

## MILLER GOLF CLUB

### General Rules and By-Laws

- Members must play in 7 tournaments (5 handicap) to qualify for the Year-End tournament. Exception....members may pay entry fee and green fee and not play in up to 2 Tournaments to satisfy the 7 tournament rule, as long as they play in 5 handicap tournaments.

For the Top 16, up to 3 pay no play tournaments are allowed. The entry fee and green fee 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. The initial first three rounds will be inputted three times each tournament (for instance, if you shoot a 75 in your first tournament, it will be inputted three times... $75-70=5 \times 0.95=4.75$ , rounded up to a 5 handicap setting for the next tournament). If you score an 85 the next tournament you will still play to 5 handicap setting going into the third tournament but your 85 will be inputted three times into the USGA handicap system.

- The lowest adjusted handicap will always prevail through the initial three-round qualifying period, after which, the USGA handicap system will adjust each handicap up or down.

- For new and existing members that are changing tee boxes, the first three scores will be entered three times to establish an index. Scores will be entered twice for all existing members and those that have completed their initial three scores for new and existing members that changed tee boxes. **All scores from each flight, regardless of tees you play from will be inputted from the white tees.**

- The Championship Flight players will all tee off from the blue tees. Handicap for the Championship Flight will be capped at 13 regardless of your age or existing higher handicap.

The First and Second Flights will tee off from the white tees. Handicaps will be capped at 24 for 1st, 2<sup>nd</sup>, and Senior Flights.

The Senior Flight (70 and over) will tee off from the red or forward tees unless they want to change back to the white tees which will result in resetting their handicap.

All Flights will play the Par 3's from their perspective tees. All flights will have the same number of players. If there is a tie as to who moves up in flights, we will go by their index.

With the exception of the 4-man scramble and the End of the Year tournaments, all tournament entry fees will be \$120.00. Some flights will offer side bet options to participate in depending on individuals who would like to take on the responsibility.

Payouts will be \$250.00 for 1<sup>st</sup> place in each flight, \$125.00 for 2<sup>nd</sup>, and \$75.00 for 3<sup>rd</sup>. There will be no payouts for Skins or Closest to the Pin.

New members will be required to pay \$40.00 to enter the Hole-in-One pot. Existing members will be required to pay \$20.00 prior to the first tournament to stay in the Hole-in-One pot.

- The end of the year Top 16 Tournament will include the top 16 point leaders and ties. Everyone in the Top 16 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 Top 16 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 Top 16 Tournament.

Here is the point system used to get into the Top 16 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 \$50.00 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 \$50.00 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. Discrepancies for any player will result in the higher score documented and may result in out of the money results.
- 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 tee box where the 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 (includes sand trap foot prints, divots, and bare lies in fairways) except where USGA rules allow otherwise, or when the tournament committee decides course conditions won't allow it.