

The purpose of this document is to provide information about the FAA/EA Golf Club. Some of the things you will find in this document are the rules of the club, rules of play, the schedule of events, how members' and team handicaps are figured, tournament structure, tournament winnings, and tee time determination.

The following rules have been established to assist the officers and club members in organizing and conducting golf club business in the most fair and efficient way possible.

1. USGA Rules of Golf govern all tournament play.
2. All tournaments are conducted on Saturdays unless there is a multiple day event scheduled.
3. Individuals need to sign-up for tournaments by the posted deadline. The posted deadline always falls on a Friday, eight (8) days before the scheduled event. The golf courses require no less than a week's notice on the number of participants.
4. If you have signed-up for a tournament and cannot make it, contact the tournament director prior to the posted deadline for that tournament. You have two options, the club can provide your tournament entry fee back or you can rollover the amount to the next tournament. If you find you cannot make the tournament and the posted deadline has passed, you have one option, to receive a rain check from the golf course (the tournament director will be responsible for obtaining the rain check). The club treasurer must deposit the tournament entry fees and obtain the cashier's check for the golf course. Once the cashier's check is made out, there can be no adjustments made.
5. Always observe the Rules of Play.
6. Place your scorecards in the "FAA Golf Club" box at the end of your round and record your scores on the scoring sheet. Don't forget to count your putts!
7. Have fun. Remember, we are here to play golf.

Rules of Play

In order to speed up play and keep our tournaments moving at an orderly pace, the following rules will apply to all FAA golf tournaments. In all other situations, USGA rules apply.

1. Please check in with the starter at least 15 minutes prior to tee time (in case your group might be moved up, etc.)
2. Observe proper golf etiquette.
3. Obey local course rules.
4. You may improve your lie only in your own fairway. The ball may be moved no more than one club length, using club head to nudge the ball. All balls outside your fairway must be played as they lie except for in scramble tournaments, where the ball can be moved 1-club length anywhere.
5. If a ball is unplayable, except in a bunker, drop the ball within two club lengths of the spot where it lay, or directly in line away from the hole any distance. A penalty of one-stroke is assessed except when the ball lies on rocks or concrete which may damage the club if the ball is

played as it lies. Unplayable lies in a bunker must be dropped in the bunker within two club lengths.

6. When a ball is lost or hit out of bounds, a new ball may be put into play within two club lengths nearest to the point where the original ball was lost or hit out of bounds. *A distance penalty will **not** be assessed.* Do not spend over **two minutes** looking for lost balls. A penalty of one-stroke is assessed for either a lost ball or one hit out of bounds.
7. A player must be assessed a one-stroke penalty for relief from obstructions (fence, boundary markers, etc.) on the golf course boundary. The ball may be dropped within two club lengths and a one-stroke penalty assessed.
8. Except for item 6, a player may obtain relief from man-made obstructions, without penalty, if the obstructions (cart paths, benches, etc.) are within the golf course boundaries. The ball may be dropped within two club lengths of the obstruction, not nearer the hole.
9. When on the green, be ready to putt when it is your turn. Repair ball marks. **NO give-me putts!** Record your number of putts for each hole along with your score. A separate ball may be used for putting. Putting out of turn is encouraged, if necessary, to speed up play.
10. One of the most serious breaches of golf etiquette is **slow play**. Make every effort to play at a pace of no more than **4 hours per round**. You may hit when you are ready if you have a clear shot and other players are not able to hit (off the green only). The Tournament Director may assess penalty strokes or assign last tee times for slow play.
11. Complaints concerning alleged breach of rules or slow play must be reported to the Tournament Director or another club officer within **one hour** of tournament end in order to be considered.
12. Fivesomes may be given tee times in the end of the tee time list.

Senior Rule

The FAA/EA Golf Club also uses a senior rule to govern play. The senior rule consists of a player's age. Players of age 54 or younger will play from the tournament designated tees (closest to 6,500 yards without going over, these are usually the Blue Tees). Players between the age of 55 and 64 may play from the designated tees immediately in front of the tournament designated tees (these are usually the White Tees). Players of age 65 or older may play from the senior designated tees if the course has them or the Red Tees. The senior rule for an individual will be determined prior to each tournament. Those individuals using the senior rule will have their handicap figured from the appropriate tees.

Handicap System

Individual Handicaps

The FAA/EA Golf Club uses 18-hole handicaps. The club is using a program called ScoreKeeper version 7.0 and is setup to calculate a handicap after only one (1) score. Following is the number of scores used by the program based on number of scores entered:

- 1 score entered, the lowest 1 score used
- 2 scores entered, the lowest 2 scores used
- 3 scores entered, the lowest 3 scores used

- 4 scores entered, the lowest 4 scores used
- 5 scores entered, the lowest 5 scores used
- 6 scores entered, the lowest 6 scores used
- 7 scores entered, the lowest 7 scores used
- 8 scores entered, the lowest 8 scores used
- 9 scores entered, the lowest 9 scores used
- 10 scores entered, the lowest 10 scores used
- 11 scores entered, the lowest 11 scores used
- 12 scores entered, the lowest 12 scores used
- 13 scores entered, the lowest 13 scores used
- 14 scores entered, the lowest 14 scores used
- 15 scores entered, the lowest 15 scores used
- 16 scores entered, the lowest 16 scores used
- 17 scores entered, the lowest 17 scores used
- 18 scores entered, the lowest 18 scores used
- 19 scores entered, the lowest 19 scores used
- 20 scores entered, the lowest 20 scores used

The handicap used for the first tournament of year will be from the last handicap in the previous season. The tournament director will run the handicap report out of the old program prior to the first tournament. The club is instituting a 4-year rolling calendar for keeping scores in the handicap system. What that means is, for any given season, the only scores that will be kept in the system will be from the previous four years (for example, for the 2020 season: 2016, 2017, 2018, and 2019). All other scores will be removed from the handicap program. A backup will be made prior to any deletion in case there are any discrepancies or questions.

Note: The highest USGA handicap for a male is 36 and the highest USGA handicap for a female is 40.

Team Handicaps

For the scramble tournaments, team handicaps will be calculated as follows:

The 4 individuals that sign-up together will be ranked according to their individual golf club handicaps. The “A” player will be the person with the lowest handicap, the “B” player will be the person with the next lowest handicap, etc. The percentages taken from each individual handicap will be as follows:

20% from the “A” player, 15% from the “B” player, 10% from the “C” player, and 5% from the “D” player.

For example:

- Player “A” individual handicap of 7 take 20% = 1.4
- Player “B” individual handicap of 14 take 15% = 2.1

- Player “C” individual handicap of 20 take 10% = 2
- Player “D” individual handicap of 30 take 5% = 1.5
- For a team handicap of $1.4 + 2.1 + 2 + 1.5 = 7$

If a team only has three (3) players instead of four (4) the day of the tournament, the handicap for the fourth (4th) player will be determined by averaging the handicaps of the three (3) other players. The team handicap will then be determined by the formula above.

Schedule of Events

The golf season will consist of ten (10) events (three (3) individual events and seven (7) team events).

Tournament Structure

Tournament structures or formats will be determined as follows:

Individual events will be scored two different ways. Two tournaments will be scored using Gross/Net categories and two tournaments will be scored using A/B Flight Categories. The number of participants in A and B Flights will be split as evenly as possible. Individuals with the same handicap will be placed in the same flight which may alter the even split rule in each flight.

Tee Time Determination

The group containing either the president of the club or one of the board members of the club will be granted the first tee-time for each tournament. This privilege is granted in order to place the long drives and closest to the pin markers on the golf course. The tournament director will be in the last group in order to collect the scorecards, tournament scoring sheets, and markers. All other tee-times are determined by blind draw.

Tournament Winnings

Individual tournament winnings, whether the *flight system* or *gross/net* categories are used, will be the same. The first four places in each flight **or** the first four places gross and the first four places in net are distributed as follows:

- 1st place – Tournament entry if greater than \$40.00, otherwise \$40.00
- 2nd place - \$25.00
- 3rd place - \$15.00
- 4th place - \$10.00

In the event of ties, the handicap holes will determine who wins the tie. For team events, all individuals on the team receive the same winnings as outlined above. Also, for team events, all teams are grouped in the same flight. There are no separate flights or categories. For each tournament, there will be a closest to the pin marker for all par 3's, a long drive for the men, and a long drive for the women. Each winner will receive \$10.00. Count all putts, the winner for each tournament will receive a sleeve of golf balls. For team events, all team members will receive a sleeve of golf balls.