

## **General Information, League Policies & Rules:**

Participants must sign up by 4:00 pm on the Monday prior to the day's play. To allow enough time for the check-in process, please arrive 30 minutes before tee time. Call in if you are going to be late. All others, while welcome, will play in a "follow the field" status. (Refer to the Members Handbook for the rules applying to this category)

Check the Calendar of Events for the week's specific event, but generally the following formats can be expected:

### **1st Tuesday of every month: "Ace of the Month"**

Pick your own partner or foursome for stroke play. Lowest gross and net players win each month from flights of approximately 8 players. In October, the "Ace of the Year" Tournament is scheduled for all players who win first gross or net during the season.

### **One Tuesday a month: Team Play**

2 to 4 person team games with handicaps as close as possible.

### **Other Tuesdays: Individual Play**

Flighted. Groups will be varied by blind draw.

## **Day's Play Pairings:**

1. Each Player must **sign up** with the Pro Shop by 4:00 pm on Monday. Players can either enter their name on the sign-up sheet maintained in the Pro Shop or call in to the Pro Shop to have their names placed on the list.
2. On the day of play, Players must **show up as early as possible but not later than 30 minutes before tee time** (or if you know you will be running late, you must call the Pro Shop within 1 hour of the tee time to confirm that you will be there.)
3. If you **show up late** and have not called in to say that you are on your way, you will be placed in "Follow the Field" status (unless there is room for you in the last group or a group where your handicap fits).
4. Pairings for individual and Team Events will be made by the Pro Shop utilizing an "A, B, C, D" handicap **or random** methodology as determined by the game format.
5. On **ACES** days you will sign up with your own group and just check-in with the Pro Shop when you arrive. At 30 minutes prior to the tee time if you have not checked in or called to say that you are on your way, your place on the team *may* be filled by another player.
6. Players not wishing to play in the group they are assigned have the option of playing in "Follow the Field" status.
7. Team pairings for **Tournaments** will be established by the Tournament Chair or Tournament Committee as appropriate.
8. **Guests** will be grouped with the sponsoring member or New Member Chair when teams are formed.

### **Follow the Field policy:**

Any golfer playing with the EPWGC will pay the \$5 playing fee. This includes those wishing to follow-the-field. "Follow-the-field" players are not eligible for payouts, but may participate in KP and chip-in contests and win prizes. The \$5 playing fee goes into the certificate fund, which is used at the end of the season for awards.

### **Guest Policy:**

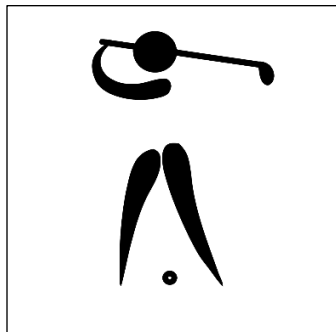
1. A golfer will be limited to guest status three times in each calendar year and must be a guest of a member of EPWGC or assigned as a guest of the New Member Chair.
2. Guests will pay Women's Club rates (which includes the \$5 playing fee). If the guest is a member of the EPGC, she will pay the \$5 playing fee.
3. Guests will play in a "follow the field" status and as such are not eligible to participate as a member of a Team or in Tournament events, nor are they eligible to win Day's Play payouts.
4. Guests may participate in KP and chip-in contests.
5. Guests will be paired with their host or a New Member Committee person when possible.
6. All players are expected to follow all USGA rules.

### **Score Cards:**

**Regular Tuesday Games:** Two score cards are required for each group, with all player's names (first and last), handicaps, and date. *Before* they are handed into the pro, all cards must be *double checked & attested* by all players in each group. Cards with individual scores that do not match may result in the disqualification of a player. The cards will then go to the handicap chair to use for handicapping purposes and storage.

Except for tournaments, each player will maintain or copy a personal scorecard and post her own score hole-by-hole before the end of the day if possible. A player the who has withdrawn from competition after playing at least 14 holes should post an 18 hole score (or if 7 completed, post a 9-hole score) with any un-played holes recorded as par plus "pops" for those holes.

**Tournaments:** Score cards will be prepared by the tournament chair and the pro with handicaps listed. Scores will be posted by the Handicap Chair. *Before* they are handed into the pro, all cards must be *double checked & attested* by all players in each group. Cards with individual scores that do not match may result in the disqualification of a player.



## **Payouts:**

Payouts will be calculated with the help of the pro based on the following percentages:

|  |                                |
|--|--------------------------------|
| Day's Play and Aces Tournament:  | approximately 1/3 of the field |
| Invitational, President's Cup,<br>Summer Tournament, &<br>Club Championship: | 35-50% of the field            |

Payouts for Days Play and Tournaments will be awarded at the end of each event.

- Payouts for non-tournament play will be in the form of course credit and put on the books in the pro shop.
- Payout amounts will be posted with the results at the end of the day's play.
- Any certificates collected as a result of "follow-the-field" players will be used for end of the year awards.
- Payouts for Eclectic: to be determined based on money available.

***Prior to play, you may also participate in the following:***

### **Chip-In Kitty - 25 cents**

Any player who chips in, on any hole, will win the pot. In the case of multiple winners, the pot will be split. In the case of no winners, the pot will be carried over to the following event.

### **KP (Closest to the Pin) - \$2.00**

On designated par-3 "money" holes, the player whose first shot is closest to the pin in her handicap range, will win the prize money for that hole. In the event that no one hits the green in the first shot, the money will be carried over.

### **Eclectic Card - No Additional Charge**

From April to the end of October, each player may pick up her eclectic card to record her score for the day. If a player forgets her card, she may still participate in the eclectic IF SHE ANNOUNCES THIS ON THE FIRST HOLE. *If the intent to score a round is made, the round must be scored, even if there is no improvement.* This card is kept to any ten (10) ROUNDS.

The score for the first round will be recorded on the card. After the first round, only those holes that have a lower score will be recorded. The total best scores will be calculated for gross and the current handicap subtracted for net.

The card must be initialed by the player, attested by someone in the group, and returned to the Eclectic box before you leave.

*At the completion of a days play, players may participate in the following:*

### **Birdie/Par Book**

Birdies and Pars will be entered after play in club events at Eagle Point.

- Handicaps of 0-19 will enter Birdies only
- Handicaps of 20 - 29 will enter Birdies and Pars, but get only half credit for pars;
- Handicaps of 30 - 40 will enter Birdies and Pars and get full credit for both.

*A Maximum of 2 entries per round of play may be posted.*

### **End of the Year Recognition awards:**

**Participation Award:** Player who has participated in the most events during the season.

**Most Improved Golfer:** Based on handicap improvement.

**Milestones:** Given when a player reaches a milestone score.

### **PACE OF PLAY**

An 18 hole round of golf at the Eagle Point Golf Club is generally 4 ½ hours. Please endeavor to keep up with the group in front of you and complete your round within the 4 ½ hour time window.

### **Rules Clarifications and Event and Tournament Standing Rules for EPWGC:**

The following clarifications and Standing Rules will apply for EPWGC weekly events and Tournaments unless otherwise stated in the rules published for any specific event or Tournament:

**Hole # 2:** The right hand edge of the path is the red penalty area line for the pond. You may take relief from where the ball crossed this line (*not from where the ball is found in the pond*).

**Hole #10:** If your ball goes into the red penalty area around the corner and out of sight from the tee box, you may take relief from where your group agrees the ball most likely crossed the line of the red penalty area.

**Hole #12:** In the interest of “pace of play”, you may hit a 2nd ball (similar to a “provisional” as defined under the USGA Rules of Golf) if you believe your ball has entered the red penalty area near the green and you are not sure your ball can be found or if found, that it could be hit out of that penalty area. In the event your 1<sup>st</sup> ball is found to be outside the penalty area or if found in the penalty area that it can be hit and you choose to hit it, the 1<sup>st</sup> ball is then *in play*.

Rules Clarifications cont.

**Hole #15:** If a ball is in or it is virtually certain to be in the penalty area (yellow staked area) fronting Hole #15, you may take relief as follows:

- a) proceed under Rule #17 of the Rules of Golf; or
- b) drop a ball, under penalty of one stroke, in the area designated as a “drop zone”.

Note: You **cannot tee the ball up** in the drop zone and the drop zone does not apply to the red penalty area on the left of the green (marked by red stakes). Players are to proceed under the USGA Rules (Rule 17.1d) for red penalty areas in that case.

*Always Putt Out (there are no Gimmies on Tuesdays)*

