



The Constitution of Golf

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Section 1: Introduction

The Concrete Classic is a multi-day golf competition featuring various team and individual formats. It serves as the premier event among Concrete Classic-sponsored competitions, using a structured point system to determine an overall champion.

While the Concrete Classic is the main trip, Concrete Classic-sponsored events may include one-day or even single-round competitions with different formats or itineraries. Regardless of structure, all Concrete Classic-sponsored events must adhere to the rules outlined in this document, even if they feature game formats not explicitly listed.

The Competition Committee maintains the official ranking system and ensures fair play and rule enforcement across all Concrete Classic-sponsored events.

Section 2: Concrete Classic Governance

2.1 Golf Operations

Jake is the president of golf operations, overseeing the structure, itinerary, and logistics for all Concrete Classic-sponsored events.

2.1.1 Voting Structure for Golf Operations

The President of Golf Operations holds a 44% vote on key itinerary-related matters, including:

- Personnel additions and subtractions
- Games played
- Point payouts
- Room assignments
- Captains, courses, and tee times
- Any wrongdoing related to the Head of the Committee (HOC)
- Financial Matters voting power is adjusted to 32%, where the treasurer is granted the remaining 12%. This applies to the following matters:
 - Money payouts
 - Budget approvals
 - Allocation of funds
 - Financial policy changes

Each Competition Committee member holds an 8% vote on itinerary matters.

If the committee unanimously disagrees, their unanimous selection overrides Golf Operations' decision.

2.1.2 Financial Oversight and Treasurer Role

The Treasurer manages all financial transactions, including entry fees, payouts, voluntary side games, and prize distributions. The Treasurer is overseen by The President of Golf Operations and holds 12% voting power on all financial decisions.

Financial Decision Process & Dispute Resolution

- Standard Transactions (Routine Payments, Entry Fees, Prize Payouts)
 - The Treasurer has full control to manage these without additional approval.
 - The President of Golf Operations and the Competition Committee do not need to approve every transaction for the Treasurer within the standard budget.
- Non-Standard Transactions (Unexpected Expenses, Special Budget Changes, Sponsorship Allocations, Discretionary Spending)
 - The President of Golf Operations must approve any major financial changes that deviate from the planned budget.
- Dispute Resolution
 - If the President of Golf Operations and the Treasurer cannot agree on a financial decision, the matter is put to a full vote using the voting structure outlined in Section 2.1.1 (Financial Matters).
 - A majority decision (Over 50%) determines the outcome in these situations.

Financial Transparency

All Concrete Classic funds will be held in a checking account designated solely for Concrete Classic-sponsored events with the following stipulations:

- 2 voting members per Section 2.1.1 (Financial Matters) must have access to this account at all times.
- Any voting member can request a transaction history at any time.
- Current Concrete Classic Account Holders: J. Willis, G. Gusloff

Current Treasurer

- Garrett Gusloff – Treasurer (2024-Present)

2.2 Competition Committee

2.2.1 Purpose & Authority

The Competition Committee governs all competitive aspects of the Concrete Classic, ensuring fairness, rule enforcement, and dispute resolution. It operates independently from Golf Operations in gameplay-related matters.

2.2.2 Committee Responsibilities

- Rules Interpretation & Enforcement – Ensuring adherence to USGA rules and any Concrete Classic modifications.
- Dispute Resolution – Addressing on-course disputes and rule clarifications.
- Finalizing Scoring & Results – Verifying scores, applying tiebreakers, and ensuring proper point distribution.
- On-Course Rule Moderation – Each committee member acts as an on-course rules resource. If a dispute exceeds their understanding, the HOC is consulted.
- Managing the Concrete Classic Ranking System – The committee determines and maintains the ranking formula used in all Concrete Classic-sponsored events.

2.2.3 Committee Member Selection & Removal Process

- Committee members are selected through a vote by the existing committee.
- A committee member may be removed if found negligent in their duties, including:
 - Failure to participate in rulings.
 - Repeated absence from key decisions.
 - Actions compromising the integrity of the event.

Removal requires a unanimous vote from the remaining committee members.

2.2.4 Decision-Making Process

- The committee consists of seven members and operates under a majority vote for all competitive decisions.
- If a committee member is absent, the HOC serves as the tiebreaker.
- If a ruling involves a committee member, the HOC also serves as the tiebreaker to ensure impartiality.
- All rulings made by the committee are final and cannot be overturned once a decision has been reached.

2.2.5 Rule Amendments & Adjustments

- The Competition Committee retains authority to amend rules if necessary.

- Any changes must be reviewed, approved, and communicated to all participants before taking effect.
- Golf Operations may propose amendments, but they require committee approval before implementation.

2.2.6 Current Competition Committee Members

The following individuals currently serve on the Competition Committee, overseeing governance, rule enforcement, and decision-making for the Concrete Classic:

- Austin Willis J.D. – Head of the Committee (2018-Present)
- Addis Johnson (2018-Present)
- Tom Seaborg (2018-Present)
- Troy Seaborg (2018-Present)
- Andy Terry (2018-Present)
- Bob Sieloff (2019-Present)
- Ryan Johnson (2024-Present)

Section 3: Concrete Classic Ranking System

3.1 Purpose

The Concrete Classic Ranking System ensures a standardized evaluation of player performance across all Concrete Classic-sponsored events. Rankings are referenced to determine teams, handicaps, and competitive standings for both the main trip and additional events under the Concrete Classic umbrella.

3.2 Committee Oversight

- The Competition Committee is responsible for maintaining and refining the ranking formula used to determine player rankings.
- Rankings will be used as a reference for all Concrete Classic-sponsored events, ensuring consistency and competitive integrity.

3.3 Ranking Formula & Methodology

The ranking formula is based on rounds played in Concrete Classic-sponsored events where all official rules apply. The calculation method follows these criteria:

- Only individual rounds where the full field plays their own ball under the same conditions are used.

- Rounds where not all players complete an individual score (e.g., singles Ryder Cup match play rounds) are excluded.
- Handicap for each round is pulled directly from Squabbit.
- Each player’s round handicaps over the last 750 days are averaged, with the highest and lowest rounds removed for accuracy.
- If a player has 4 or fewer rounds, all rounds are included in the average to ensure a more accurate representation of their game.

Competition Committee Ranking Updates

- The Competition Committee will provide rankings for each Concrete Classic-sponsored event.
- For the main trip, rankings will be submitted:
 - Immediately prior to the trip.
 - After the conclusion of the Ryder Cup.

This formula ensures that rankings reflect individual performance in stroke play formats while maintaining fairness and consistency across all Concrete Classic-sponsored events.

Section 4: Rules & Exceptions

4.1 General Rule Adherence

All Concrete Classic-sponsored events are governed by the Rules of Golf as established by the USGA, except where specific modifications have been adopted by the Competition Committee. Players are responsible for understanding and adhering to both USGA rules and any Concrete Classic exceptions outlined in this document.

4.2 Concrete Classic Rule Modifications & Clarifications

The following rule modifications apply to all Concrete Classic-sponsored events:

1. Stroke Play Requirement – All strokes count. The use of mulligans or “breakfast balls” is not permitted.
2. Holing Out – A ball is not considered holed unless it comes to rest within the hole.
 - If a ball strikes the flagstick and does not come to rest in the hole, it must be played from its new location.
 - A ball may only be conceded as holed if it qualifies as a gimme putt under these rules.
3. Teeing Grounds – Unless otherwise specified, all players must play from the designated tournament tees.

- Players aged 60 or older at the start of the tournament may play from one tee forward.
 - Players aged 65 or older at the start of the tournament may play from two tees forward.
4. Bunker Conditions
- The Competition Committee will determine whether bunker conditions allow for free relief before the start of each round.
 - If relief is granted, all bunkers will be considered Ground Under Repair, and players must proceed under Nearest Point of Complete Relief guidelines per USGA Rule 16.1.
 - If the Competition Committee determines that bunkers allow for free relief, then no bunkers are to be played for that round—all players receive free relief from bunkers.
 - Unplayable Sections Within a Bunker
 - If bunkers are in play but certain areas within a bunker are deemed unplayable, players may take free relief from those areas under USGA Rule 16.1.
 - Relief may be taken inside the bunker at the Nearest Point of Complete Relief, or players may take full relief outside the bunker with a one-stroke penalty per standard USGA unplayable ball rules, unless the Competition Committee deems the entire bunker unplayable.
5. Ball Identification – Each player must use a ball with a unique identifying mark to avoid uncertainty regarding ownership.
- A player who cannot positively identify their ball may incur penalties under applicable USGA rules.
6. Gimme Putts – A putt is deemed holed if it lies within a 35-inch putter length from the cup.
- To be considered holed, a 35-inch putter must physically touch both the ball and the hole before the ball is picked up.
 - Gimme putts are not permitted in the following situations:
 - Scramble formats (where teammates play from the same location).
 - Any putt for a score under par (birdie or better).
7. Ball Placement & Lie Improvement – A ball may be rolled and placed up to six inches from its original location, provided it remains in the same condition of play.
- A ball may not be moved from rough to fairway, from a penalty area to general play, or from an unplayable lie to a more favorable one.
 - This does not apply when a player is taking relief.

- Players may rake and place their ball within six inches in a bunker.
 - This rule does not apply on the putting green.
 - A player may substitute a ball between strokes as long as it is placed at the original location.
 - A ball may not be moved from a less desired condition to a more desired condition (e.g., from water to land).
8. Dropping a Ball – Unless otherwise stated, all areas will be treated as red penalty areas for relief purposes.
- Out of bounds (white stakes) requires a drop with a one-stroke penalty but does not require returning to the original location (stroke and distance is not required).
 - Par 3 Drop Zone – On all par 3 holes, the forward-most tee box may serve as a drop zone anytime after initial tee shot.
 - The drop zone shall follow USGA teeing ground dimensions (two club lengths behind tee markers).
 - Players may not tee up a ball when using the drop zone.
 - No additional drop zones shall be recognized, regardless of course signage.
9. Lost Ball Procedure – A lost ball shall be treated as if it entered a penalty area, provided it was last seen in play.
- The player must take relief from the last seen location with a one-stroke penalty.
 - If the ball was last seen crossing a penalty area boundary, it must be played under penalty area relief options.
 - The three-minute search time limit (USGA Rule 18.2.a) is in effect but will not be strictly enforced to avoid undue delays.

4.3 Non-USGA Formats & Scoring

4.3.1 Official Use of Squabbit for Tournament Management

The Squabbit App is the official platform for scorekeeping, tee time scheduling, and tournament communication.

Required Use

- Score Entry: All players must enter scores into Squabbit immediately after each hole to ensure real-time accuracy.
- Tee Times & Notifications: Players must check the app for tee times and updates, as all tournament communications will be sent through Squabbit.

- Score Accountability: Every player is responsible for ensuring the correct scores are entered for themselves and their group.

Compliance & Enforcement

- Score Verification: Scores entered into Squabbit are final—discrepancies must be reported immediately.
- Score Changes: Once a round is completed, scores cannot be changed unless done by a Squabbit administrator and a Competition Committee member is notified.
 - All score corrections must be requested and approved before the next round begins.
 - If foul play is suspected or proven, corrections can be made at any time.
- Technical Issues: If a player is unable to enter scores due to Squabbit malfunctions, connectivity issues, or app crashes, they must keep a paper scorecard until the issue is resolved and ensure it is correctly entered once the app is available.

4.3.2 Scramble (Non-USGA Team Format)

A Scramble is a team-based format where all players hit a shot, the best shot is selected, and all players play from that spot. This continues until the hole is completed.

Rules for Scramble Play

1. Every player on a team hits a shot from the tee box.
2. The team selects a ball from one player they want to use.
3. All players then hit their next shot from that location.
 - Every shot must be hit from a spot no more than one club length, attached to the original location, and no closer to the hole.
 - The ball placement must remain in the same condition (e.g., a ball in the rough must stay in the rough, a ball in a bunker must stay in the bunker).
4. Once a player hits a shot, the team cannot change their ball selection.
5. No player may hit a shot until every player has attempted the previous shot.
 - A player cannot advance to the next shot until all teammates have played from the previous location.
 - If a player hits a shot before all teammates attempt the previous shot, the team must continue play from that new location, even if other players did not get to hit.
 - Example: If Player A sinks a putt before Players B, C, and D attempt their putt, the hole is complete, and the team must take that score—those players lose their chance to attempt the putt.
6. On the Green:

- Teams must mark the selected ball, and all players must putt from the exact same spot.
- No gimme putts—the hole is not complete until a ball is holed.

4.3.3 Stableford Scoring (Modified from USGA)

Stableford is a points-based scoring system where players earn points for their performance on each hole instead of counting total strokes.

Concrete Classic Stableford Scoring System

- Double Eagle → 20 points
- Eagle → 5 points
- Birdie → 3 points
- Par → 1 point
- Bogey → 0 points
- Double Bogey → -1 point
- Triple Bogey → -2 points
- 4+ Over Par → -4 points
- 5+ Over Par → -8 points

4.4 Course-Specific Rules

Each course hosting a Concrete Classic-sponsored event may establish additional local rules (e.g., cart path relief, designated drop zones).

- The Competition Committee will communicate any course-specific rules before the start of play.

4.5 Rule Enforcement & Appeals

On-Course Rules Moderation – Each Competition Committee member is expected to serve as a rules resource during play. Players are encouraged to consult a committee member for clarification when needed.

Head of the Committee (HOC) Rulings – If a committee member is unable to make a definitive ruling, the HOC shall be contacted for final clarification.

Appeals Process

- Any dispute regarding a ruling must be resolved before teeing off on the next hole.
- Once a stroke is played on the next hole, no further appeals are permitted unless the HOC determines the committee should review the ruling post-round.

4.6 Side Games, Betting & Unofficial Play

4.6.1 Voluntary Side Games (Concrete Classic-Sponsored Events)

All side games proposed during Concrete Classic-sponsored events must be voluntary and open to all participants. While all players must be invited, participation remains entirely voluntary.

The organizer must present a detailed plan including:

- Game Format & Rules.
- Entry Fee Amount and Payout Structure.
- Full Participant List.

Approval is required through the itinerary voting process outlined in Section 2.1.2.

Treasurer Involvement

The Treasurer will manage all funds collected for approved side games to ensure transparency and accurate payouts. Trip-allocated funds will not be used for side games. Only voluntary buy-ins fund side game payouts.

4.6.2 Betting Within Official Events

All wagers between individuals are permitted but are not officially sponsored or governed by the Concrete Classic. The Treasurer will not manage funds for personal bets. These wagers fall outside of itinerary voting and are considered private arrangements.

Transparency Clause

While personal bets are allowed, players are encouraged to communicate them to their playing groups to ensure transparency and avoid gameplay disputes.

4.6.3 Unofficial Games & Unregulated Betting

Games Outside the Itinerary

Any games played outside the official itinerary or not approved through itinerary voting are considered unofficial. These games are not governed by Concrete Classic rules and will not use the Treasurer for funds. Unofficial games cannot interfere with or delay the official Concrete Classic itinerary and will be policed by the Competition Committee.

Unregulated Bets

Players are free to organize private games and bets outside official rounds, with the following understanding:

- These games are independent of the Concrete Classic.

- The group assumes no responsibility for fund management or dispute resolution.
- Participants must handle payouts and disagreements privately.

4.7 Essential USGA Rules and Definitions from USGA Rulebook

Definitions (Fundamental Way of Dealing with Issues on Trip)

Nearest Point of Complete Relief

The reference point for taking free relief from an *abnormal course condition* (Rule 16.1), dangerous *animal* condition (Rule 16.2), *wrong green* (Rule 13.1f) or *no play zone* (Rules 16.1f and 17.1e), or in taking relief under certain Local Rules (**Our Rules, i.e. bunkers not in play**).

It is the estimated point where the ball would lie that is:

- Nearest to the ball's original spot, **but** not nearer the *hole* than that spot,
- In the required *area of the course*, and
- Where the condition does not interfere with the *stroke* the player would have made from the original spot if the condition was not there.

Estimating this reference point requires the player to identify the choice of club, *stance*, swing and *line of play* he or she would have used for that *stroke*.

The player does not need to simulate that *stroke* by taking an actual *stance* and swinging with the chosen club (**but** it is recommended that the player normally do this to help in making an accurate estimate).

The *nearest point of complete relief* relates solely to the particular condition from which relief is being taken and may be in a location where there is interference by something else:

- If the player takes relief and then has interference by another condition from which relief is allowed, the player may take relief again by determining a new *nearest point of complete relief* from the new condition.
- Relief must be taken separately for each condition, **except** that the player may take relief from both conditions at the same time (based on determining the *nearest point of complete relief* from both) when, having already taken relief separately from each condition, it becomes reasonable to conclude that continuing to do so will result in continued interference by one or the other.

Rule 1 – The Game, Player Conduct and the Rules

1.2 Standards of Player Conduct

a. Conduct Expected of All Players

All players are expected to play in the spirit of the game by:

- Acting with integrity – for example, by following the Rules, applying all penalties, and being honest in all aspects of play.
- Showing consideration to others – for example, by playing at a prompt pace, looking out for the safety of others, **and not distracting the play of another player.**
- Taking good care of the *course* – for example, by replacing divots, smoothing *bunkers*, repairing ball-marks, and not causing unnecessary damage to the *course*.

There is no penalty under the Rules for failing to act in this way, **except** that the *Committee* may disqualify a player for acting contrary to the spirit of the game if it finds that the player has committed serious misconduct.

Penalties other than disqualification may be imposed for player misconduct only if those penalties are adopted as part of a Code of Conduct under Rule 1.2b.

b. Code of Conduct

The *Committee* may set its own standards of player conduct in a Code of Conduct adopted as a Local Rule.

- The Code may include penalties for breach of its standards, such as a one-stroke penalty or the *general penalty*.
- The *Committee* may also disqualify a player for serious misconduct in failing to meet the Code's standards.

1.3 Playing by the Rules

b. Applying the Rules

(1) *Player Responsibility for Applying the Rules.* Players are responsible for applying the Rules to themselves:

- Players are expected to recognize when they have breached a Rule and to be honest in applying their own penalties.
 - ➤ If a player knows that he or she has breached a Rule that involves a penalty and deliberately fails to apply the penalty, the player is **disqualified**.
 - ➤ If two or more players deliberately agree to ignore any Rule or penalty they know applies and any of those players have started the *round*, they are **disqualified** (even if they have not yet acted on the agreement).
- When it is necessary to decide questions of fact, a player is responsible for considering not only his or her own knowledge of the facts but also all other information that is reasonably available.

- A player may ask for help with the Rules from a *referee* or the *Committee*, **but** if help is not available in a reasonable time the player must play on and raise the issue with a *referee* or the *Committee* when they become available (see Rule 20.1).

(2) *Accepting Player's "Reasonable Judgment" in Determining a Location When Applying the Rules.*

- Many Rules require a player to determine a spot, point, line, area or other location under the Rules, such as:
 - Estimating where a ball last crossed the edge of a *penalty area*,
 - Estimating or measuring when *dropping* or placing a ball in taking relief, or
 - *Replacing* a ball on its original spot (whether the spot is known or estimated).
- Such determinations about location need to be made promptly and with care but often cannot be precise.
- So long as the player does what can be reasonably expected under the circumstances to make an accurate determination, the player's reasonable judgment will be accepted even if, after the *stroke* is made, the determination is shown to be wrong by video evidence or other information.
- If a player becomes aware of a wrong determination before the *stroke* is made, it must be corrected (see Rule 14.5).

c. Penalties

(2) *Levels of Penalties.* Penalties are meant to cancel out any potential advantage to the player. There are three main penalty levels:

- *One-Stroke Penalty.* This penalty applies in both *match play* and *stroke play* under certain Rules where either (a) the potential advantage from a breach is minor or (b) a player takes penalty relief by playing a ball from a different place than where the original ball lies.
- **General Penalty** (*Loss of Hole in Match Play, Two-Stroke Penalty in Stroke Play*). This penalty applies for a breach of most Rules, where the potential advantage is more significant than where only one penalty stroke applies.
- *Disqualification.* In both *match play* and *stroke play*, a player may be disqualified from the competition for certain actions or Rule breaches involving serious

Rule 3 – The Competition

3.1 Central Elements of Every Competition

a. Form of Play: Match Play or Stroke Play

(1) Match Play or Regular Stroke Play. These are very different forms of play:

- In match play (see Rule 3.2), a player and an opponent compete against each other based on holes won, lost or tied.
- In the regular form of *stroke play* (see Rule 3.3), all players compete with one another based on the total score – that is, adding up each player’s total number of strokes (including strokes made and penalty strokes) on each hole in all rounds.

Most of the Rules apply in both forms of play, but certain Rules apply in only one or the other.

5.6 Unreasonable Delay; Prompt Pace of Play

b. Prompt Pace of Play

A *round* of golf is meant to be played at a prompt pace.

Each player should recognize that his or her pace of play is likely to affect how long it will take other players to play their *rounds*, including both those in the player’s own group and those in following groups.

10.1 Making a Stroke

***Purpose:** Rule 10.1 covers how to make a stroke and several acts that are prohibited in doing so. A stroke is made by fairly striking at a ball with the head of a club. The fundamental challenge is to direct and control the movement of the entire club by freely swinging the club without anchoring it.*

a. Fairly Striking the Ball

In making a *stroke*:

- The player must fairly strike at the ball with the head of the club such that there is only momentary contact between the club and the ball and must not push, scrape or scoop the ball.
- If the player’s club accidentally hits the ball more than once, there has been only one *stroke* and there is no penalty.

d. Playing Moving Ball

A player must not make a *stroke* at a moving ball:

- A ball *in play* is “moving” when it is not at rest on a spot.
- If a ball that has come to rest is wobbling (sometimes referred to as oscillating) but stays on or returns to its original spot, it is treated as being at rest and is not a moving ball.

Penalty for Breach of Rule 10.1: General Penalty.

In *stroke play*, a *stroke* made in breach of this Rule counts and the player gets **two penalty strokes**.

11.1 Ball in Motion Accidentally Hits Person or Outside Influence

Purpose: Rule 11 covers what to do if the player’s ball in motion hits a person, animal, equipment or anything else on the course. When this happens accidentally, there is no penalty and the player normally must accept the result, whether favourable or not, and play the ball from where it comes to rest. Rule 11 also restricts a player from deliberately taking actions to affect where any ball in motion might come to rest.

This Rule applies any time a ball *in play* is in motion (whether after a *stroke* or otherwise), **except** when a ball has been *dropped* in a *relief area* and has not yet come to rest. That situation is covered by Rule 14.3.

a. No Penalty to Any Player

If a player’s ball in motion accidentally hits any person or *outside influence*:

- There is no penalty to any player.
- This is true even if the ball hits the player, the *opponent* or any other player or any of their *caddies* or *equipment*.

Exception – Ball Played on Putting Green in Stroke Play: If the player’s ball in motion hits another ball at rest on the *putting green* and both balls were on the *putting green* before the *stroke*, the player gets the **general penalty (two penalty strokes)**.

11.2 Ball in Motion Deliberately Deflected or Stopped by Person

a. When Rule 11.2 Applies

This Rule applies only when it is *known or virtually certain* that a player's ball in motion was deliberately deflected or stopped by a person, which is when:

- A person deliberately touches the ball in motion, or

b. When Penalty Applies to a Player

- A player gets the **general penalty** if he or she deliberately deflects or stops any ball in motion.
- This is true whether it is the player's own ball or a ball played by an *opponent* or by another player in *stroke play*.

13.2 The Flagstick

a. Leaving Flagstick in Hole

(1) *Player May Leave Flagstick in Hole*. The player may make a stroke with the flagstick left in the hole, so that it is possible for the ball in motion to hit the flagstick.

The player must decide this before making the stroke, by either:

- Leaving the flagstick where it is in the hole or moving it so that it is centered in the hole and leaving it there, or
- Having a removed flagstick put back in the hole.

(3) *Limitation on Player Moving or Removing Flagstick in Hole While Ball Is in Motion*. After making a stroke with the flagstick left in the hole:

- The player and his or her *caddie* must not deliberately move or remove the *flagstick* to affect where the player's ball in motion might come to rest (such as to avoid having the ball hit the *flagstick*). If this is done, the player gets the **general penalty**.

14.1 Marking, Lifting and Cleaning Ball

This Rule applies to the deliberate "lifting" of a player's ball at rest, which includes picking up the ball by hand, rotating it or otherwise deliberately causing it to *move* from its spot.

a. Spot of Ball to Be Lifted and Replaced Must Be Marked

Before lifting a ball under a Rule requiring the ball to be *replaced* on its **original spot**, the player must *mark* the spot which means to:

- Place a *ball-marker* right behind the ball

If the spot is *marked* with a *ball-marker*, after *replacing* the ball the player must remove the *ball-marker* before making a *stroke*.

If the player lifts the ball without *marking* its spot, *marks* its spot in a wrong way or makes a *stroke* with a *ball-marker* left in place, the player gets **one penalty stroke**.

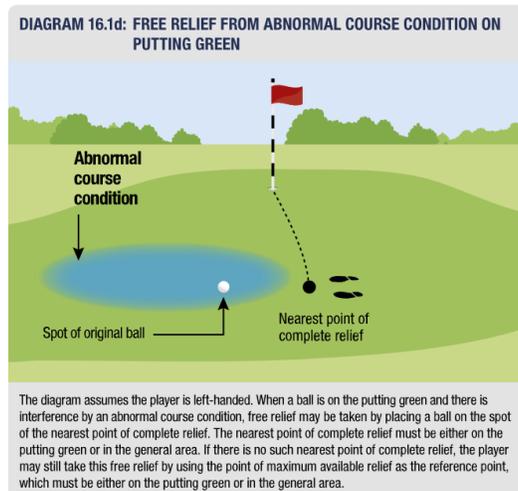
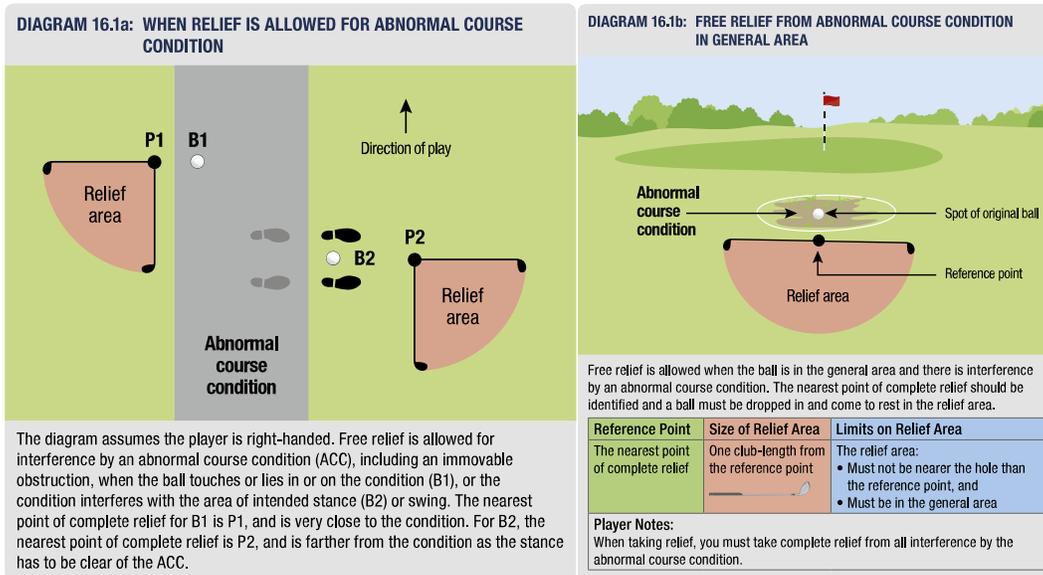
When a ball is lifted to take relief under a Rule, the player is not required to *mark* the spot before lifting the ball.

16.1 Abnormal Course Conditions (Including Immovable Obstructions)

b. Relief for Ball in General Area

If a player's ball is in the general area and there is interference by an abnormal course condition on the course, the player may take free relief by dropping the original ball or another ball in this relief area (see Rule 14.3):

- Reference Point: The nearest point of complete relief in the general area.
- Size of Relief Area Measured from Reference Point: One club-length, **but** with these limits:
 - Must be in the *general area*,
 - Must not be nearer the *hole* than the reference point, and
 - There must be complete relief from all interference by the *abnormal course condition*.



Rule 17 –Penalty Areas

Purpose: Rule 17 is a specific Rule for penalty areas, which are bodies of water or other areas defined by the Committee where a ball is often lost or unable to be played. For one penalty stroke, players may use specific relief options to play a ball from outside the penalty area.

17.1 Options for Ball in Penalty Area

A ball is in a *penalty area* when any part of the ball:

- Lies on or touches the ground or anything else (such as any natural or artificial object) inside the edge of the *penalty area*, or
- Is above the edge or any other part of the *penalty area*.

If part of the ball is both in a *penalty area* and in another *area of the course*, see Rule 2.2c.

b. Player May Play Ball as It Lies in Penalty Area or Take Penalty Relief

The player may either:

- Play the ball as it lies without penalty, under the same Rules that apply to a ball in the *general area* (which means there are no specific Rules limiting how a ball may be played from a *penalty area*), or
- Play a ball from outside the *penalty area* by taking penalty relief under Rule 17.1d or 17.2.

d. Relief for Ball in Penalty Area

If a player's ball is in a *penalty area*, including when it is *known or virtually certain* to be in a *penalty area* even though not found, the player has these relief options, each for **one penalty stroke**:

(1) *Stroke-and-Distance Relief*. The player may play the original ball or another ball from where the previous *stroke* was made (see Rule 14.6).

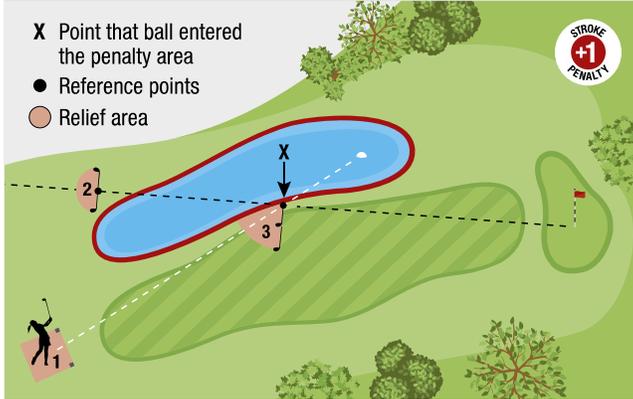
(2) *Back-On-the-Line Relief*. The player may *drop* the original ball or another ball (see Rule 14.3) in a *relief area* that is based on a reference line going straight back from the *hole* through the estimated point where the original ball last crossed the edge of the *penalty area*:

- *Reference Point*: A point on the *course* chosen by the player that is on the reference line and is farther from the *hole* than the estimated point (with no limit on how far back on the line):
 - ➤ In choosing this reference point, the player should indicate the point by using an object (such as a *tee*).
 - ➤ If the player *drops* the ball without having chosen this point, the reference point is treated as being the point on the line that is the same distance from the *hole* as where the *dropped* ball first touched the ground.
- *Size of Relief Area Measured from Reference Point*: One *club-length*, **but** with these limits:
 - *Limits on Location of Relief Area*:
 - Must not be nearer the *hole* than the reference point, and
 - May be in any *area of the course* except the same *penalty area*, **but**

- If more than one *area of the course* is located within one *club-length* of the reference point, the ball must come to rest in the *relief area* in the same *area of the course* that the ball first touched when *dropped* in the *relief area*.

DIAGRAM #2 17.1d: RELIEF FOR BALL IN RED PENALTY AREA

- X Point that ball entered the penalty area
- Reference points
- Relief area

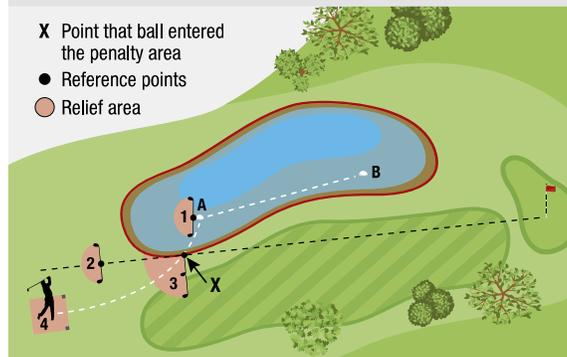


When it is known or virtually certain that a ball is in a red penalty area and the player wishes to take relief, the player has **three options**, each for one penalty stroke:

- (1) The player may take stroke-and-distance relief (see point (1) in Diagram #1 17.1d).
- (2) The player may take back-on-the-line relief (see point (2) in Diagram #1 17.1d).
- (3) The player may take lateral relief (red penalty area only). The reference point for taking lateral relief is point X, which is the estimated point where the original ball last crossed the edge of the red penalty area. The relief area is two club-lengths from the reference point, is not nearer to the hole than the reference point and may be in any area of the course, except the same penalty area.

DIAGRAM #1 17.2a: BALL PLAYED FROM PENALTY AREA COMES TO REST IN SAME PENALTY AREA

- X Point that ball entered the penalty area
- Reference points
- Relief area



A player plays from the teeing area to point A in the penalty area. The player plays the ball from point A to point B. If the player chooses to take relief, for one penalty stroke there are **four options**. The player may:

- (1) Take stroke-and-distance relief by playing the original ball or another ball from a relief area based on where the previous stroke was made at point A (see Rule 14.6 and Diagram 14.6) and is playing his or her 4th shot.
- (2) Take back-on-the-line relief by dropping the original ball or another ball in a relief area based on a reference line going straight back from the hole through point X, and is playing his or her 4th shot.
- (3) Take lateral relief (red penalty area only). The reference point for taking relief is point X, and the original ball or another ball must be dropped in and played from the two club-length relief area, and the player is playing his or her 4th shot.
- (4) Play the original ball or another ball from the teeing area as that was where he or she made the last stroke from outside the penalty area, and is playing his or her 4th shot.

If the player selected option (1) and then decided not to play the dropped ball, the player may take back-on-the-line relief or lateral relief in relation to point X, or play again from the teeing area, adding an additional penalty stroke for a total of two penalty strokes, and would be playing his or her 5th shot.

(3) *Lateral Relief (Only for Red Penalty Area)*. When the ball last crossed the edge of a red penalty area, the player may drop the original ball or another ball in this lateral relief area (see Rule 14.3):

- *Reference Point*: The estimated point where the original ball last crossed the edge of the red penalty area.

Size of Relief Area Measured from Reference Point: Two club-lengths, **but** with these limits:

- *Limits on Location of Relief Area*:

- Must not be nearer the *hole* than the reference point, and
- May be in any *area of the course* except the same *penalty area*, **but**
- If more than one *area of the course* is located within two club-lengths of the reference point, the ball must come to rest in the *relief area* in the same *area of the course* that the ball first touched when *dropped* in the *relief area*.

See Committee Procedures, Section 8; Model Local Rule B-2 (the *Committee* may adopt a Local Rule allowing lateral relief on the opposite side of a red *penalty area* at an equal distance from the *hole*).

18.2 Ball Lost or Out of Bounds: Stroke-and-Distance Relief Must Be Taken

a. When Ball Is Lost or Out of Bounds

(1) *When Ball Is Lost*. A ball is *lost* if not found in three minutes after the player or his or her *caddie* begins to search for it.

If a ball is found in that time but it is uncertain whether it is the player's ball:

- The player must promptly attempt to identify the ball (see Rule 7.2) and is allowed a reasonable time to do so, even if that happens after the three-minute search time has ended.
- This includes a reasonable time to get to the ball if the player is not where the ball is found.

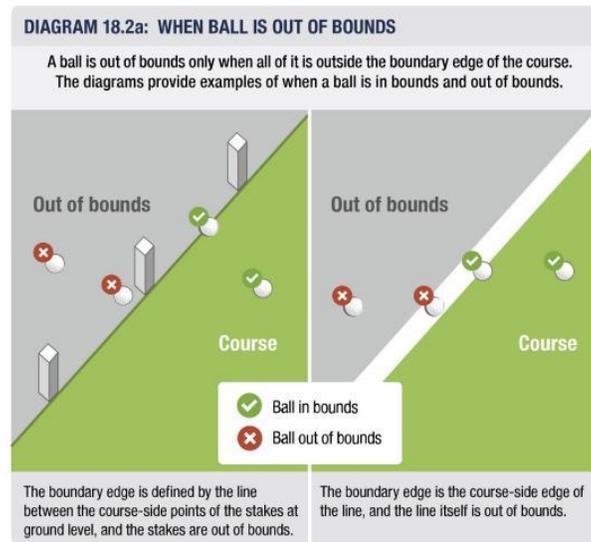
If the player does not identify his or her ball in that reasonable time, the ball is *lost*.

(2) *When Ball Is Out of Bounds*. A ball at rest is *out of bounds* only when all of it is outside the boundary edge of the *course*.

A ball is in bounds when any part of the ball:

- Lies on or touches the ground or anything else (such as any natural or artificial object) inside the boundary edge, or
- Is above the boundary edge or any other part of the *course*.

A player may stand *out of bounds* to play a ball on the *course*.



Rule 22 – Foursomes (Also Known as Alternate Shot)

22.1 Overview of Foursomes

Foursomes (also known as *Alternate Shot*) is a form of play involving *partners* (in either *match play* or *stroke play*) where two *partners* compete as a *side* by playing one ball in alternating order on each hole.

Rules 1-20 apply to this form of play (with the *side* playing one ball being treated in the same way as the individual player is treated), as modified by these specific Rules.

A variation of this is a form of *match play* known as *Threesomes*, where an individual player competes against a *side* of two *partners* who play alternating shots under these specific Rules.

22.2 Either Partner May Act for Side

As both *partners* compete as one *side* playing only one ball:

- Either *partner* may take any allowed action for the *side* before the *stroke* is made, such as to *mark* the spot of the ball and lift, *replace*, *drop* and place the ball, no matter which *partner's* turn it is to play next for the *side*.
- A *partner* and his or her *caddie* may help the other *partner* in any way that the other *partner's caddie* is allowed to help (such as to give and be asked for *advice* and take the other actions allowed under Rule 10), **but** must not give any help that the other *partner's caddie* is not allowed to give under the Rules.
- Any action taken or breach of the Rules by either *partner* or either *caddie* applies to the *side*.

In *stroke play*, only one of the *partners* needs to certify the *side's* hole scores on the *scorecard* (see Rule 3.3b).

22.3 Side Must Alternate in Making Strokes

On each hole, the *partners* must make each *stroke* for the *side* in alternating order:

- One *partner* must play first for the *side* from the *teeing area* of all odd numbered holes, while the other *partner* must play first for the *side* from the *teeing area* of all even numbered holes.
- After the *side's* first *stroke* from the *teeing area* of a hole, the *partners* must alternate *strokes* for the rest of the hole.
- If a *stroke* is cancelled or otherwise does not count under any Rule (except when a *stroke* is made in the wrong order in breach of this Rule), the same *partner* who made the *stroke* must make the next *stroke* for the *side*.
- If the *side* decides to play a *provisional ball*, it must be played by the *partner* whose turn it is to play the *side's* next *stroke*.

Any penalty strokes for the *side* do not affect the *partners'* alternating order of play.

Penalty for Making a Stroke in the Wrong Order in Breach of Rule 22.3: General Penalty.

In *stroke play*, the *side* must correct the mistake:

- The right *partner* must make a *stroke* from where the *side* made the first *stroke* in the wrong order.
- The *stroke* made in the wrong order and any more strokes before the mistake is corrected (including *strokes* made and any penalty strokes solely from playing that ball) do not count.
- If the *side* does not correct the mistake before making a *stroke* to begin another hole or, for the last hole of the *round*, before returning its *scorecard*, the *side* is **disqualified**.

22.4 Starting the Round

a. Partner to Play First

The *side* may choose which *partner* will play from the first *teeing area* in starting the *round*, unless the Terms of the Competition say which *partner* must play first.

The *side's round* starts when that *partner* makes a *stroke* to start the *side's* first hole. **b. Starting Time and Starting Point**

Rule 5.3a applies differently to each *partner* based on who will play first for the *side*:

- The *partner* who will play first must be ready to play at the starting time and starting point, and must start at (and not before) that time.
- The *partner* who will play second must be present at the starting time either at the starting point or on the hole near where the ball played from the *teeing area* is expected to come to rest.

If either *partner* is not present in this way, the *side* is in breach of Rule 5.3a.

22.5 Partners May Share Clubs

Rule 4.1b(2) is modified to allow *partners* to share clubs, so long as the total number of clubs they have together is not more than 14.

Rule 23 – Four-Ball

23.1 Overview of Four-Ball

Four-Ball is a form of play (in either *match play* or *stroke play*) involving *partners* where:

- Two *partners* compete together as a *side*, with each player playing his or her own ball, and
- A *side's* score for a hole is the lower score of the two *partners* on that hole.

Rules 1-20 apply to this form of play, as modified by these specific Rules.

A variation of this is a form of *match play* known as Best-Ball, where an individual player competes against a *side* of two or three *partners* and each *partner* plays his or her own ball under the Rules, as modified by these specific Rules. (For Best-Ball with three *partners* on a *side*, each reference to the other *partner* means the other two *partners*).

23.2 Scoring in Four-Ball

a. Side's Score for Hole in Match Play and Stroke Play

- *When Both Partners Hole Out or Otherwise Complete the Hole under the Rules.* The lower score is the *side's* score for the hole.
- *When Only One Partner Holes Out or Otherwise Completes the Hole under the Rules.* That *partner's* score is the *side's* score for the hole. The other *partner* does not need to *hole out*.
- *When Neither Partner Holes Out or Otherwise Completes the Hole under the Rules.* The *side* does not have a score for that hole, which means:
 - In *match play*, the *side* **loses the hole**, unless the opposing *side* already had conceded or otherwise lost the hole.
 - In *stroke play*, the *side* is **disqualified** unless the mistake is corrected in time under Rule 3.3c.

Section 5: Concrete Classic Structure, Scoring & Prizes

5.1 Overview of the Concrete Classic

The Concrete Classic is a multi-day golf competition featuring various team formats that test both individual and team performance. Players compete for points and prize money, with an overall Concrete Classic champion determined based on performance across all rounds.

Competition Committee Ranking Updates

- The Competition Committee will provide rankings for each Concrete Classic-sponsored event as outlined in Section 3.3.
- For the main trip, rankings will be submitted:
 - Immediately prior to the trip.
 - After the conclusion of the Ryder Cup.

These rankings will be used as outlined in individual sections.

Payment Rules for the Concrete Classic Event

Entry Fees:

- All participants must submit their entry fee before the deadline to attend.
- Failure to Pay by Deadline: If a participant fails to submit payment by the Treasurer's deadline, their spot in the event may be forfeited.

Payout Structure:

- All payouts are predetermined and listed in Section 5.4.

Refunds:

- Once paid, entry fees are non-refundable, except in cases approved by the Treasurer and Committee.
- If a replacement player is found, the Treasurer will make a best effort to recover the entry fee from the incoming participant, but no guarantee can be made.

Treasurer Oversight:

- The Treasurer is responsible for handling all transactions, including entry fee collection and prize distributions.

5.2 Team Selection Process

5.2.1 ABC-D Captains Selection

- Captains are the bottom four in points from the previous year.
- A regular draft format is used, where the lowest-ranked captain (based on committee pre-trip rankings) selects first.
- If there is a tie for captain spots, a random name generator will decide the captains.
 - The tie-breaking process must be conducted with all possible parties present and a committee member not in the running overseeing the process.

5.2.2 Ryder Cup Captains Selection & Team Draft

- The President of Golf Operations selects the captains, assuming he secures one committee vote to push his selection over 50% approval.
- If the committee unanimously disagrees, their unanimous selection overrides and becomes the selection.
- Captains should be close in the official committee ranking if possible to maintain competitive balance.

Team Selection Process

- Captains select teams using a snake draft.
- The winner of a coin flip chooses one of three options:
 - Pick first in the draft (opponent then picks second and third).
 - Pick second and third (opponent then gets the first pick and control of matchups).
 - Defer picking entirely and instead choose whether to send out their pairings first or second for the morning matchups.
 - If the coin flip winner defers picking entirely, they choose whether to send out their pairings first or second for the morning matchups.

Matchup Selection Process

- The morning and afternoon matchup order is automatically determined, meaning the captain who sends out first in the morning will send out second in the afternoon.
- Matchups are put out in snake draft format, with singles going out last.

5.2.3 Ramble in the Scramble Captains Selection

- Captains are the top four in points after the first three days of the Concrete Classic, prior to playing Ramble in the Scramble.

- Captains use a regular draft process to select their teams using a reverse rank order, where the lowest ranked golf selects first, regardless of points.
- If there is a tie for captain spots, a random name generator will decide the captains.
- The tie-breaking process must be conducted with all possible parties present and a committee member not in the running overseeing the process.

5.3 Games Played & Match Formats

Day 1

ABC-D

- Players are divided into 4-man teams based on captain selections.
- The top 3 scores per hole count toward the team score.
- Stableford Scoring System used (Section 4.3.3)
 - Double Eagle → 20 points
 - Eagle → 5 points
 - Birdie → 3 points
 - Par → 1 point
 - Bogey → 0 points
 - Double Bogey → -1 point
 - Triple Bogey → -2 points
 - +4 Over Par → -4 points
 - +5 Over Par → -8 points

Day 2: Ryder Cup (Two Rounds)

The Ryder Cup format rules can be found in USGA rulebook.

Morning Round: Fourball

- Captains decide all pairings and matchups per rules in 5.2.2.
- Morning Round: Fourball (Best Ball) Matches
- Four total matches, each worth 1 point.

Afternoon Round: Foursomes (Alternate Shot) & Singles

- Foursomes (Alternate Shot) (3 matches, 1 point each)
- Singles (2 matches, 1 point each)

Total Ryder Cup Points: 9

Tiebreaker Rules:

- Captain's each select a 4-man scramble team.

- A 3-hole playoff of 4-man scramble using stroke play.
 - A par 3, 4, and 5 combination is preferred.
- If still tied, sudden-death elimination.

Day 3

Two-Man Scramble (Morning)

Players are divided into two flights based on Committee Ranking and play a bracket-style tournament.

- Scramble Format
- Two flights (1-8 & 9-16) based on Committee Ranking.
 - Pairings are determined by Committee Ranking, with:
 - 1 paired with 8
 - 2 paired with 7
 - 9 paired with 16
 - And so on...
- 9 hole match stroke play match
 - First matchups are decided at random with a committee member present to oversee.
 - Winning pair move on to face the winner of the flight's other match in second 9 holes. Losing pairs do the same.
 - Winner of second 9 hole match amongst previous winning pairs places first, loser of that match places second. Winner of previous losing pairs match places third, and loser of both matches places fourth.
 - Each flight will have a first, second, third, and fourth place pair.

Four-Man Scramble (Afternoon)

- All players compete in a four-man scramble.
- 9 holes, stroke play
- Team Pairings:
 - First place in the top flight of Two-Man Scramble is paired with fourth place of bottom flight of Two-Man Scramble, and so on.

Day 4

"Ramble in the Scramble" (Morning)

- Four 4-man teams play a scramble.
- Each hole teams submit two scores:
 - Three players play a traditional scramble.

- The fourth player plays solo and submits an individual score.
- Captains decide who plays each hole individually as the odd man out:
 - Odd man out rotation (for 9 holes):
 - Player 1 plays solo on holes 1, 5, and 9
 - Player 2 plays solo on holes 2 and 6
 - Player 3 plays solo on holes 3 and 7
 - Player 4 plays solo on holes 4 and 8

Final Round (Afternoon)

- Eight two-man teams are created based on Committee Rankings.
- Teammates scores are added together for 18 holes of stroke play.
- Pairings are determined by ranking, with:
 - 1 paired with 16
 - 2 paired with 15
 - 3 paired with 14
 - And so on...

Foursomes are composed based on point standings, where:

- The highest point leaders are paired in the final group.
- The next highest leaders are in the third-to-last group, and so on.

5.4 Scoring System & Prize Distribution

5.4.1 Points System

ABC-D Format:

- Winning Team → 50 points per player
- Second Place → 20 points per player

Ryder Cup:

- Winning Team → 50 points per player

Two-Man Scramble (Both Flights):

- First Place → 75 points
- Second Place → 25 points
- Third Place → 15 points

Four-Man Scramble:

- Winning Team → 25 points per player

- Second Place → 5 points per player

Ramble in the Scramble:

- Winning Team → 25 points per player
- Second Place → 10 points per player

Final Round:

- First Place → 100 points
- Second Place → 65 points
- Third Place → 45 points
- Fourth Place → 30 points
- Fifth Place → 20 points
- Sixth Place → 10 points

5.4.2 Money Payouts & Prizes

ABC-D Format:

- \$25 per winning team member

Ryder Cup:

- \$40 per winning team member

Two-Man Scramble:

- \$50 per first-place player

Four-Man Scramble:

- \$25 per winning team member

Ramble in the Scramble:

- \$25 per winning team member

Final Round:

- First Place → \$100 per player
- Second Place → \$25 per player

5.4.3 Overall Concrete Classic Winners

- First Place → \$250
- Second Place → \$125

- Third Place → \$75
- Fourth Place → \$50
- Fifth Place → \$30