

## HAMILTON HALTON JUNIOR GOLF TOUR COMPETITOR RULES, ETHICS, DRESS AND CONDUCT CODE

## **STARTING TIMES:**

Starting times will be posted on the website at <a href="www.hhjgt.com">www.hhjgt.com</a> no less than 24 Hours prior to the event. The starting times for the last six stops will be arranged by the point standings after the previous round. E.g. 1/2/3/4, 5/6/7/8 etc. draw system. All players must notify a tour official a minimum of 24 hours prior to an event indicating withdrawal or non-attendance of event.

## **DRESS:**

Shirts must have sleeves and collars or mock neck and must be tucked in at all times. No blue jeans, cargo or rugby pants. Dress pants, cords and khakis must be worn. Dress shorts are permitted that satisfy the host club's regulations. Caps/hats must be worn forwards.

**FOOTWEAR:** Current Golf Footwear with Softspikes or spikeless soles is required and Running shoes are permitted. No soccer, football, or hard sole footwear is allowed.

**PROFANITY**, **ABRASIVE BEHAVIOUR**: Disciplinary action will be taken as described below.

**CLUB THROWING:** Disciplinary action will be taken as described below.

**AIDING FELLOW COMPETITORS:** Once you have finished your round you are not permitted to return to the course. Playoffs and 18<sup>th</sup> green are exceptions.

**ACCESS TO FACILITIES OF HOST CLUBS:** If you see a sign indicating Junior Golf Tour Off Limits, pay attention. It is OFF LIMITS. Other areas of host clubs may be MEMBER ONLY and adherence must be in order.

**FOOD AND BEVERAGE:** Most host clubs accept cash. No signing privilege is allowed. For those who wish to snack after the front nine, remember you must maintain your position.

**LOCAL RULES:** Will be available on the first tee at each tour site.

**SLOW PLAY:** Players will be expected to maintain position behind the group in front and respect all Tour slow play policies outlined on the first tee.

**RULE PROBLEMS:** If you require a ruling and no official is available, implement rule #3-3 which requires that you play two balls --- the original from where it lies, and the second from the relief position. Finish your round, then ask a Tour Official for the necessary ruling before signing and turning in your scorecard.

**PRACTICE ROUNDS:** Are not included in the tour.

**MEASURING DEVICES:** A player may obtain distance information by using a device that measures distance only. If, during an event a player uses a distance measuring device that is designed to gauge or measure other conditions that might affect their play (e.g. gradient, windspeed, temperature, etc.) the player is in breech of rule 14.3 for which the penalty is disqualification, regardless of whether any such additional function is actually used.

**CELLULAR PHONE/MUSIC DEVICES/AUDIO SPEAKERS:** Prohibited from use during any competition rounds. NO AUDIO SPEAKERS are permitted at any HHGJT competition site. **Permitted to use:** pre and post competition rounds with headphones only at any HHGJT competition site.

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**SPECTATORS AND CADDIES:** Be advised that spectators and caddies are NOT ALLOWED on the course during Junior Tour Events. Officials only.

**INFORMATION:** Any questions pertaining to rules, procedures, tour policies, and starting times may be submitted to admin@hhjgt.com and will be directed to appropriate official.

**DISCIPLINARY ACTION:** For those who do not adhere by the rules and code of ethics as set out, the following consequences will result:

BREACH DEMERIT POINTS

Withdrawing during a round without just cause	50 Demerit Points
The use of language to injure the reputation of the tour Not	50 Demerit Points
giving due notice of absenteeism from an event	50 Demerit Points
Throwing a club or conduct unbecoming	50 Demerit Points
Not Adhering to Dress Code Guidelines	50 Demerit Points
Willful damage of the course or clubhouse	50 Demerit Points
Littering	50 Demerit Points
Use of Cellular Phones/Music Devices/Audio Speakers	50 Demerit Points
Use of Tobacco, Alcohol, Recreational Drugs Intentional	100 Demerit Points + Suspension
Breach of Rules of Golf	100 Demerit Points + Suspension
Verbal or Physical Abuse of Tour Official	100 Demerit Points + Suspension
Intentional Golf Etiquette Breach(s) Directed to Players	100 Demerit Points + Suspension

**NOTE:** Players are encouraged to protect the Tour and the Field if they witness any conduct they feel is under Breach of the above code of ethics. A player that accumulates three 50 Demerit Point Breaches in a season will be suspended for one event. Any player that has a 100 Demerit Point Breach will be suspended indefinitely from future events until Committee has made decision based on breach.

**THE POINT SYSTEM:** Available on website under MERIT POINTS EARNED

**IN THE EVENT OF TIES:** If a tie occurs for first place (of one event) a playoff will result. If a tie occurs in any other position the points accumulated by those tied are added together and divided equally among participants.

**POINT ACCUMULATION:** Your accumulated points from each Tour Stop are added together. The player who has accumulated the most points at the end of the last tour stop wins the tour.

Points will accumulate from all 7 tour stops, no rounds will be discarded. Therefore the more rounds you play, the more points earned.

In the event of a tie for the Tour Championship, the tie will be broken using the following guidelines:

- In the event of a tie, the player with the most first place finishes during the current tour will be declared the winner.
- In the event a tie still exists, second place finishes will determine the winner.
- In the event a tie still exists, third place finishes will determine the winner.

We anticipate that this document does not necessarily answer all the questions you may have, or cover all of the situations which may arise. Golf is that kind of game. The unexpected does generally happen. Please ask an official for guidance should you be experiencing some kind of difficulty not covered by the above.

THE HAMILTON HALTON JUNIOR GOLF TOUR
BELONGS TO THE PARTICIPATING JUNIORS!
IT IS YOURS TO ENJOY! DO NOTHING WHICH WILL DO IT HARM!
PLAY WELL!

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