



2026 Safari DC Golf Club – Tournament Rules

These guidelines are designed to keep the tournament **fair, fun, and moving**, especially for newer golfers. When in doubt, **ask your group before acting** and always play with integrity.

1. Integrity & Sportsmanship

- Always play honestly and respectfully.
- If you are unsure about a rule, **ask your group before hitting**.
- Any disputes should be brought to the Safari DC E-Board **after the round**.

2. Tournament Basics

- **Format:** Individual Stroke Play
- **Handicap:** Full GHIN course handicap. Handicap limit for key tournaments may apply.
- **No coaching, no gimmies** — every stroke counts.

3. Maximum Score (To Keep Things Moving)

- **Max score is Triple Bogey:** This means on a...
 - Par 3: you are allowed **6 strokes**
 - Par 4: you are allowed **7 strokes**
 - Par 5: you are allowed **8 strokes**
- Once you reach max score, **pick up your ball immediately** and move on.

4. Pace of Play (VERY IMPORTANT)

- **Target pace:** 15 minutes per hole
- **Total round time:** 4 hours 30 minutes for 18 holes
- If you fall behind:
 - Be ready to hit when it's your turn
 - Limit practice swings
 - Play "ready golf" when safe
- If your group is holding up play, **Rangers may ask you to skip a hole** or a 2 stroke penalty is assessed.

5. Lost Balls & Search Time

- You have **up to 2 minutes** to search for a lost ball. Delay attracts a stroke penalty.
- If not found, take penalty relief and **keep moving**.
- Help others search but **STOP** once time is up.

6. Out of Bounds (OB)

- OB includes **white stakes, fences, backyards, roads**, and beyond course boundaries. •
- Penalty options:
 - **Stroke & Distance** (re-hit from previous spot), OR
 - **Local Rule Option:** Drop in the fairway where the ball crossed OB, take **2-stroke penalty**.
- **No walking back to re-tee once you leave the spot of your last shot.**



7. Penalty Areas & Water

- Red or yellow stakes, water, or bushes with no stakes:
 - **1-stroke penalty**
 - Drop within **2 club lengths** from where the ball crossed the penalty area
- If found but unplayable, still take penalty relief and continue.

8. Marking & Playing the Correct Ball

- **Mark your golf ball clearly** and disclose to your group prior to teeing off.
- Playing an unmarked or wrong ball will result in **disqualification**.

9. Preferred Lies & Course Conditions

- **Lift, clean, and place** in wet conditions.
- Free relief from:
 - Divots
 - Dead or bare ground
- Always check with your **entire group** before moving your ball. - 1 scorecard length

10. Bunkers

- Play the ball as it lies unless it is in a footprint or abnormal condition.
- **Rake bunkers** after use.

11. Closest-to-the-Pin Contests

- Measure and record distance in **feet and inches**.

12. Respect the Course & Staff

- Replace divots
- Repair ball marks
- Rake bunkers
- Be respectful to staff and other players

13. Cancellation for Tournaments

- If you have registered and paid for a tournament, you must notify the Captain or Vice Captain at least 48 hours prior to the start of the tournament should you need to withdraw. Failure to provide this notice will result in the forfeiture of your registration fee, and no refund will be issued.

14. Scorecards

- All groups must turn in a **signed scorecard within 10 minutes of completing the round**.

15. Final Note

- All **USGA Rules** apply unless modified by local rules.
- Most importantly: **Have fun, play fast, and enjoy the day.**