



**Grizzly Golf TOUR
Tournament Players Manual**

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Tournament Preparedness

The golfer should arrive at tournament course an hour before their starting time. Upon arrival at the course the golfer should first check in with tournament organizer.

The golfer needs to time to arrive early and get prepared at non-rushed pace. Hit a few shots if there is a driving range. Chip-and-putt at a designated chipping green. Then hit a few putts, get a feel for the pace of the greens and be ready to tee off.

The golfer should be at the first tee 10-minutes before their posted starting time.

All players should have their equipment ready for their Grizzly Golf tournament. Be prepared with two or three game balls marked with a sharpie and your personal ball mark. Count your clubs. Only 14 clubs allowed. Do you have tees, a ball marker, pencil, green repair tool and a towel?

Be prepared because sometimes it rains. A rain jacket that is not too tight and big enough to swing. Rain pants, extra towel and umbrella are all needed for a rainy day. Golf is played in the rain.

Do you have a healthy snack? Water too. Golfers need to hydrate especially on hot days.

Grizzly Dress Code

Players, parents, caddies, coaches, spectators and others must follow the dress code of the facility where the tournament is played. Shirts with collars are required. No tee shirts or sweat pants. Failure to comply may result in players, parents, caddies, spectators and others to be asked to leave the facility.

GPS / Distance Measuring Devices Policy

Grizzly golf GPS policy generally follows Golf Canada and R&A/USGA rules distance measuring devices are allowed for distance (yardages) but must not provide slope or elevation information. (Rule 4.3) with specific rules about phone calls (no calls except emergencies) and caddies. Cellular phones should have the ring on silent.

Pace-of-Play Policy

Slow play is a problem in the game of golf. It is our role as tournament organizers to instruct all golfers to learn to play quicker. They need to learn to play **“Ready Golf”** and be ready to play when it is your turn. Also be ready to play if your playing partner is not ready to hit. Then the ‘ready golfer’ should proceed.

Each Shot Time Limit

The time limit is 42 seconds per shot for all strokes including putts. The time will commence once it is the players turn to play regardless if the player is ready or not. Grizzly Golf encourages golfers to prepare for their shot while their fellow competitors in the group are playing.

Keep up with Group in Front

Keep up with the group in front is the first rule of Grizzly golf. Don't fall behind and lose sight of the group in front. Always play at a steady pace. Things happen during a round of golf. A lost ball or a few extra shots can slow a player down. When they do it is important to now move a little quicker to catch up and get back into position on the golf course.

On the Course

In tournament golf your playing partner will keep your score and you will keep their score. At the same time as you record your playing partner's score you will also write down your own score. It is important to mark your score and ask your playing partner's score on the next tee.

While getting to your ball always move at a steady Grizzly pace between shots. Get to your ball and be ready to hit. If your playing partner has lost their ball help in the search. By the rules of golf players are allowed (3) three minutes to search for their ball.

Hit a provisional ball (extra shot) if you hit a ball into an area where you are unsure if it is safe or lost. This will speed up play. If the ball is lost the golfer will incur a one stroke penalty for the lost ball and proceed to finish the hole.

If you hit a shot towards other golfers either in your group or other people on the course be sure to yell, 'FORE'. These are words of caution to other golfers making them aware a ball may be coming in their direction.

On the fairway replace divots, rake sand bunkers, repair ball marks on the green and respect the golf course. If you see a divot or ball mark that another golfer failed to repair then fix it.

On the Green

When arriving at the green and if your ball is on the putting surface you can mark it and clean it. A ball marker should be a small coin or flat golf marker.

Don't move around or talk while other golfers are hitting or preparing to hit their shots. No trash talking. Golfers respect their opponents and expect the same respect in return .

If your ball marker happens to be on another player's putting line they may ask you to move it. Using your putter head you can move it one or two putter-head lengths either left or right of the player's line. After the golfer putts remember to replace your ball back to its original spot.

Usually the player furthest from the hole will putt first. Be ready when it is your turn to putt. You should have already begun to read the slope and angle of the putt. When it is your turn see the line. One practice stroke and try to sink the putt.

Balls around the hole - tap them in. Putts within the length of a putter should be tapped in. Continual putting is the Grizzly rule. Putt out and move on to the next tee.

Marking the Scorecard

The first player arriving at the next hole should tee off. Other players begin marking scores immediately upon arrival at the next tee. First player who teed off first can then get the competitors score he is keeping. Don't fall two or three holes behind marking the scorecard. This leads to mistakes and mistakes on a scorecard lead to disqualification.

Grizzly TOUR Red-Card Red-Card Penalty System

The Grizzly TOUR Pace-of-Play Policy will be strictly enforced. Please keep up with the group in front at all times. This pace-of-play policy applies at all courses in respect of their suggested time limit for all golfers playing their course.

This Red-Card policy will always be in effect. If a group is slow and has fallen out-of-position on the course - they will be warned and encouraged to speed up play.

If the group does not heed the advice to play quicker they will be awarded a red card. Every player in the group, caddy and parent will all be issued a red card. If they fail to play quicker and finish the round without catching the group in front - every player will receive a one-stroke penalty for slow play.

Golfers must learn to play ready golf and play quicker. Don't run but don't dawdle.

Caddy / Coach / Parent Policy

It should be every parent's goal that one day their golfer should be able to play on their own without the assistance of a coach, caddy or parent. When they can choose their own club and read the own putts they are well on their way to a lifetime in golf.

Golfer's playing on Grizzly Ladies Tour are permitted to use a caddy during their round.

When they get to a higher level of junior golf no caddies are allowed. Parents and coaches are not permitted within 50-paces of their golfer. Failing to heed these rules could result in the player's disqualification.

Tournament Operation Policy

Grizzly Golf Tour organizers will have tournament set-up complete one hour before the first group tees off. Set-up includes: Registration tent / table / tee markers / banners / scoring area / score sheets / score board / medals / prizes.

Grizzly Golf Tour will provide registration, first tee starter, score card, pace-of-play movers, rules and scoring.

Pull Cart Policy

Golf pull carts are not allowed at Burnaby's Kensington and Central Park par 3 courses. This is a City of Burnaby policy at both their municipal par-three courses.

Power Cart Policy

Junior golfers are not allowed to use or ride in a power cart unless medical permission has been granted by tournament organizers. It is ok for a parent to drive a power cart and have the clubs on the back but not ok for junior player to ride in the cart. This would be an advantage for the player riding over other competitors.