ECCC Game Rules

Entry Fee: $20.00 Nassau ($5 front, $5 back, and $10 skins)

-Sign up in the pro shop prior to starting play.

-All scores will be recorded and used to create a database for handicapping.

-Tees-All men will play the black tees. Players who are age 60 and over can opt to play the blue tees. If a player has an established handicap of 15 or higher from the black tees, they may have the option of playing the blue tees. If a player under the age of 60 competes from the blue tees and has 3 consecutive rounds below an 11 handicap then they must play their next 3 rounds from the black tees to re-establish their handicap. Players who are age 75 and over can opt to play the orange tees. All women can play the orange tees. (The game director reserves the right to determine the appropriate tee for each player in each contest)

-Teams will be selected randomly using the handicaps to create teams made up of A players, B players, and C players. Players who sign up and are not placed on a team will still participate in the skins game but not the team games. The last to sign up will be the first players selected to not participate in team play when necessary.

-Each team will consist of 3 players. Team competition will count the 2 lowest scores on each hole for each team. Ties will not be broken. If all skins are capped, 1 random team will be selected out of a hat and they will split the skin money. Otherwise, skins are individual.

-All scorecards are to be turned into the pro shop at the conclusion of your round. Results will be posted at eaglecreekky.com under the ECCC Game tab.

-All USGA rules apply and are in affect. (play the ball down and hole out). *Players will play the ball up one scorecard length everywhere from Nov. 1st thru April 30th.*

-Playing conditions-If cart rule is crossovers, play the ball as it lies. If the cart rule is rough only, you may lift, clean and place in your own fairway only. If the cart rule is path only, you may play the ball up one scorecard length everywhere.

-Players may use the option of playing 4 from nearest point of entry when hitting a ball out of bounds or replay their previous shot hitting 3.