

2019 U.S. Kids Golf Jekyll Island Cup

March 23-24, 2019

Local Rules – Indian Mound & Pine Lakes



Play is governed by the 2019 Rules of Golf and its interpretations, the U.S. Kids Golf Foundation Regional Championship Rules & Regulations, and by the following Local Rules:

1. Rules Hotline – If, during your round, you are in need of a ruling or rules official assistance, please call the tournament rules hotline at **910-420-0382**. Cell phones may only be used by a player or caddie to contact the rules hotline or in emergency situations, use of cell phones/apps as a distance-measuring device/GPS is prohibited.
2. Stones in bunkers are deemed loose impediments, as are leaves, pine cones, and the like. Removal of a loose impediment must not cause the ball to move (*Rule 15.1*).
3. Bird houses attached to trees are Integral Parts of the Course (no relief). Bird houses on poles are Immovable Obstructions.
4. Railroad ties and wooden fences adjoining cart paths are part of the path and are treated as a single obstruction with the path.
5. Mole casts, heaps and runways are Abnormal Ground Conditions. Utilize relief procedure for Ground Under Repair.
6. Ground Under Repair on Putting Green: GUR is designated by white dots. If ball lies in GUR, or if GUR intervenes between the ball and the hole, the player may place the ball at nearest point of relief which is no nearer the hole.
7. Pine Lakes – **Fixed Sprinkler Heads**: If a ball lies off the putting green, but not in a hazard, and a sprinkler head within two club-lengths of the putting green and within two club-lengths of the ball intervenes the line of play between the ball and the hole, the player may take relief as follows: the ball shall be lifted and dropped at the nearest point to where the ball lay which (a) is not nearer the hole, (b) avoids such intervention and (c) is not in a hazard or on a putting green. The ball may be cleaned when so lifted.
8. Indian Mound #5 – for relief from Ground Under Repair, drop zones are available as an additional option. Player may use the drop zone that is no nearer the hole.

Hole Locations
Round 1 - #2
Round 2 - #3

Shelters & Restrooms
 Indian Mound - #6 & #14 tee
 Pine Lakes - #7 Tee & #13 tee

Water Stations
 Indian Mound - #2, 3, 8 & 17
 Pine Lakes - #3, 16 & 17

1 3 2 1	2 2 1 3	3 1 3 2	4 3 2 1	5 2 1 3	6 1 3 2
7 3 2 1	8 2 1 3	9 1 3 2	10 3 2 1	11 2 1 3	12 1 3 2
13 3 2 1	14 2 1 3	15 1 3 2	16 3 2 1	17 2 1 3	18 1 3 2