

Inter-City Chinese Golf Tournament

Format & Rules

Please read this document in full to ensure all rules are clearly understood.

Format

1. Teams: Montreal, Ottawa and Toronto
2. 8 players each team
3. Match play players
Montreal players: M1, M2, M3, M4
Ottawa players: O1, O2, O3, O4
Toronto players: T1, T2, T3, T4
4. Match play groups
Group 1: M1 & M2 vs O1 & O2
Group 2: M3 & M4 vs T1 & T2
Group 3: O3 & O4 vs T3 & T4
5. Stroke play players
Montreal players: Ma, Mb, Mc, Md
Ottawa players: Oa, Ob, Oc, Od
Toronto players: Ta, Tb, Tc, Td
6. Stroke play groups
Group 4: Ma vs Oa, Mb vs Ob
Group 5: Mc vs Ta, Md vs Tb
Group 6: Oc vs Tc, Od vs Td

Awards

1. Champion
2. Runner Up
3. 3rd Place

Pace of Play

There will be zero tolerance for slow play. It does not matter if there is a group behind you or not; you must stay one-stroke-distance behind the group ahead of you at all times. Each person is to execute his/her shot in under 30 seconds from when it becomes his/her turn.

Penalties will be implemented as follows:

1. A warning will be issued if a group is out of position, and if the group is still out of position...
2. Marshall will stay with the group and a penalty stroke could be issued to any player of the group who takes longer than 40 seconds to execute a shot.

Rules

1. Complete RCGA Rules of Golf will be used with exception to the Inter-City tournament rules as follows
2. Please disregard local rules on the course scorecards
3. Any type of GPS and range finders are permitted for measuring distance
4. No caddy is permitted
5. Dress code in effect: men's collared shirts; must be tucked in; no denim
6. Course maintenance: warnings and penalties will be issued for any competitor who doesn't replace divots, repair ball marks, rake bunkers, etc
7. Power carts are permitted, however, you must not drive past your ball. Please adhere to course rules and etiquette.
8. **Inter-city tournament rules:**
 - 1) In any hole, if a player's strokes count equal to double strokes for par of that hole, stop playing and record double par strokes on scorecard (i.e.: par 3 is 6, par 4 is 8 and par 5 is 10)
 - 2) Missing ball or not playable within the area defined by white stakes or red stakes, players take one stroke penalty and continue to play in a drop area.
 - 3) Finding balls in rough is limited to 3 minutes. After 3 minutes it is deemed a missing ball. Players take one stroke penalty and continue to play in a drop area.
 - 4) Drop Area:
 - (1) Ball is in an area defined by white stakes or red stakes or too close to trees/bushes and unplayable: lift, clean and drop the ball within two club length of the spot where the ball lays or boundary of the unplayable area but no nearer to the hole.
 - (2) For cross ditches, drop area is over the ditch within two club length beyond edge of the ditch.