

The Labour Day Classic Rules and Regulations

1. **FORMAT:** This tournament shall be conducted in accordance with the RCGA Regulations concerning STABLEFORD COMPETITIONS as detailed under Rule #32 of the RCGA Rule Book and the following rules and appendices.

- a) Each team is comprised of four members from different handicap groups assembled by public blind draw. The team with the highest point total after completion of the tournament shall be declared the winner. Prizes from the Team Pool will be paid to four places,
- b) The handicaps applied to this event were calculated on Tuesday, August 27th from the established Men's Night handicap.
- c) If two or more teams are tied after completion of play on the 36th hole, or at a point during the competition where all teams have completed play on the same number of holes, (should the tournament be cancelled for just cause), winning teams will be determined by highest point total of the back nine, then last six, then last 3, then 18th hole, then retrogression.
- d) Players scoring will be accumulated by hole type as follows:
 - i. 2 Players scores count for Par 3s
 - ii. 3 Players scores count for Par 4s
 - iii. All 4 Players scores count for Par 5s
- e) Assignment of Points:

Net Triple Eagle =	10 Points
Net Double Eagle =	5 Points
Net Eagle =	4 Points
Net Birdie =	3 Points
Net Par =	2 Points
Net Bogie =	1 Points
Net Double Bogie, or worse =	0 Points

- f) The executive considers a blind draw of foursomes to be a foundation for honest scoring. RCGA rules advise that conspiring to waive rules or enhance scoring is grounds for disqualification.
- g) Three person teams will not be allowed. If you lose a member of you team just before the tournament or on the second day, the following formula will be applied to provide a score for the missing player of that group. Eg: The 'B' player is missing...
 - i. Your specific missing player is a 9 handicap.
 - ii. We will calculate the average score of the players in 'B' flight. Let's say it is 83 with rounding.
 - iii. We will calculate the average handicap of the players in that flight. Let's say it is 10 with rounding.
 - iv. We will apply the average handicap to the average score to establish a net score. In this case, it will be 73. This in turn translates into 34 points. The missing player would get these points.
 - v. We then take the missing player's individual handicap into consideration to determine what holes we will award points. As the player is a 9 handicap, the points would be awarded as follows...
 - 1. Double bogies on the two hardest holes yielding net bogies for 1 point each (2 points total)
 - 2. Bogies on the next 7 toughest holes yielding net pars for 2 points each (14 points total)
 - 3. Pars on the remaining 9 holes yielding net pars for 2 points each (18 points)
 - 4. Total is now 34 points matching the average of the rest of that flight group.
- h) The maximum handicap for all players in this tournament is 36.

2. **RELIEF:** Relief is allowed from all walkways, cart paths, staked trees and tree wells around staked trees and GUR. (Relief is for swing and stance only; it **does not** include "line of flight"). In addition, we have a number of local rules for relief as follows:

- a) Full relief from the 150 yard Mugo pine markers. This means you can take the ball to the left, right, or as far back as you like without penalty. You can be no closer to the hole and cannot better you lie (rough stays in rough). Ball cannot be moved once dropped.
- b) Hole # 12. Consider the area up against the fence on the left as a hazard. There will be a designated marked relief area to drop your ball in if it goes there for one stroke penalty. The ball must clearly have landed on the course side of the fence to take this relief. It is still a two stroke penalty for out of bounds over the fence. (see rule 5)
- c) Full relief for ball only if it lands in a water trench line depression on the fairway.

- d) The ball can be lifted and cleaned before dropping if it lands in the casual water on the course.
3. **PATHS AND ROADS:** If the **group agrees** that your stance or ball position is affected by the above, you may take a drop, no nearer to the hole. You must take total relief, and **you may not bump the ball after it is dropped**. You have the option of playing the ball where it lies on the path.
 4. **GROUND UNDER REPAIR:** If the **group agrees** that your ball is affected by G.U.R., you may take a one club length drop no nearer to the hole, without penalty outside of the G.U.R. **No bumps allowed after it is dropped.**
Note: Normal unevenness of fairways/rough is not G.U.R with the exception of water lines as noted above.
 5. **FENCES: (Holes 9, 10, 11, 13 and 14):** Walkway fences along the perimeter of the course are "out of bounds". Balls coming to rest IN BOUNDS along the fence on the fairway side must be played as they lie or declared unplayable. LOCAL RULE: BALL MAY BE PLACED TWO CLUB LENGTHS IN ANY DIRECTION, (MAY BE NEARER HOLE), WITH ONE STROKE PENALTY.
 6. **LIABILITY:** Golfers are responsible for any personal injury or material damage caused by their ball or equipment.
 7. **RULINGS:** If in doubt, play a second ball in accordance with RCGA Rules and obtain a ruling from the Tournament Committee after completing the round.
 8. **SCORE CARDS:** Two cards per GROUP, one for points and one for score.
Verify the master card and attest it.
 9. **SCORING:** All balls must be holed out. **NO "GIMMIES"**.
 10. **Pace of Play: As we are trying to maintain a reasonable pace of play, you must hit a provisional ball if you are not 100% sure you will find your ball. This means that if you are in the trees, hit another ball!**

There shall not be any penalties applied for slow play in this tournament. However, we ask that all golfers realize that there are teams behind you with a very real chance of not finishing their rounds due to darkness as we have a relatively late start. We respectfully ask that all teams kindly consider this and keep up to the team in front of them to improve everyone's enjoyment of the tournament. **No one wants to come back to the course at the break of dawn to finish their previous days round.**

Some helpful tips...especially if falling behind group in front.

Consider the break on your putt as others are putting.

No more than 3 minutes in trees looking for ball

If no possibility to make points, pick up ball and record 0 points on card

Play 'ready' golf.