

GVWGA LATE ARRIVAL RULINGS: TOURNAMENT TEE TIMES

This document's intention is to clarify the implications to both team and medal play events when a player arrives late for their tee time. These rulings have been developed in accordance with the USGA Rules of Golf and their USGA Committee Guidelines.

In the case of shotgun starts, the “start time” is generally the time when players head out to their starting holes. For these purposes, a player is considered late if they are not at their assigned starting tee when the team is ready to tee off. It is expected that a team will not purposely delay the start of their round, on their first tee, awaiting the arrival of the late player.

TEAM EVENTS:

This ruling is in accordance with the USGA Rules Golf Committee Section. It allows for Organizations and Event Committees to implement rulings which are not addressed under the specific sections of the USGA Rules of Golf.

FOR ALL FORMATS LISTED BELOW:

- The on-time partner(s) play without the late player until the late player arrives. There are no extra shots allowed by on-time partner(s) for the late partner(s). The late partner(s) cannot make up the hole(s) they missed.

Best Balls and ChaChaCha:

- Regardless of when the late partner(s) arrives, they cannot join the team while a hole is being played. They must wait until the team finishes the hole and then join the team on the next tee.

Alternate Shot:

- The General penalty (2 strokes) will be assessed to every hole that the "on time" player plays alone. If the late player arrives once a hole has started, they must wait until that hole is completed and then join the team on the next tee.

Shamble:

- If the late partner(s) arrives before the second shot on a hole is started, they join the team at that point (hitting the second shot). If the late partner(s) arrives while the team is playing the hole (after the second shot is started), the late partner(s) waits until the team finishes the hole, and then joins the team on the next tee.

Scramble:

- Regardless of when the late partner(s) arrives, they join in with the team upon their arrival, and take their spot in the rotation.

Multi-Format:

- Follow the specific rulings for the given formats above (Best Ball, Alternate Shot, Scramble) until the late partner(s) arrives.

MEDAL PLAY EVENTS:

This ruling is in accordance with the USGA Rules of Golf, Rule 5 - Playing the Round

5.3 Starting and Ending Round

a. When to Start Round

A player's **round** starts when the player makes a **stroke** to start their first hole (see [Rule 6.1a](#)).

The player must start at (and not before) their starting time:

- This means that the player must be ready to play at the starting time and starting point set by the [Committee](#).
- A starting time set by the [Committee](#) is treated as an exact time (for example, 9 am means 9:00:00 am, not any time until 9:01 am).

If the starting time is delayed for any reason (such as weather, slow play of other groups or the need for a ruling by a [referee](#)), there is no breach of this Rule if the player is present and ready to play when the player's group is able to start.

[Penalty for Breach of Rule 5.3a: Disqualification](#), **except** in these three cases:

- **Exception 1 – Player Arrives at Starting Point, Ready to Play, No More Than Five Minutes Late:** The player gets the **general penalty** applied to their first hole.
- **Exception 2 – Player Starts No More Than Five Minutes Early:** The player gets the **general penalty** applied to their first hole.
- **Exception 3 – Committee Decides that Exceptional Circumstances Prevented Player from Starting on Time:** There is no breach of this Rule and no penalty.

(NOTE: **General penalty = loss of hole in match play or 2 strokes in stroke play)**