

ROLLING MEADOWS MEN'S GOLF ASSOCIATION

2019 TOURNAMENT BOOKLET

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Rolling Meadows Men's Golf Association MISSION STATEMENT

- We want to have an organization that promotes a fun and enjoyable golfing experience which will encourage the retention and addition of new members on an annual basis
- We will do this by providing a variety of weekly events to encourage as much participation as possible while adhering to the rules of golf as set by the USGA
- The Board will always consider the best interest of the membership as a whole ahead of any policy changes

PLAY READY GOLF

Ready Golf simply means moving to your ball as quickly as possible and being ready for the next shot. If it is safe for the other players and not distracting, you may play your ball even if it's ahead of one or more of the others in your foursome. This especially applies when the foursome is spread out over the fairway.

The same practice can work on the greens. Line up your putt as soon as you can and putt when you are ready. For instance, three of you can at least lag putt if the fourth is off somewhere trying to recover from a sculled pitch shot in the rough or the woods.

Talk to the others in your foursome and agree on how you can play *Ready Golf*. You'll enjoy the round more.

PROVISIONAL BALLS

If you have hit a ball that may be out of bounds (white Stakes) you may declare that you are hitting a provisional ball. USGA rules say you have **three minutes** to look for your ball. If you can't find the first, the provisional helps keep play moving. By the way, you *lie three* after hitting a provisional ball if your drive is the ball that is in question. The original shot, the provisional and a one-stroke penalty if you don't find the first shot. If you do find your original and it is playable, ask some member of the foursome who is closer to get it for you.

LOCAL RULES

If you hit a ball into the woods you have 3 minutes to look for the ball. If lost you go back to original spot area and hit another. If you hit one before looking and you find the original, the second ball is in play and the original is out of play.

If you hit a ball OUT OF BOUNDS a new local rule allows you to play from the area near where you crossed the OB and drop a ball. The rub is you are now hitting 4. You still have the option to hit 3 from the original spot.

SPEED UP PLAY IN CARTS

Carts help keep play moving, but when you get to the green make sure you park it out of the way and *on the way to the next green*. Once everyone has putted out, move off the green. You can mark the card and rearrange your bag on the next tee. If in the fairway, after your shot take club and go to cart and proceed to your partners ball. Clean your club while your partner is hitting his shot

We know that we should replace divots and fix ball marks, and we have a tip on repairing ball marks. When you insert your ball mark tool or tee, push the top of tool *toward the middle of the mark*, not away. The agronomy experts say that this method will do less damage to the roots. **Remember**, a ball mark that goes 15 or 20 minutes without a touch-up usually dies and marks the green. Fix yours and the other one that someone missed.

GENERAL POLICIES

- 1. One-day tournament fees are \$ 7.00 plus green fees, cart etc. Two-day tournament fees including kickers are \$14.00 plus two days of green fees. All fees will be collected on the first day of the tournament, cart fees are not included.
- 3. All new members who don't have an established handicap will play 5 tournaments to be scored using the Callaway Scoring System. These scores will be recorded with GHIN. There will be no more Callaway scoring after June 26th.
- 4. Only paid Association members may enter a tournament. Association dues must be paid prior to any participation in tournament play. If you are activated on the computer, your dues have been recorded as paid. If you have any questions contact the Treasurer.
- 5. If after signing up for any tournament a member is unable to fulfill his commitment to play, he must notify the Pro Shop by Thursday 6:00 pm. You will be charged a penalty fee for no-show if you do not notify the Pro Shop by 6 PM Thursday. Penalty Fees will be posted. Penalty Schedule; 1st occurrence \$7.00, 2nd occurrence \$14.00. 3rd occurrence \$21.00, 4th occurrence you will be requested by the Executive Board to explain why you

cannot cancel scheduled tee times by the deadline

6. Association members are responsible for scoring their own cards.

7. It is each member's responsibility to make sure that immediately following completion of the round that the signed scorecard is turned into Pro Shop staff. Failure to do so will result in disqualification. All scores will be posted to GHIN by the Pro Shop staff. The results from the events will be emailed, and posted on the "RMCC" web site and bulletin board by the following Thursday.

- 8. On weekends with two day events scheduled, an alternate one day tournament may be scheduled depending on availability of tee times. The two day event has the preferred tee times. Check with the pro shop for details.
- 9. On the Opening Tournament and Year-end Tournament, you must sign up by the Monday before so the restaurant knows how much food to prepare.
- 10. Chits will be honored until the end of November.
- 11. Special orders from pro shop must be done by Oct 31
- 12. Slow Play Rangers will be monitoring the spacing between groups. If there is a large gap between your foursome and the one in front of you and you are slowing the pace of play behind you, the ranger will ask you to increase your pace of play.
- 14. Members 70 and older have the option to play from the Gold Tees. This is an additional option to the **Rule of 85**. If a qualified member wishes to play from the gold tees, they must notify the Pro Shop.
- 15. Weather Policy if 60% of the field completes 18 holes the event will stand. If less than 60% of the field completes 18 holes, but 60% completes 9 holes, then the event will become a 9 hole event. If less than 60% of the field completes 9 holes then the event will be canceled and the \$7.00 tournament fee will be carried over to the member's next event. If the event is canceled , all special events(hole in one, closest to the pins) will NOT be honored.
- 16. Please leave the rakes inside the bunkers, do not leave the rakes outside of the bunkers.

TOURNAMENT RULES

- 1. All Association events must be played with another Association member on the tournament date
- 2. Individual tournament rules and guidelines will be posted on white board either in the Pro Shop or on the first tee.

- 3. USGA rules govern all play. Any questions that arise regarding USGA rules will be interpreted by the Director of Golf. **That judgment will be final**.
- 4. Participants must play with the current handicap (GHIN) in all events.
- 5. All scores will be adjusted and posted by individual Association members or the Pro Shop. Turn in all scorecards - dated, signed and attested. Failure to comply will result in disqualification from the tournament. All scores will be adjusted per the GHIN method that is posted above the computer.
- 6. All ties will be broken per USGA Rules, Appendix 1, page 144, paragraph c: "An acceptable method of matching cards is to determine the winner on the basis of the best score for the last nine holes. If the tying players have the same score for the last nine, determine the winner on the basis of the last six holes, last three holes and finally the 18th hole." During the Flight Championship, Liquori Cup and Senior/Super Senior tournaments a tie for first place will be broken by a sudden victory playoff starting from the first (1st) hole.
- 7. Participation in the Club Championship dictates that you must have a valid handicap and played in a minimum of **5** RMCC Men's Association tournaments prior to the tournament.
- 8. In order to participate in served meals and raffle, you must be playing in the tournament.
- 9. Individual Men's Club events which will be recorded in the computer as a "T" will be listed in the RMMGA schedule as a Tournament Event.
- 10. If a player disqualifies (DQ) himself from a tournament, they are still eligible to win closest to the pin and hole in one for that day. They are not eligible for kickers.

RMMGA 2019 Tournament Schedule

March 23 Sat	Individual Gross/Net – OPEN
March 24 Sun	Individual Gross/Net – OPEN
March 30 Sat	Individual Gross/Net – OPEN
March 31 Sun	Individual Gross/Net – OPEN

Individual Gross/Net -OPEN
Individual Gross/Net -OPEN
Individual Gross/Net -OPEN
Individual Gross/Net -OPEN
(GOOD FRIDAY) Individual Gross/Net OPEN
Individual Gross/Net -OPEN
(EASTER)Individual Gross/Net OPEN
OPENING TOURNAMEMTSHOTGUN (4 Man Best Ball)
computer pick A,B,C,D
Individual Gross/Net-Tournament
- <u>Deadline for Match Play registration</u>

May 4 Sat Individual Gross/Net

Individual Gross/Net
Individual Gross/Net Alt. LADIES/MEN'S CLUB SHAMBLE – OPEN -
8:30 AM SHOTGUN
(Mother's Day)Individual Gross/Net -
Individual Gross/Net – Tournament Score
Individual Gross/Net – Tournament Score
Individual Gross/Net
MEMBERS MEMORIAL TOURNAMENT SHOTGUN – OPEN
(<i>Memorial Day</i>) Individual Gross/Net – OPEN
– <u>1st round of Match Play deadline (all players)</u>
Individual Gross/Net
Individual Gross/Net
Individual Gross/Net
Individual Gross/Net
2 Man Best Ball
(Father's Day) 2 Man Best Ball
Individual Gross/Net
Individual Gross/Net
Individual Gross/Net – Tournament Score
Individual Gross/Net - Tournament Score
2 nd round of Match Play deadline (half the field)
(Independence Day) WHITE/BLUE/RED – OPEN
LIQUORI CUP – OPEN- Tournament Score
LIQUORI CUP SHOTGUN -OPEN - Tournament Score
Player Quota Tournament
Player Quota Tournament
Individual Gross/Net
Individual Gross/Net
Ryder Cup – 2 Man
Individual Gross/Net
- <u>3rd round of Match Play deadline (quarter of field)</u>
Individual Gross/Net
Individual Gross/Net
CLUB CHAMPIONSHIP – Tournament Score
CLUB CHAMPIONSHIP – Tournament Score
Individual Gross/Net
Individual Gross/Net
- <u>4th round of Match Play deadline (1/8 field)</u>
Player Quota Tournament
4 Man Best Ball – Blind Draw– Alt. Ladies/Men's Inter-club Match
Individual Gross/Net - OPEN
2 Man Best Ball - OPEN
(<i>Labor Day</i>) Individual Gross/Net – OPEN
- 5 <u>th round of Match Play deadline (final 4)</u>

Sept 7 Sat		Senior/Super Senior Tournament – " <i>Two Day Event</i> "-Tournament
Sept 8 Sun		Senior/Super Senior Tournament – " <i>Two Day Event</i> " - Tournament
Sept 14 Sat		Individual Gross/Net
Sept 15 Sun		Individual Gross/Net
Sept 21 Sat		Individual Gross/Net
Sept 22 Sun		Individual Gross/Net
Sept 28 Sat		Individual Gross/Net
Sept 29 Sun		Player Quota Tournament - Alt. LADIES/MEN'S CLUB SHAMBLE –
-	OPEN	- 8:00 AM SHOTGUN
<u>Sept 30</u>	-	<u>Final round of Match Play deadline</u>
Oct 5 Sat		Player Quota Tournament
Oct 6 Sun		Player Quota Tournament
Oct 12 Sat		CLOSING TOURNAMENT – 8:00 AM SHOTGUN (4 Man Best Ball)
		computer pick A,B,C,D
Oct 13 Sun		Individual Gross/Net
Oct 19 Sat		Individual Gross/Net
Oct 20 Sun		Individual Gross/Net-TURKEY Shoot out
Oct 26 Sat		Individual Gross/Net-TURKEY Shoot out
Oct 27 Sun		8 th ANNUAL GREENSKEEPER REVENGE – OPENShotgun
Nov 2 Sat		Individual Gross/Net - OPEN
Nov 3 Sun		Individual Gross/Net - OPEN
Nov 9 Sat		Individual Gross/Net – OPEN
Nov 10 Sun		Individual Gross/Net – OPEN
Nov 16 Sat		Individual Gross/Net – OPEN
Nov 17 Sun		Individual Gross/Net – OPEN
Nov 23 Sat		Individual Gross/Net – OPEN
Nov 24 Sun		Individual Gross/Net – OPEN

EXPLANATION OF EVENTS

Our basic format is individual gross/net. For those who do not have a **formal** USGA handicap at the beginning of the season we will use the Callaway scoring method. Just put down your gross score until you have established a handicap. We ask that every score be entered so we can establish handicaps as quickly as possible.

Please make sure your scorecard has your full name and member number on it. The member who kept score must attest it by signing their name along with one other member of the foursome. The tournament committee will not accept incomplete scorecards.

Opening & Closing Tournament - Four Man Best Ball (Gross & Net)

Computer generated foursomes based on handicaps; each member plays their own ball from tee to hole out on the green. Each foursome records their best score gross and net.

NO GIMMIES

Two-Man Best Ball

Each two-man team plays out every hole and the team score is determined by which member has the best gross and net score on each hole. Please enter the **team** score clearly on a line below the individual scores. Partners must have a handicap within 5 strokes of each other. If the difference is greater than 5 strokes, the higher handicap will be reduced to within 5 strokes of the lower handicap. **NO GIMMIES**

Members Memorial Tournament

Members pick their foursomes, everyone plays their own ball on each hole, record the best scores for net and gross on each hole, tournament pay-outs will favor net scores. You may use the same player's score for net & gross. **NO GIMMIES**

White-Blue-Red (for non senior players)

Gold-White-Red (for senior players)

This is an individual gross/net. Each hole will be marked denoting the tee to be used.

White tees on the first hole Blue tees on the second Red tees on the third and so on.

The order of the flags settings will change each year.

Open

A member may bring a guest (non-member) to participate in a Men's Club event. The guest will pay green fees and tournament fee. ALL guests WITHOUT GHIN Handicap will use the Callaway Scoring System

Winnings will be paid in Pro Shop credit.

NOTE: The bringing of guest/non-members is limited to specified events.

Club Championship and Liquori Cup

If playing from the Gold Tees you can not be the Club Champion

2 Man Best Ball Ryder Cup

Partners must have a handicap within 5 strokes. If the difference is greater than 5 strokes, the higher handicap will be reduced to within 5 strokes of the lower handicap.

1ST-6 Holes - Best Ball - played as stroke play with the best holes added up at the end of the round.

2ND-6 Holes - Alternating Shots- team alternates hitting the same ball. The first player tees off, the second player hits the second shot, the first player hits the third shot, and so on until the ball is holed. TEE BALLS ARE ALTERNATED SO THAT THE SAME PLAYER DOESN'T HIT

EVERY DRIVE.

3RD-6 Holes - Scramble - Each player tees off on each hole. The best tee shots are selected; players play their second shot from that spot. The better of the second shot is determined, and then all play their third shot from that spot, and so on until the ball is holed.

Players Quota Tournament

Subtract your handicap from 36. This becomes the "quota" that you must meet. You get 8 points for an eagle, 4 points for a birdie, 2 points for a par and 1 point for a bogie. These are gross scores on each. The goal is to get more points than your quota. The person with the MOST points OVER their quota wins.

Example; You are a 16 handicap, 36 minus 16 = 20. 20 is now your quota to beat, similar to par minus your handicap. If you get 6 pars (6 X 2 points each) = 12 points and 9 bogies (9 X 1 point each) = 9 points, your total points would be 21. You beat your quota by +1 point.

Two & Four Man Best Ball - Blind Draw

The twosomes and foursomes will be computer generated. You **do not** have to play with your partner or your foursome. The Pro Shop will make every effort to post the twosomes or foursomes by the end of your round the day of the Tournament

Ringers Competition

Entry fee is \$10.00 cash, this is a year long gross Tournament and will be flighted. Your flight will be based on the October 1, 2019 handicap update. Each participant must record their best gross score on *each hole* during the year. A score book will be provided in the Pro Shop. You are responsible for entering your own score along with the date you shot the lowest gross score. Only scores from a Men's Club event will be counted. No Match Play scores will be counted, unless played in a Men's Club event. The Handicap Chairman will oversee this Tournament. Final decisions will be made by the Tournament Committee if needed. Winners will be announced at the EOY tournament.

HOLE-IN-ONE

All those wishing to play in this contest **MUST** submit their entry fee of \$10.00 for 2019. All unclaimed prize money from previous year(s) rolls over into 2019. Your entry in 2018 DOES NOT qualify you for 2019 unless the current year's fee is paid.

Gold Tee Rule of 85

In order to stay in-line with other clubs and to better follow the USGA's direction to "play it forward" we are modifying our gold/senior tee guidelines. Solely using age has been deemed to not be the best method. The new guidelines utilize both age and handicap. The rule of 85 is exactly as it sounds, if your age plus handicap is 85 or greater you can elect to hit from the gold/senior tees. If you feel this new rule will apply to you and you are interested in moving forward, please talk to the pro-shop staff so they can document/manage your status. We don't regularly store our member's ages, so it will continue to be an honor system as it is today. Now

that handicap is a part of the equation it is possible for people to move above and below the 85 number during a handicap revision. We don't expect this to happen very much, if at all, but if you move above or below then you will need to follow the rule based on which way you moved. This is an additional option to the **Rule of 70**.

USGA DECISION 3-5/1

Regarding players competing from different tees(with different course ratings) in the same event.

Example below utilizes men's club course rating from RMCC.

Example1: Men's club members playing from the gold tees where the men's USGA course rating in 67.3 compete against members playing from the white tees where the men's USGA rating in 69.6. The members playing from the white tees will add 2 strokes (69.6-67.3=2.3 rounded to 2) to the course handicap or Gold Tee players will deduct 2 strokes, This will be determined by the Pro Shop prior to Printing event scorecards.

Senior/Super-Senior

This tournament is a two day event. Eligible participants for this tournament will be broken down into two separate divisions which will remain separate for winners/prizes. The Senior flight will be eligible for anyone between 50-64 years of age as of September 1st. The Super-Senior flight will be eligible for anyone 65 years of age and older.

The players that are in contention will play either together or relatively close to each other on Sunday. In the event there is a tie after 36 holes, there will be a sudden death play off beginning on HOLE #1 until a winner is determined.

As usual, anyone not eligible for this event may participate in an alternate Individual Gross/Net tournament on these days.

Colonel Cup Match Play

This tournament is run like "March Madness" where individuals are matched up against other members and play head to head. Handicaps at the time of the match will be used and the difference is 100% IE Joe is a 6 and Mike is a 15, Mike will receive 9 shots. This is determined by the scorecard's rating beginning with number 1. Check master event sheet for completion time lines. Fee is \$10.00. Rule of 85 & USGA Decision 3-5/1 Apply

OPTIONAL Starting Times

Any member can tee off up to 11:00 am, as long as they are playing with an active men's or women's club member. They are eligible for all tournament prizes including closest to the pin.

Please coordinate with the pro shop staff regarding this option.

FED EX YEAR LONG COMPETITION

This competition will include the major tournaments and other selected tournaments. Points will be awarded for where you finish in those specific events. The points will be converted to a value and the winner will be announced at the EOY tournament. More information will be distributed to the club members as it is developed.

SOME NOTES ON RULES

All RMCC Men's Club tournaments are played according to USGA rules. You should be familiar with them, as everyone who joined the USGA has received a copy the USGA Rules of Golf book. Below are some explanations of situations you may encounter around the course.

Unplayable

You hit the ball into thick brush(**and it MUST be found**) and it's unplayable. You have three options, each with a one-stroke penalty:

1. Drop within two club lengths, no closer to the hole

2. Drop any distance back from the ball's position keeping your original ball's

placement in line with the flag

(no closer the hole)

- 3. **Replay** from where the original shot was made.
- 4. 2019 option You can take a line no nearer the hole IN THE FAIRWAY, measure two club lengths, drop and take a TWO STROKE penalty

You should know that you *can't rip up* the bush or *anything* else that is *growing*. You also can't bend or trample any of the surroundings to improve the situation. Loose impediments, pine needles, stones, sticks, leaves etc. can be moved, but *if the ball moves* too, it's a *one stroke penalty*. Review rule changes for actions in penalty areas(previously know as hazards).

Ground Under Repair

You can drop without penalty within one club length or nearest point of relief if your ball lands in casual water (standing water on the course from rain or a sprinkler for example) or ground under repair (marked or roped off) or a hole made by a burrowing animal. If you should lose a ball in these conditions you can drop with no penalty within one club length (no closer to the hole) from where the ball entered the condition.

If your ball should land in casual water in a bunker you can take a drop without penalty in the bunker or drop behind the bunker (no closer to the hole) with a one-stroke penalty.

Lateral Penalty Areas (Red Stakes)

Lateral Penalty Areas come into play on holes # 1 - 2 - 3 - 4 - 5 - 9.

(1st) tee, the wooded area left of the tee box up to the maintenance golf cart path

- (2^{nd}) pond and field on the left side
- (3rd) right side of hole following the brook and the pond
- (4th) right side from the tee box past the pond to the mound where the white OB stakes begin
- (5th) the overgrown area to the left of the tee box, through to the end of the overgrown area
- (9th) the wooded area to the left of the tee box, through to the end of the wooded area

All areas will be designated and marked accordingly as a penalty area. All members will abide by the USGA rules applying to penalty areas play and relief. If your ball is found in the hazard you can play it as it lies or apply the USGA rule as stated above. **Review new rules for penalty areas**

Lost or Out of Bounds #2-4-6-14-17

If you hit a ball and you think it may be out of bounds (OB), you should hit a second, provisional shot. Make sure to tell your playing partners you're hitting a provisional beforehand and the ball's identification. If you can't find the first ball and it is believed to be out-of-bounds you take a one shot penalty and play the provisional(you lie three (3) with the provisional ball). If you hit a provisional and it turns out your first shot is NOT OB, you MUST play the first ball.

#2 right side
#4 right side after the pond
#6 left side over fence
#14 right side of fairway and fence behind the green
#17 behind the green

150 Yard Marker

The 150 yard markers are "barber poles". The poles are placed in the center of the fairways. These poles are removable in the event that it impedes your swing or ball flight. Please make sure to replace the pole immediately after your shot.

If you hit a barber pole on a shot you owe your foursome a drink of their choice.

Leaf Rule

When posted in the club house, this rule can be instituted. If your ball lands in the leaves inside the woods line and all members of the playing party agree that the ball is lost in the leaves, you may drop a ball in the like conditions(IE Rough, fairway etc.), with NO penalty. The leaf rule CANNOT be used in the woods. If in the woods, you must go back to where you hit the previous shot and re-hit (under penalty of a stroke) unless you landed in an area marked as a hazard. Then proceed under the USGA rules regarding hazards.

FED EX

More info to follow regarding new tournament. No extra charge, included in your membership.

WHITE BOARD

Please check white board in pro shop or first tee to review any restrictions, local rules etc. for the event that day.

2019 USGA rule changes: PLEASE go online and check it out.

usga.org/rules

BALL AT REST:

Ball moved during Search

no penalty for accidentally moving ball during search

No Penalty For Moving Ball on the Putting Green

No penalty for accidentally moving your ball or ball-marker on the putting green

Replacing Ball When Original Spot is Not Known

When the original location of your ball is not known, replace it on its estimated spot.

BALL IN MOTION:

Ball in Motion Accidentally Deflected

No Penalty if your ball in motion is accidentally deflected by you, your equipment, or your caddie.

TAKING RELIEF:

Measuring the Size of the Relief Area Where a Ball Must Be Dropped and Played

Your relief area for dropping a ball will be a fixed size of either one or two club lengths using the longest club in your bag, other than your putter.

New Procedure for Dropping a Ball

Your ball must be let go from the knee height and fall through the air without touching any part of your body or equipment

Where a Dropped Ball Must Come to Rest

Your ball must come to rest in the relief area where it was dropped or else it must be re-dropped

Fixed Distances to be Used for Measuring

A fixed distance of the longest club in your bag, other than your putter, will be used for measuring.

Time For Searching for Lost Ball

Your ball is lost if not found in three minutes (rather than the current 5 minutes).

Substitution of Ball Always Allowed When Taking Relief

You may always substitute a ball when taking relief.

Relief From Embedded Ball

Relief allowed without penalty for an embedded ball anywhere (except in sand) in the "general area" (a new term for "through the green").

Procedure For Taking Lateral Relief

In taking lateral relief, you will drop within two club-lengths of where your ball entered the penalty area. The size of a club-length will always be measured using the longest club in your bag, other than your putter.

Procedure for Taking Back-Of-The-Line Relief

One of your options for relief from either a red or yellow penalty area will be called back-on-the-line relief. This allows you to keep the point of where the ball crossed the hazard between you and pin and go as far back as you wish. You than can drop one club length either side of that line. Penalty one stroke

AREAS OF THE COURSE:

Repairing Damage on the Putting Green

Repair of almost any damage allowed on the putting green (including spike marks and animal damage).

Touching the Line of Play on the Putting Green

No penalty for touching your line of play on the putting green so long as doing so does not improve the conditions for your stroke.

Ball Played From Green Hits Unattended Flag stick in the Hole

No penalty if your ball played from the putting green (or anywhere else) hits the unattended flag stick in the hole.

Touching Loose Impediments

No penalty for moving loose impediments, touching the ground, or grounding your club in a penalty area.

Elimination of Opposite Side Relief for Red Penalty Areas

Relief from a red penalty area no longer allowed on the opposite side from where the ball last entered the penalty area.

Moving or Touching Loose Impediments or touching Sand in the Bunker

Relaxed Rules relating to loose impediments and touching the ground in a bunker

Unplayable Ball in the Bunker

Relief allowed outside a bunker for an unplayable ball for two penalty strokes.