## PAXON HOLLOW MENS CLUB 2017 Rules & Policies

The attached document is an attempt to clarify specific rules, policies and practices as developed over the years in the Paxon Hollow Men's Club (PHMC). It should not be considered an all-inclusive document. The PHMC Board of Directors shall be the sole authority on any specific problem, question, situation or ruling not specifically covered in this document.

- Rules of Play The PHMC has its own local ground rules governing play in the PHMC. A copy is available to all and should be used in conjunction with the USGA Rules of Golf. From time to time questions will still remain and disagreement among competitors will persist. In such cases, all parties must play on and not impede the speed of play. If necessary, a player may play two balls to complete a hole, and the Rules Chairman and Board will rule on the situation once play has been completed.
- <u>Tee Times/Sign-Up</u> Members should sign-up for the following week's tee time (and future tee times) as soon as possible,but no later than the previous Thursday. After Thursday, availability <u>may</u> be limited for that Sunday. In order to be eligible to win prize money you must have at least three players in your playing group. No one should change, add or delete any other player's name on the sign-up sheet without discussing with that player and obtaining his consent.
- <u>Score Cards</u> Members are responsible for a properly signed & attested score card. This scorecard will be used in determining all prize money payouts. There will no longer be a summary sheet for you to fill out. Scores for PHMC events will be entered by the Handicap Chairman. Members are responsible for posting all of their scores for all of their other rounds (no matter the course) on the GAP Computer System in order to properly create accurate handicaps. Members found not to be complying with this posting requirement will be subject to penalties as deemed appropriate by the PHMC Board of Directors.
- <u>Handicaps</u> The GAP updates official handicaps on the 1<sup>st</sup> and 15<sup>th</sup> of every month. The Club's Handicap Chairman will ensure that an updated handicap list is kept current and posted on the Bulletin Board. The posted handicaps will be used for all PHMC matches. New Members with an established handicap and GHIN can be setup immediately and will be included in the next GAP update. New members without an established handicap and/or GHIN will have a temporary handicap assigned by the Handicap Chairman after three (3) rounds have been completed with the PHMC. The GAP system will begin to generate handicaps after five (5) rounds have been posted.
- Eligibility New members are not eligible for weekly prizes until their 4<sup>th</sup> PHMC round. Participation in the Memorial Day Tournament requires 3 rounds of PHMC play for returning members and 5 rounds of PHMC play for new members. The 4<sup>th</sup> of July Tournament will require 5 rounds of PHMC play for returning members and 7 rounds of PHMC play for new members. The Labor Day Tournament will require 7 rounds of PHMC play for returning members and 9 rounds of PHMC play for new members, as well as a current handicap of 29 or less. The Members Memorial Tournament will require 9 rounds of PHMC play for all participants.
- <u>Qualifying</u> There is no need to qualify for Flight Championships. All who want to compete, and have a genuine GAP handicap on the June 1<sup>st</sup> Handicap Revision shall be eligible. Seeding for flight championship tournaments will be based on Handicap Index. Ties will be broken via blind draws. Rounds from May 7<sup>th</sup> and May21st will be used in qualifying for the 2017 President's Cup. The best net round of the two rounds will be used for qualification purposes. June 4th will be used as a Qualifying Date if either of the scheduled dates is rained out. If two of these three dates are rained out, then Qualifying will revert to a one date qualification.
- Rainouts The PHMC Board shall be the sole authority in deciding if a particular day's matches should be cancelled due to weather or other unusual event(s). Matches can be cancelled for bad playing conditions and/or course closings before the start of play. Once play has begun, matches will be halted for course closings but not cancelled until it is determined that play cannot be completed in a timely manner. Under no circumstances will a match be abbreviated to nine holes, nor will it be concluded and decided while players have not finished their round through no fault of their own. Major Tournaments will be scheduled with a one day make-up date the following week. If both days of the original tournament are rained out then the tournament will be rained out. If the make-up date is rained out then the results of the one day of play will stand.
- <u>Weekly Blind Draws</u> In Team Play it will on occasion be necessary to assign a single player a partner. In such cases, all single players will be paired via a blind draw. If a single player still remains after the matchup of single players, then that player will be paired with another player from the field after the initial pass of determining winners has been completed. A winner from the initial pass will not be eligible for this blind draw.

- Flights Championship The format will be match play and there will be four flights of play; 'Championship', 'A', 'B' and 'C'. Flight determination will be accomplished by using the posted handicaps of the June 1st Handicap Revision and dividing the membership across the four flights. An exception will be that the 'Championship Flight" will be limited to single digit handicaps or the low 16 handicaps, whichever is higher. These flight assignments will not change during championship play. Initial seeding for these competitions will be based on handicap indexes, and ties will be broken via a blind draw. Matches will be scheduled for all rounds of championship play with the exception of the final round. Scheduled matches are final, and can only be postponed if both parties mutually agree to do so. A postponed match must be completed before the next scheduled round or both parties will forfeit, and the next scheduled opponent will advance. The Final Round of the 'A', 'B' and 'C' Flights require only 18 holes in the final round, but opponents can agree to do more than 18 holes if they desire. This must be reported to the Board before the final round begins. The 'Championship Flight" requires a 36 hole final. The winner of each flight will receive an award and recognition at the annual banquet/event. The following prize money will be distributed at yearend:
  - 1<sup>st</sup> Place \$150.00, 2<sup>nd</sup> Place \$100.00, 3<sup>rd</sup> Place \$50.00, 4<sup>th</sup> Place \$50.00
- President's Cup Format will be 100% handicapped match play and there will only be one flight. Upon completion of the two qualifying rounds and utilizing the best **net score** of each member, the lowest 6 net scores from each flight and 8 other lowest scores from across the remaining qualifiers will be seeded, matched and scheduled for the first round of this Net Championship. Rules regarding scheduling and postponements are the same as Flight Championship play. Handicaps will change throughout the season and will be utilized accordingly in this tournament, but the original bracket will remain the same throughout the tournament. The champion will be awarded a trophy and recognized at the annual banquet/event where the following cash awards will be distributed:

1<sup>st</sup> Place - \$250.00, 2<sup>nd</sup> Place - \$150.00, 3<sup>rd</sup> Place (2) - \$100.00, 5<sup>th</sup> Place (4) - \$50.00 All ties for seeding position will be resolved via a random draw with the exception of the 32<sup>nd</sup> and final position. All players qualifying for the last position that desire to participate in the tournament will be required to play-off for qualification prior to the start of the tournament.

- <u>Club Champioship</u> The Club Championship will be the winner of the Championship Flight championship. The winner will be recognized as Club Champion, awarded a handsome trophy, have his name placed on the Club Champion plaque and be entitled to all honors and benefits due the Club Champion
- <u>Individual Tournaments</u> 100% handicap. Based on handicaps, that day's players are divided into three evenly distributed flights, and winners (1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup>) are determined for each flight based on low net score. Based on the May 15<sup>th</sup> Handicap Revision flight handicaps will become fixed for the remainder of the year. Ties are broken by matching net scores on cards beginning with hole #18 and working backward. Not completing a hole will result in forfeiture of the match. In such cases players should mark their card with an X on the appropriate hole to indicate an incomplete round.
- <u>Better Ball Partners</u> 80% handicap. The lower net score between partners on each hole is used in determining the team's net score for that hole. The sum of the holes is the overall team net score, and team winners (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> & 4th) are based on the low team net score. Ties are broken by matching team net scores on cards beginning with hole #18 and working backward. Failure of a partner to complete a hole does not result in a penalty, but failure of both players to complete a hole will result in forfeiture of the match. Players should mark their cards appropriately.
- <u>Both Ball Partners</u> 100% handicap. The total of both partners net scores are utilized in determining a team net score. Ties are broken by matching team net scores on cards beginning with hole #18 and working backward. Failure of either partner to complete a hole will result in forfeiture of the match. Players should mark their cards appropriately
- **SHAMBLE** 60% handicap. Like Both Ball Partners, the total of both partner's net scores are utilized in determining a team net score. However, tee shots are handled like a SCRAMBLE, where the team will pick which of its two tee shots will be used. Each player then plays his own ball in from that spot. A minimum of six (6) tee shots must be used by each player. Lift, clean and place will be the rule of the day on drives only, and the ball must remain within one club length of the original drive. Players must remain in a hazard if the original drive was in a hazard. Ties are broken by matching team net scores on cards beginning with hole #18 and working backward. Failure of either partner to complete a hole will result in forfeiture of the match.

<u>CHICAGO</u> -- 100% handicap. Utilizes a unique scoring system and can be played in both an Individual and Partner format. Each golfer begins with negative points. The object is to finish with the highest amount of positive points. Subtracting 39 from your handicap gives you your starting negative number. During the round positive points are added on this basis:

Bogies are worth +1, Pars are worth +2, Birdies are worth +4, Eagles are worth +8
Ties are broken by matching scores on cards beginning with hole #18 and working backward. Double Bogey and above is +0 points and will be treated equally for tie breaking purposes. Not completing a hole will result in +0 points for that hole.

- **Two-Man SCRAMBLE** 40% of Averaged Handicap. Both players will tee off and then elect which ball to play, and then continue this process on subsequent shots until the ball is in the hole. Each player must utilize a minimum of five (5) drives during the round. Lift, clean and place will be the rule of the day, but the ball must remain within one club length of the original shot when on the course, and one putter head on the green. Players must remain in a hazard if the original shot was in a hazard.
- <u>Three-Man SCRAMBLE</u> This event has no handicap. Players will be assigned to a team. Each team will consist of an 'A', 'B' and 'C' player based on the field that day. The teams will participate as a sixsome, otherwise the rules of play are as seen in the Two-Man Scramble.
- <u>Three-Man / TWO BETTER BALLS</u> Refer to Better Ball Partners. The difference being that you will utilize the two best net scores on each team for each hole. The group will take the field as a sixsome.
- **Ryder Cup** 27 holes of play consisting of Better Ball Partners (1-9), Two Man Scramble (10–18) and Alternate Shot on holes (19-27). Format will be match play. Teams, partners and foes will be assigned. No Handicaps.