

# RMGC Standing Rules

## USGA Rules Apply

- Rules of Golf
- Handicap Manual
- Local Rules
- Course Boundaries per Men's Web site "Rules" write ups
- All eligible rounds are to be posted
- The player is responsible to know the rules
- Circumstances not covered will be resolved at the discretion of the Tournament Committee

## Event Registration

- Normal Men's Day cutoff: 3:00 PM two days before the event, Monday for a Wednesday Event
- Late players may play if there are tee box spots available
- For team events late players may play but may not be in the competition and will win Their \$5 back as credit at the Pro Shop
- For individual events late players will be added to the flight that has their index
- Players without an index are encouraged to play but will not be in the competition and will win Their \$5 back as credit at the Pro Shop
- Some events may have different registration requirements

## Check in on Day of Event

- Check in begins 1 hour before the starting time at the check in table
- You must check in for event play 15 minutes before the starting time
- Failure to check in may result in loss of your spot in the event
- This time is needed to juggle no shows and players that show up but are not registered

## Flights

- Individual Events: 60 + Players 5 flights, Fewer than 60 Players 4 Flights
- Mixed Gross/Net Events and Team Events: 4 Flights
- Flights are based on player ability (index)
- Players per flight: Total number of players divided by the number of flights
  - Uneven number of players will be assigned to flights at the discretion of the Committee.
  - Flight boundaries will move to maximize full Teams for Team Events
  - The last players to Register will be used in non-full teams

## Tees

- Normal Tee assignments:
  - A Flight: Silver Tee
    - Gross or mixed Gross/Net event: Playing a shorter tee than Silver individual / team will be ineligible to win gross.
  - B Flight: Players Default/Preferred Tee will be used. The tee (silver or bronze) that has the most players will determine the assigned tee. If assigned tee is Silver players on Bronze will be ineligible to win gross
  - C, D, E Flights: Players will be assigned to their "Preferred" Tee but may play Any Tee

Multi-round events: Require play from the same tees for each round

Failure to play same tees: Only scores from the 1<sup>st</sup> round tee will be used or individual / team will not be eligible to win

### **Score Cards**

Score Cards must record gross score for each hole

Please total each 9 and the 18, this is used as a input check during data entry

If Match Play the score card must also indicate the winner

Mark the score card with the tee played

If a player does not show or tee off the score card must indicate in some way “No Show”

If a player tees off and then quits the score card must indicate in some way “Withdrawn”

It is up to all players on the card to see that it is returned

Score cards not returned:

All players on the card will be ineligible to win

No play credit for all players on the card

### **Ties**

Gross only, Net only and Mixed Gross Net Eclectic events, ties will split the \$ win

Example: 2-way tie for 2<sup>nd</sup> place, 2<sup>nd</sup> & 3<sup>rd</sup> place win will be combined and split

If items that can't be split are offered the USGA method will break ties for those items

If a betting system doesn't work with ties USGA method will break ties for that system

Mixed Gross/Net Events ( other than Eclectic) will break ties using the USGA method.

If a tie persists using the USGA method the Committee will random draw to find the winner

Some events may play additional holes until there is a winner

In mixed Gross/Net Events a player / team can win only once, Gross or Net not both

Gross and Net Events must break ties

Events that have less than a full back 9 must be a Gross or Net only Event

These cannot use the USGA method to break ties

### **Men's Club Events Play for Credit in the Pro Shop**

The event \$ pot comes from the players in the event

The current event \$ amount is \$5.00 per player per round

Normal event \$ are paid with your green fee

Revere may donate event \$ from the green fee or add event \$ to the green fee

Annual pass players pay additional \$ of the same amount

Tournament Committee is responsible for supplying Revere with winners' names & \$ amount

The Revere “Credit Book” records the value of each member's account

Credits are usable in the pro shop (eligible items are at the discretion of Revere)

Some events may require additional amounts from players

## Optional Side Betting

Skins, Gross & Net by Flight:

Players can choose to be in the Gross Skins competition by paying \$5.00

Players can choose to be in the Net Skins competition by paying \$5.00

Skins are played hole by hole

To win a Skin you must have the low score on that hole, a tie is not a win

The Gross Skin pot is divided by the number of gross wins to get the Gross Skins Payout

The Net Skin pot is divided by the number of net wins to get the Net Skins Payout

A player will receive in cash a Skins Payout amount for each hole won.

If no player wins a skin, the \$5.00 will be refunded to all players in the flight

Deuces, Gross:

Players can choose to be in the Deuce competition by paying \$5.00

Deuces are played hole by hole on all 18 holes.

To win a Deuce a player must score a gross deuce (2) on a hole (a one is not a deuce).

The Deuce pot is divided by the total number of Deuces to get the Deuce Payout

A player will receive in cash a Deuce Payout amount for each Deuce won.

Closest to The Pin (CTP)

Players can choose to be in the CTP competition by paying \$5.00

There will be 2 CTP's on all four par 3's.

One from the Silver tee and one from the Bronze tee.

CTP shall be measured or estimated from the front of the ball to the pin

The drive must be on the putting surface to qualify for the CTP

The total \$ pot for each tee shall be divided by 4 to determine the payout amount

If a CTP is not made on any hole from either tee, the \$ pot shall be divided by the actual number of CTP's made to determine the payout amount per CTP

Note: Winnings for optional side bets will be available on the following Men's days.

Winnings that are not picked up within 6 months will be forfeited.

**Payout (Stroke or Match) goes into the RMGC credit book account for the following:**

The win for a Blind Draw

Match Play and score card shows no winner, or makes no sense

### Match Play Payouts

In match play there are an equal number of players, 1 vs 1, or 2 vs 2

The winner of the match gets 2x\$ the loser gets 0.

For a match that ends all square (a tie) each player wins their \$ back

Some events will continue play hole by hole until there is a winner

## Stroke Play Payouts

Based on the number of players in the event

The amount for payout is from the players in the group over which the win is determined

For a Team event, payouts are by team with each team member getting an equal amount

For events where score is the total of more than 1 round the initial sign up sets' flights

Round 1 player's \$ are in the payout group

Players that only play later rounds are not in the competition and "win" their \$ back or a separate event may be created for them.

Values will be rounded at the discretion of the Committee

For a mixed Gross/Net Events half the pot is for Gross half for Net, you can only win one

Win order is 1<sup>st</sup> Gross, then 1<sup>st</sup> Net, 2<sup>nd</sup> Gross, 2<sup>nd</sup> Net, etc.

In a two round event use the total number of players to find the payout %.

In a one round event use half the number of players to find the Payout %, pay to both Gross and Net

Example: 26 to 30 players, 6 payouts, use the 9 to 15 line for Payout %, 3 Gross 3 Net

If there are 5 flights, there will be 5 payout groups

For Individual play the players in a flight are the payout group

For 2 or 4 player teams with players in same flight, teams in a flight are a payout group

(AA vs AA, BB vs BB, CC, DD, EE or AAAA vs AAAA, BBBB, etc.)

If there are 4 flights the payout group is the team or the individual

For Individual play the players in a flight are the payout group

1 payout group if 4 player teams with each player from a different flight

(ABCD vs ABCD)

2 payout groups if 2 player teams with each player from a different flight

(AB vs AB group 1, CD vs CD group 2,)

2 payout groups if 4 player teams with 2 players from the same flight

(AABB vs AABB group 1, CCDD vs CCDD group 2)

4 payout groups if 4 player teams with players in same flight

(AAAA vs AAAA, BBBB vs BBBB, etc.)

Number in payout group	Payouts	Payout %
8 or less	3	50, 30, 20
9 to 15	4	40, 30, 20, 10
16 to 20	5	35, 25, 20, 13, 7
21 or more	6	30, 25, 17, 12, 10, 5
26 to 30	6	35, 25, 20, 10, 6, 4
31 or more	7	35, 25, 20, 10, 5, 3, 2

All flights will receive the same payout amount unless there is a large difference in the number of players/payout groups in a flight or flights.

### **Players with no Index**

Play, your own game, one that can be posted, you will “win” your \$ back.  
For events that do not post scores mark your score card “Post Score” and  
Tell the Tournament Committee when returning your score card.

### **Bronze Tee Only Players**

We allow players to request play from Bronze Tees for all events.  
Flights and teams are still built on player ability (index)  
If the player is in a Silver flight  
The Bronze Only players handicap is modified per USGA rules on mixed tee play.  
For an individual mixed gross/net event he is not in the competition for gross  
Net Team events have balanced player ability, so a tee change has no impact.  
Gross team events have balanced player handicaps from the tees played.  
The Committee may monitor the players performance.

### **Blind Draw for Team Events**

When a team is not fully populated a Blind Draw may be added based on Event type  
The Blind Draw score will be selected from within a group of players in the event.  
This group will have an index close to what the missing player would have had.  
In some events the “Blind Draw” may be selected before play and asked to not pick up

### **Scramble / Shamble without a full Team**

A Blind Draw may be used only in a 4-man team event with 1 missing player.  
Events with only 2 players: Play your own game, you will “win” your \$ back or  
make up your own game, explain what you did when returning score card.

### **Match Play without a full Match**

A “Blind Draw” is not useful in these Events.  
Play, your own game, you will “win” your \$ back or  
Make up your own game, explain what you did when returning score card.

### **Posting of Scores for Eligible Rounds**

The Men's club will post all eligible rounds per USGA rules.  
Hole scores for posting will not exceed the players ESC limit.  
For holes not played please mark an X or leave blank (this is not counted as a hole score)  
For holes where you pick up please mark an X and your most likely score  
Scores Cards with 13 or more-hole scores will be posted.  
Blank holes or a hole with an X and no number will posted as the players highest  
allowable score for that hole

### **Play Terminated or Format Changed Due to Weather**

Resolved at the discretion of the Tournament Committee.

**Recommended Stroke Play Handicap Allocation (Men)**

- Individual, 95%
- Fourball, 85%
- One Best Ball of Four, 75%
- Two Best Balls of Four, 85%
- Three Best Balls of four, 100%
- All Four of Four Balls, 100%
- Shamble Four player, 90%
- Shamble any Best Ball, 80%

**Participation in Club Activities is used to qualify you to play in other Events**

To get Credit for Men's Day Play:

- Pay your green fee or if annual pass pays the extra \$
- You must not recover your green fee or if annual pass the extra \$
- You must tee off at your starting hole.
- You may withdraw any time after teeing off and still get credit.
- Your score card must be returned.
- Your score card must have a score on at least one hole (it could be a "X")

To get Credit for Men's Club Meetings:

- You must print your name on an attendance sheet.