

2024 Pigeon Creek Cup

Rules Sheet

Sunday, August 11, 2024, Rd 1 - 8AM Shotgun; Rd 2 - Afternoon Tee Times off of #1 & #10

Format: Individual Stroke Play Under the USGA Rules of golf.

*The Rules of Golf issued by The USGA Rules shall govern play along with any Local Rules and Terms of Competition adopted by the Committee for the particular competition or course (Rule 1.3). The player is responsible for knowing and applying the Rules and Terms of Competition to themselves. **If there are uncertainties on the course during the competition, the player may complete the hole with two balls without penalty, until a ruling can be made (Rule 20.1c); but the player may not delay play.** For the USGA/R&A Rules of Golf: USGA.org.*

LOCAL RULES

Ball Lost in Fescue - Balls lost in the fescue must be played as a lost ball, replaying the next shot from the previous position. When in doubt, alert your team your intentions to play a provisional ball. The provisional may only be played if the original ball is not found.

Drop Zones - All water hazards may be played from the point which the ball last crossed the boundary of the water hazard, or from the site of the previous stroke. Two holes offer additional options for relief with Drop Zones on #6 and #8, marked with a white painted circle on the ground.

Out-of-Bounds: A ball is out of bounds when **all of the ball** is outside the boundary edge of a course (determined by white stakes, white lines, boundary fences, roadways, etc.). A player is not permitted to play a ball that is out of bounds. The player can play under stroke-and-distance relief from where the original ball was played and add one penalty stroke (Rule 18). Stroke-and-distance is the only option. (Players may not find relief for a ball out of bounds by dropping in a large area between the point where the ball is estimated to have come to rest or gone out of bounds and the edge of the fairway of the hole being played that is not nearer the hole and adding two strokes.)

Penalty Areas: These areas are defined by yellow or red stakes/lines. See Rule 17 for relief options. If a Drop Zone Relief Area has been adopted by the Committee and has been put into use, the player has the option of utilizing the drop zone. When taking relief in a Drop Zone, the player must drop the ball in the zone and have it come to rest in the zone and play on from that point, add one penalty stroke.

Rangefinders: Distance measuring devices are permitted under USGA rules—please show courtesy and share distances with other players when possible. **Devices that measure wind or slope are not allowed.**

Players must ride in their assigned golf car while playing their first round—no walking.

Score Policy:

Players will be flighted and re-paired after the first 18-holes. Professionals will remain flighted in the Championship Flight, regardless of their first round score.

After the Round:

Players are to verify their own score, sign, and submit their card to the scoring table. Once signed, scores may not be amended. Players must raise any rules issues with the Committee before signing his or her scorecard. Changing a score without the Marker's approval or failing to include a known penalty either by the player or his or her partner may result in a disqualification. If a player signs for a lower score than actual score, the player is disqualified; if a player signs for a higher score than their actual score, the player must accept that score. (Rule 3.3B)

Scoring:

- **Play the ball as it lies; there are no preferred lies or winter rules in effect. Alert your group before taking relief from any areas on course.**
- **Hole out all putts. NO GIMMIES**
- **There is no maximum stroke limit for a hole.**
- **The one-ball rule is NOT in effect.**
- **Player may carry up to 14 clubs. Players may not share clubs between themselves no matter how many clubs each player has.**
- **If a player is uncertain about a situation during the competition and a Tournament Official is not immediately available for a ruling, a player may play two balls and bring the question to the Tournament Rules Committee for decision prior to signing scorecard (20.1c).**

Ties: First place ties in any flight will be broken by sudden death playoff on course; holes TBD by Tournament Committee. Second & Third place ties will be broken through a scorecard count back, beginning with the #1 handicap hole until the tie is broken.

Tee Assignments: *Yardages and tee assignments are subject to change. Please verify player's tee assignment at starting tee box.

Men 59 & Under - Blue Tees 6,502 **Men 60+** - White Tees 6,152 **Women** - White Tees 6,152

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Weather Policy:

One long siren or horn blast signals suspension of play. Immediately stop play and seek shelter. If play is suspended due to weather or any other issue, the player must immediately stop play and seek shelter. If near your ball, quickly mark its position with a tee (but don't worry if you can't). When play is suspended, practice areas are also closed. Penalties will be assessed for violation. A player may stop play if they reasonably believe there is danger from lightning but must report to the Committee as soon as possible. Rain itself is not a reason to discontinue play. The Committee will determine length of delay or cancellation. (5.7) If there is an emergency: Call 9-1-1 or the golf course pro shop where the tournament is being held.

Optional Skins Game

Cost Breakdown:

All players may enter the optional skins game, no matter what tees they are eligible to play. The total cost is \$30 per player, with \$15 per player pooled for the first round and \$15 per player pooled for the second round. An additional \$10 may be paid upon registration to enter the player into the SUPER SKINS POT. The total cost to enter all optional skins games is \$40, (\$15 R1 & \$15 R2 and \$10 for Super Skins). A player must enter skins for both rounds to be eligible for skins. Players entering skins DO NOT need to be entered in the \$10 Super Skins, but their score will not cancel those entered in the Super Skins option.

1st & 2nd Round Skins: If a player makes a score on any hole that is not equaled by any other player, the player earns 1 Skin. The total amount paid per Skin will be calculated once all scores are submitted and the 1st round pool is distributed.

Skins Payout: Round 1 and round 2 Skins will be contested by ALL PLAYERS and will not be broken out by flights.

No Skins Policy: If no Skins are made during round 1, the Skin pot will carry over to round 2. If no Skins are made during round 2, all scores of Eagle or better will be paid out as Skins.

- For example, there are no skins in round 1 or round 2, but there were 5 Eagles made on hole #3 over both rounds, all five Eagles will be paid as Skins.

Super Skins: If a player who has entered the Super Skins (\$10 extra covers both round 1 & 2) makes a score on a hole during either round that is not equaled or bettered by another player in either round one or two, the player earns a Super Skin. The total number of Super Skins will divide the Super Skin money to be paid out to each Super Skin.

- Examples #1: Player A makes a 2 on hole number 1 during round 1 that is not equaled or bettered in either round one or two, the player would win a First Round Skin AND a Super Skin.
- Example #2: Player B makes a 2 on number 17 during round 1 and no one equaled or bettered that score during round 1, Player B is paid a Skin for round 1. During round 2, Player C makes a 1 on number 17 that is not equaled or bettered in round 2. Player B keeps their Skin from round 1, and Player C earns a round 2 Skin AND a Super Skin.
- If no Super Skins are made during the weekend, the Super Skin money will be added to Super Skin participants who make Eagles or better, made during the both rounds.



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Helpful Information

Pigeon Creek Golf Shop Phone

616-875-4300

Brendan Albers, Tournament Director

616-644-5913



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Tournament Rules Committee
Brendan Albers - Non-Participant
Derek Thornberry - Participant
Chris Clegg - Participant



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