

Notice To Player

Local Rules

Junior Golf Association of Hawaii
Ewa Villages Golf Course – July 26, 2026

Contacts

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1. **Tee Area:** 15-18 = (Boys – White) – (Girls – Gold); 13-14 = (Boys & Girls) – Gold
11-12 = (Boys & Girls) – Red; 10 & Under = (Boys & Girls) – JGAH Orange
2. **10 and Under Division ONLY:**
 - **Double Par Pick Up:** If you have not holed out with your double par stroke, pick up your ball and add 2 additional strokes for that hole (score for hole = double par plus 2).
3. **The Rules of Golf** shall govern all play with the exception of this NTP Local Rules.
 - **Disregard scorecard local rules:** When in doubt request for Rule's Assistance.
 - **Audio and Video Devices Prohibited:** During a round, a player must not listen to or watch content of any nature on a personal audio or video device.
 - **OB:** Perimeter of golf course, tunnels (except hole #11), fence and/or white stakes and/or white lines. **Penalty:** Stroke & Distance.
 - **Penalty Areas:** Lakes & ponds. If a ball lie in an **unmarked** Red or Yellow Penalty Area, the Penalty Area shall be considered to be Red and the boundary shall begin at the edge where the ground begins it's slope to form the depression that contains the water.
 - Hole #1 – Tall grass bush area left side of fairway play as Red Penalty Area.
 - Hole #11 – Tunnel, steep slope rock/concrete drainage area on left side and bushes on On right side play as Red Penalty Area.
 - Hole #18 – Drainage gulch area in fairway play as Red Penalty Area.
 - **Drop Zone: Hole #11.** Level area top of hill front of green area.
 - **Bushes & Shrubs:** All bushes and shrubs are part of the area they reside in unless otherwise marked or addressed in this NTP.
 - **Immovable Obstruction Close to Putting Green (eg: Sprinkler Head): MLR F-5** is in effect. For a ball in the general area when both the ball and immovable obstruction lie in an area cut to fairway height or less, the player may take relief under Rule 16.1b. The immovable obstruction (sprinkler head) must be:
 - Within 2 club length of the putting green.
 - On the player's Line of Play, **AND**
 - The ball is within two (2) club length of the sprinkler head.
 - **No Practice Between Holes. MLR I-2:**
 - Rule 5.5b is modified to prohibit practice between play of two holes.
 - Player Must Not: Make any practice stroke, chipping or putting.
 - **Penalty:** 1st offense – 2 Strokes; 2nd offense – Disqualification

4. **Distance Measuring Device:**

- **Distance Only:** A player may obtain Distance Only Information by use of a measuring/electronic device. If, during a stipulated round, a player uses a device to gauge or measure any other conditions (e.g. elevation changes, wind speed, temperature, etc.), that may affect his/her play, the player is in breach of Rule 4.3(1).
- **Cell Phone:** May be used for: (1) determining distance only, (2) electronic scoring (3) assistance, (4) emergency.
- **Penalty:** 1st offense – Warning: 2nd offense – Disqualification.

5. **Scorecard & Pace of Play Check Point:** JGAH requires scores to be posted after each hole is completed and players are keeping up with the Pace of Play.

- Check Points will monitor Pace of Play and validate scores.
- Electronic Scoring. Get GGID and instructions at Check-in
- Scores are recorded and posted for Live Scoring. Score is NOT final until the round is completed, validated and posted.

6. **Tie Breaker:** In this tournament, all medal contenders will be determined by “sudden death” playoff as condition permit.

- If conditions do not permit a playoff, the winner will be determined by matching scorecard hole by hole scores beginning with the last hole played by the competitors and continuing consecutively backwards to the first hole played. If no winner can be determined after matching all holes of play, the winner will be determined by a coin toss.
- All other rankings will be determined by matching scorecard hole by hole scores beginning with the last hole of play and continuing consecutively backwards to the first hole played until a rank is determined. If no decision can be determined after matching all holes of play, final ranking will be determined by a coin toss.

7. **Close of Competition:** No tournament discrepancy discussion will be entertained from anyone other than the player/s and/or the Committee. The tournament is considered closed when awards have been distributed to each respective division.

JGAH Pace of Play

12 (Twelve) minutes are allocated to complete the hole for par 3's;

15 (Fifteen) minutes for par 4's;

17 (Seventeen) minutes for par 5's.

Time is measured from the time the last ball is retrieved from the cup or, if removed, when the flag stick is reinserted by the previous group, to the time the last player of the current group retrieves their ball from the cup or, if removed, when the flag stick is reinserted.

The maximum time to play each shot is 40 seconds. The tournament committee may remove any competitor from the tournament if it is determined he or she is unable to keep up with the pace of play. Your round is required to be completed in **4 hours and 26 minutes**.

- **Play "Ready Golf" – Rule 6.4 / 6.4b(2)**
 - **You may Play Out of Turn in a Safe and Responsible Way**
 - **Hit/Play if you are in a safe and non-disruptive environment**
 - **Putt Out when possible.**
- **Red Card - Penalty:** Issued by Check Point and/or Rules Official.
 - Official Warning – As written in the NTP and as advised of at 1st Tee.
 - 1st offense – 1 stroke: 1st Red Card – group.
 - 2nd offense – 2 strokes: 2nd Red Card – individual.
 - 3rd offense – Disqualification: 3rd Red Card – individual.
- **Lead Group:** Must complete each hole within the allocated time otherwise will be considered Out of Position.
- **Out of Position:** Subsequent group/s will be considered out of position when:
 - A Par 3 is clear and the group in front has played from the next Tee.
 - A Par 4 is clear and player has not made a stroke from the teeing area.
 - A Par 5 is being putt and no player has made a stroke from the teeing area.
- **Slow Play Monitor:** Slow play group will be monitored to determine the slow player/s.

Speed Up Play

- **Foursome (4)** – First two players to putt out may proceed to the next Tee Area to tee off if the hole is clear. Remaining two players on the putting green must accompany each other then proceed to the next tee. For the safety of all players, all tee shots must be hit before the entire group may leave the Tee Area.
- **Threesome (3)** – First player to putt out may proceed to the next Tee Area to prepare to hit his/her Tee shot. Honor is not in affect, however your tee shot must be observed. Remaining two players on the putting green must accompany each other then proceed to the next tee. For the safety of all players, all tee shots must be hit before the entire group may leave the Tee Area.