

DICKINSON API INVITATIONAL GOLF TOURNAMENT

2021 Rules

(subject to final modification tourney week)

1. Format is a modified scramble with six-man teams.
2. Player teeing locations and shot selections:
 - A & B players will use the black tees, C & D will use the gold tees and the E & F will use the blue/white tees.
 - Par threes will have all tee markers in same location and all players hit from same tee box.
 - Teams are required to use each player's tee shot/drive at least once on the front (holes 1-9) and once on the back (holes 10-18).
 - Players cannot follow their own shot at any time except on the greens (all players putt) and tee boxes. EXAMPLE: Player one's drive is selected. Players 2-6 may take the second shot while player one watches.
 - All players are permitted to putt *if you are on the putting surface. (still cannot follow shot if putting from fringe.)* There are no gimmies. Do not tap the ball in if there are players remaining to putt. If ball is tapped in, that tap-in stroke is counted for score and the remaining players will not putt.
3. Scoring
 - "A" player is responsible for recording whose tee shot/drive is used on each hole to ensure each player has one recorded tee shot used on the front and back nine. (one shot holes 1-9 and one on holes 10-18)
 - The "A" player is responsible for keeping the team score, monitoring the long-drive, closest to pin, etc. prize results.
 - Drives used should be recorded with an "X" next to their name on scorecard for validation. *(If a team is required to us a tee shot/drive which is O.B. or unplayable in the hazard because they need to fulfill a drive requirement, the team will take the penalty stroke and retee (if O.B.) or take the stroke from the staked hazzards and drop. After penalty strokes assessed, everyone may hit.)*
 - Score cards are to be correctly totaled and turned in at the pro shop or to Tourney Committee member immediately following the round or they will be disqualified.
4. On-course rules.
 - You place balls within 1 club length of the chosen shot no closer to the hole. However, if you are in the rough you must play from the rough, ball chosen in bunker stays in bunker etc.
 - Three minutes will be allowed to look for lost balls.
 - Stay clear of all stakes and obstructions. Use cart path whenever possible and take care of course.
 - Ground under repair marked with white paint, repair roped areas, trees with stakes/protective covering or standing water may be dropped at specified drop areas or nearest point of relief NO CLOSER TO THE HOLE.
5. Keep Tournament Schedule
 - Due to the large number of participants, timely completion of the rounds is important. Please keep up with the group in front of you! Committee members will be monitoring and pushing flow. Please follow the polite instructions of the committee on your pace as they effect all players not just your group.
 - We must have a quick & smooth transition between the morning and afternoon groups. **Please return your carts immediately to their designated parking spots!** Do not drive your carts to vehicles to unload clubs, stop at beverage/food stations until carts are returned to designated areas immediately PLEASE. Cart shuttles will take you to vehicles and the patio is a great opportunity for refreshments and catch up on the morning round.
6. Any rule decisions made by the Golf Committee will be final.
7. No show players on round 1 will be replaced with wait-list alternates. No shows for round two will be played with 5 players and the sixth shot will be taken on a rotational basis and you are still not allowed to follow your shot. In addition, each player drive must be used 3 times in the 18 holes, with one drive per side minimum.

NO Personal Carts allowed – Must use carts provided by the tournament, NO EXCEPTIONS!!

TAKE CARE OF THE GOLF COURSE. Only Soft Spikes allowed, replace all divots, repair all ball marks, rake all traps and Keep the power carts 30' from the greens.