



2020 Spring Member – Member

Schedule of Events

Friday 10:00am - Tee Times Start

Saturday 9:00am - Tee Times Start

Format

Round 1 - Front 9 - Chapman Alternate Shot Format

Round 1 - Back 9 - Scramble Format

Round 2 - Front 9 - Best Ball Format

Round 2 - Back 9 - Aggregate Format

<u>Tees</u>

Players will play from the Blue Tee's

Players 70+ can play from the White Tee's

Handicaps

Chapman Alternate Shot: 60% of A player, 40% of B player

Scramble: 35% of A player, 15% of B player

Better Ball of Partner's: 90% of each player

Aggregate: 90% of each player

The 10-stroke differential rule between partners is in effect.

Day One Rules

Front 9 will be: Chapman Alternate Shot Format.

- Each member of the team will hit a drive on each hole.
- For the second shot, you will hit each other's drive.
- The team then selects what ball it wants to play for the balance of the hole.
- You then alternate shots until the ball is holed.
- You cannot change balls. You must hit the ball being played.

• **Example:** A and B both hit drives on hole #1. For their second shots, A hits B's drive and B hits A's drive. For their third shot, the team selects which ball it wants to play. If they select the ball last hit by B, then A hits the team's third shot, B then hits the fourth shot, and so on until the ball is holed.

This format applies on par 3s also.

The back 9, your team will play a **Scramble Format**.

- Each team member hits a drive.
- You then select the "best" shot and each team member hits from that spot.
- This process continues until the ball is holed.

Scramble Format: You may place the ball within one club length of the ball you select (except on the green). In doing so, you may not go nearer the hole and you must stay in the same cut of grass. For example, you cannot move your ball from the second cut of rough into the first cut even if it is within one club length. The reverse is also true. That is, you cannot place the ball from the fairway into the first cut of rough.

At the end of the round, submit your scorecard showing your team's gross score. Then deduct the team handicap for your team's net score

USGA Rules govern all play.

Use the ID on your scorecard on the Go Club App to log in. One person per foursome inputs scores on all holes.

Day Two Rules

The front 9 will be **Better Ball of Partner's Format**.

• For each hole, record each team member's individual score and the team's better ball net score (considering your tournament handicap).

• For example, if both A and B record a 6 on the fourth hole and B strokes on that hole based on his tournament handicap—then the scorecard should show a "6" for both A and B, but the team's score for hole #4 is a "5" which should also be recorded on the card.

The back 9 will be **Aggregate Format** with each team member keeping his score until the ball is holed. No one is ever out of the hole. The team's total score for the Aggregate Format is the total number of strokes for each member of the team less the strokes each member is entitled to utilizing the players' tournament handicaps.

When unsure how to proceed under the rules in stroke play, it is permissible to play two balls, without penalty, and report to the committee following play. The player must declare, in advance, that he intends to play two balls and which ball he wishes to count if the rules permit.

USGA Rules govern all play.

In the event of a tie after 36 holes, a sudden death, net aggregate playoff will start on hole #1 and proceed through the holes in order until a champion is determined on Sunday morning.

Use the ID on your scorecard on the Go Club App to log in. One person per foursome inputs all player's scores on all holes.

Local Rules/Conditions of Competition

Cell phone calls are prohibited at all times on the golf course during tournament play.

USGA Rules of Golf govern play, as modified by the following ACC Local Rules & Conditions:

Lift, Clean and Place: Lift, clean and place through the green will be in effect. When a player's ball lies in a part of the through the green, the player may take free relief once by placing the original ball, or another ball, and playing it within one club-length from the spot where the original ball lie, no nearer the hole, and in the general area. Ball must stay in the same course condition as how you found it. (fairway stays in fairway, rough stays in rough)

Bunkers: Bunkers will be played as lift, clean and place. Ball must remain in the bunker at a spot that is no closer to the hole.

<u>Flower beds, Wood Chips, Mulch and ornamental planting areas</u>: Treat as obstructions. Flower beds within paved areas are considered part of the obstruction. Relief is mandatory. No penalty.

<u>Aeration Holes</u>: *Through the green*, a ball that comes to rest in or on an aeration hole may be lifted without penalty, cleaned and dropped as near as possible to the spot where it lay but not nearer the *hole*. The ball when dropped must first strike a part of the *course through the green*. On the *putting green*, a ball that comes to rest in or on an aeration hole may be placed at the nearest spot not nearer the *hole* that avoids the situation.

<u>Aeration plugs</u>: Aeration plugs as well as other obstructions such as stump holes will be painted white and will be ground under repair. Relief is one club-length from the reference point, is not nearer to the hole than the reference point and must be in the general area. When taking relief, the player must take complete relief from all interference by the abnormal course condition.

Immovable Obstructions Close to the Putting Green: All fixed sprinkler heads are immovable obstructions and relief may be obtained under Rule 24-2. In addition, relief is provided from fixed sprinkler heads on or within two club lengths of the putting green when the ball lies off the putting green, is not in a hazard and within two club-lengths of the sprinkler head. Relief provided only for intervention for line of play between the ball and the hole. The player may take relief as follows: The ball shall be lifted and dropped at the nearest point to where the ball lay which is no nearer to the hole, avoids the intervention and is not in a hazard or on a putting green. Ball may be cleaned when lifted. If the sprinkler head is located on the putting green and

the ball also lies on the putting green on the line of putt the ball must be placed at the nearest point that avoids intervention.

Boundary: Indicated by barbed wire fence poles and white stakes. Hole #4: Road beyond green: Ball in road is considered out of bounds; cement curbing is deemed to be an integral part of the course; ball that crosses the road and comes to rest on another part of the course is deemed to be out of bounds. Parking Lot is deemed to be out of bounds.

<u>Cart Path Extensions</u>: Worn areas leading into and bordering cart paths are considered extensions of that path and are deemed to be part of the same obstruction.

Caddie Rules: All Caddie Rules are waived.

<u>Replacing a Broken Club</u>: If a club is "broken or significantly damaged" during the round by the player or caddie, except in cases of abuse, the player my replace the club with any club under Rule 4.1.

Stone walls: Are deemed to be integral parts of the course.