

Golf Tournament Information and Rules

Scoring and Format

The format is a scramble. Each player tees off on every hole and then plays the ball from the lie deemed most advantageous to the team (which may include a hazard, bunker or rough), until the hole is concluded—each shot thereafter as well. Each player's ball may be placed within one club length of the selected ball, but no **nearer** to the hole.

Only post one score – the “team score – per hole. In order to facilitate a reasonable pace of play, should a hole not be completed in 10 strokes, please post a “10” and proceed to the next hole.

Each member of the foursome's drive must be used at least two (2) times, and the captain keeps track of this.

When putting, once the ball is holed out, no further strokes can count. Balls on the green may be repositioned a maximum of two (2) inches from the original mark, but again, no nearer the hole.

If everyone in the group is out of bounds or has a lost ball, please drop the ball from the location of the best shot, one club length from the point of entry, and add one penalty stroke.

If there are fewer than four golfers in your group, the pro will complete the foursome with a random drawing.

USGA rules apply together with the local rules listed on your scorecard.

Captains

Each group will have a designated foursome captain. Golfers should give their handicaps to the Captain, who will write them on the scorecards. As soon as your group finishes its round, the Captain should turn in the scorecard to the club pro. Winners will be based on low nets.

Carts and Caddies

Your cart identification, which you will get at registration, will designate your starting hole. Scorecards and a copy of the rules will be on your cart.

Golf Shoes

Please, no metal spikes

Prizes

Low net prizes will be awarded for the 1st, 2nd and 3rd place. On-course challenges are:

- Closest to the pin
- Longest Drive
- Hole-in-ones: courtesy of Harborside Realty and Gosling's Rums