to play more quickly than that.

**Maximum Score:** Under Rule 21.2, the maximum gross score for each hole set by the Committee is **10**. A player who does **NOT** hole out for any reason gets the maximum score for the hole. Once a player reaches 10 strokes on a hole, she should pick up to assist the pace of play.

**Additional Relief Option for Lost Ball or Out of Bounds:** Model Local Rule E-5 is in effect. When a player's ball is lost or out of bounds, the player may proceed as follows rather than proceeding under stroke and distance (returning to the spot of the previous shot): For TWO penalty strokes, the player may take relief by dropping a ball within two club-lengths of the edge of the fairway nearest where the ball is determined to be lost or OB, no closer to the hole.

**Relief from Sod Seams:** Model Local Rule F-7. A player may take free relief under Rule 16.1 when a ball lies on a sod seam or it interferes with the area of the intended swing—no free relief for interference with the player's stance. Drop within one club length of the nearest point of complete relief, no closer to the hole.

**Aeration Holes:** If the player's ball lies in or touches an aeration hole, she may take free relief under Rule 16.1 as follows: in the General Area, the player may drop the ball within one club-length of the nearest point of complete relief, no closer to the hole. On the putting green, the player may place a

ball at the nearest point of complete relief. If the ball comes to rest in another aeration hole, the player may take relief again.

**Preferred Lies (Winter Rules):** Players will be notified prior to starting play if Preferred Lies is in effect. When a player's ball lies in the General Area cut to Fairway height or less (fairways and fringe of green only), the player may take relief once by placing the ball in the General Area within one club length of where the ball lies, no closer to the hole.

**Reminder on Rangefinders:** Distance-measuring devices such as GPS, smartphone apps, and range finders are permitted under the Rules, but if your device measures any other condition, such as Slope or wind speed, that capability must be disabled or turned off.

**Gimme Policy:**

Although not in accordance with the Rules of Golf, for our routine play days (not major championships, qualifiers, or events), we do allow groups to agree to give putts (aka gimmes) within "the leather" (i.e., the length of the standard putter grip, **around 10.5 inches**). This makes the round more enjoyable, a little less competitive, and speeds up play. The use of gimmes is not required, however.

**Scoring Procedures:** We will use the Golf Genius (GG) app for live scoring for all events.  
Steps:



1. One person in the foursome will enter scores into the GG App.
2. Download the Golf Genius app if you don't already have it.
3. Open the app and sign in with your Team GGID, located on your scorecard and/or the tee sheet.
4. One other player will STILL need to keep a physical scorecard tracking the team's score.
5. At the end of the round, the GG App scorer will read the scores to the physical scorecard keeper. Other players should pay attention to ensure their scores are accurately recorded.
6. This should take less than 5 minutes.
7. **Do not post to GHIN.** The Committee will post to GHIN for you after your round. GHIN will automatically post your score using Net Double Bogey.