

MILLER GOLF CLUB  
General Rules and By-Laws

- Members must play in EIGHT tournaments (SIX handicap) to qualify for the Year-End tournament. **Exception...** Members may pay entry fee and green fee and **not play** in up to **Three Tournaments** to satisfy the EIGHT tournament rule, as long as they play in **SIX Handicap Tournaments**. The Pay, no play tournaments must be paid before the next tournament.
- Handicaps for new members are adjusted after each tournament played, until they are in the USGA handicap system. (Minimum of five rounds required.)
- The lowest **adjusted handicap** will always prevail through the five-round qualifying period, after which, the USGA handicap system will adjust each handicap up or down.
- **All scores after the first five scores will be entered twice.** After the 20 scores used to calculate the handicap are established, two scores are entered and the last two scores drop off.
- **The First, Second and Third Flights will tee off from the white tees. The Championship Flight will tee off from the blue tees. All Flights will play the Par 3's from the white tees. All flights will have the same number of players.**
- The Players Championship (Top 12) Tournament will include the top 16 point leaders and ties. Everyone in the Players Championship Tournament will compete for the top prize, but only the **Top 12 will win money** from the cash pool. **All members will have the option of buying into the Players Championship Tournament. The buy in will be \$200 plus the green fee. To be eligible to buy in, the member must have played in all monthly tournaments (includes pay-no-play).** During the year, \$5.00 will be set aside from each player's entry fee and will go towards a cash pool to be used for prize money for the Players Championship Tournament.  
**Here is the point system** used to get into the Players Championship Tournament.  
5 points will be awarded to all tournament participants (3 pay no play can be used),  
5 points will be awarded to each flight winner, 4 points for second, 3 points for third, 2 points for fourth, and 1 point for fifth place.
- **All tournament fees** must be paid by the deadline date posted on the schedule, or in the tournament notification letter. (Unless other arrangements have been made in advance with a Club officer.) NOTE: A \$5.00 late fee will be assessed to any entry fees paid at

the course, the day of the tournament. **If you sign up for a tournament and are not able to play, you must notify a club officer or put a note on the website at least 3 to 4 days before the tournament. If you do not notify the club, you will owe the entry fee and will not be able to play in another tournament until that fee is paid. The only exception will be an emergency.**

- Players will be considered late for a tee-time if they have not checked in with the tournament director by the time their foursome is on the tee box. The late party can play, with a two-stroke penalty assessed, if he arrives before his group leaves the tee box. If his group has left, the player may only play (with a two-stroke penalty), if there is an opening in another group. In the event that there is no opening, the player is disqualified, and his fee is forfeited.
- A player who wishes to play in a tournament, but did not sign up, may be substituted for an absent player or put in a vacant slot, by contacting the tournament director. His name will be put on a "first come, first served" list. If there is space for him he can play after paying the regular tournament fee, plus a \$5.00 late fee.
- Every foursome or group is to keep **two completed scorecards**, reflecting all scores. Scorecards should be compared after every hole for accuracy - and any discrepancy settled at that time. Both completed, identical cards are to be turned in together at the completion of the round.
- The **Par 3 drop area** will be the red tees. Since it is a drop area, you **cannot RE -TEE your ball**. You still have the option of **re-teeing your ball** from where the original ball was hit.
- **All challenges** are to be presented to the Tournament Committee upon the immediate completion of play. Any decision of the Committee is final.
- **Out of Bounds:** If there is any possibility that your ball may have been hit out-of-bounds, no matter where on the golf course, always hit a provisional ball before you attempt to find your original ball. If your ball has been hit **out-of-bounds** and no provisional ball has been played, a **two-stroke penalty** is to be taken. **Do not go back to the tee box (or original area), if a ball is "lost" or "out-of-bounds". Take your drop no more than two club lengths and no closer to the hole from the point where your ball entered the OB. As is always the case, the foursome should decide the correct place to drop. If not sure, play two balls and the tournament committee will rule on it after the tournament.**

- **TO SPEED UP PLAY:** Any ball hit into an area where there are **no out-of-bounds markers** is to be played as though it were hit into a lateral water hazard, with a one-stroke penalty. **When the group agrees that a player's ball has been lost in casual water**, that player may drop a ball in that area with no penalty.
- *USGA* and/or local or Club rules will govern all play, except as amended by the tournament committee. The committee has waved the Fourteen Club rule. There is no **14 Club Rule** in the Club.
- Play the **ball as it lies** except where *USGA* rules allow otherwise, or when the tournament committee decides course conditions won't allow it. **BUY A USGA RULES BOOK**