

STILLWATER CLUB 9-HOLE GOLF GROUP

MISSION STATEMENT AND RULES

MISSION STATEMENT

THE STILLWATER NINE HOLEERS WELCOME ALL STILLWATER CLUB MEMBERS IN GOOD STANDING IRRESPECTIVE OF ABILITY AND WE ATTEMPT TO ENSURE THAT EVERY PLAYER HAS FUN AT EVERY EVENT

PARITICIPATION

To join the group, notify any leader of the group and your name will be placed on our email distribution list. All events take place on alternate Tuesdays (except parties and special bookings) with the schedule for the year published on our Stillwater Club website. Players on the distribution list are notified by email a week in advance of each event and asked to respond if wanting to play. Teams for each event are assigned by the chairmen, with the intent of equalizing, as much as possible, skill levels to minimize "loaded" teams. Team pairings are emailed to the participants two days before each event.

RULES

1. All events will be played using a scramble format. After all players have hit their drive players will then hit from the "best ball" location. Determination of "best ball" will be made by team members.
2. Players under the age of 80 will hit from the white tees. Players 80 and over will hit from the forward (usually red) tees. At certain courses, the tees are designated with different colors. When we play those courses, players will be informed the color of the tee boxes that match what we usually call "red" or "white" tees. On occasion at certain courses, we will arbitrarily decide that all players will hit from the forward tees. If a change is made, this will be communicated before play begins.
3. Mulligan policy: Players over 90 may take 2 mulligans per 9 holes. Players 85-89 may take 1 mulligan per 9 holes.
4. 4-man teams MUST use 2 drives per player. 3-man teams MUST use 3 drives per player. Exceptions can be made for players with a debilitating health condition. 3-man teams must have one player hit twice from every ball location. The team will rotate the player hitting twice so that every player will hit twice on 3 holes. The team will determine the order in which players hit twice. The order established on the first 3 holes must remain the order for the last 6 holes.
5. Every team will keep 1 scorecard. The scorecard will record the hole-by-hole score and indicate whose drive was used on each hole. It will also indicate the team's best CTP and LP. If there was a chip-in or a hole-in-one that must also be recorded.
6. Cash prizes:

Winning team: \$30 will be awarded to all members of the winning team. In case of a tie the tiebreaker will begin with each team's score on the 9th hole; if a tie still exists the tiebreaker will go the 8th hole, 7th hole and so on.

Second place team: \$20 will be awarded to all members of the 2nd place team. Tiebreakers will use the same formula as that for the winning team.

Closest to pin (CTP): \$20 will be awarded to the closest to pin on any par 3. Measurements will be made from the edge of the hole to the ball. The distance will be walked off and the player's name

and distance will be noted on the scorecard. If a player has used all of his drives, he is still eligible to drive on a par 3 to compete for the CTP prize but his team cannot use his drive.

Long Putt: \$20 will be awarded to the player who sinks the longest putt. The distance will be walked off and the player's name will be recorded on the scorecard.

Chip-in: \$25 will be awarded to any player who makes a shot from off the green using any club except the putter.

Hole-in-One: \$100 will be awarded to any player who makes a hole-in-one.

Collecting prize money: Prize money is awarded after all teams have submitted their score cards. If you have to leave before prizes are calculated and awarded you can have your prize money credited to your party account.

7. Boeddiker rule: Every player may hit within a club length of the ball. The ball may not be moved closer to the hole or to a more favorable lie, i.e., a player may not move a ball from the second cut to the fairway or from the rough to the second cut.
8. In cases in which an injured team member can only putt or only chip and putt, the remaining players will play all other shots as though it were a 3-member team and follow the 3-player rule in paragraph 4.
9. Cart path only rules: When weather conditions force a "cart path only" policy the team will have one member locate and retrieve the team's best ball and move it to a comparable position close to the cart path. All team members will then hit from that spot.
10. The "one club length" rule does not apply to balls on the green unless the greens have been recently aerated. In this case the ball may be moved one club length but not closer to the hole to avoid aerated induced obstacles.

EXCESS FUNDS POLICY

At every golf event we all pay \$30 for lunch and prizes. Usually, we end the day with a small amount of cash after lunch has been paid and prizes awarded. In cases in which we have excess funds the players who played that day will be given a credit equal to his pro-rata share of the profits. The accumulated credits will be used to help pay for our 2 annual dinner parties. As an example, if we have a \$90 profit and had 30 players each person who played that day will receive a \$3 credit to be applied to the next 9-HOLE GOLF GROUP dinner party. Funds can be accumulated throughout the calendar year; if you can't make the summer party you can still use all of your accumulated credits for the holiday party. All credits are managed by the golf group Treasurer and the distribution of any year-to-year carryover will be determined by the Chairmen of the group.