

PINEWILD MEN'S GOLF ASSOCIATION (PMGA)

RULES OF PLAY

Revised January 2022

1. **Rules Decision:** Only members of the PMGA Rules Committee are authorized to make a rules decision. If in doubt as to how to procedure in stroke play, and a Rules Committee member is not present, play a second ball under USGA Rule 20.1C(3) and ask for a ruling when the round is complete. If in doubt in match play, you and your opponent(s) must decide by agreement during the hole being played or decide to request a ruling from the Committee when the match is complete.
 - a. **Rules Committee:** PMGA Executive Committee President, Vice President, Play Day Chairman, Tournament & Rules Chairman.
2. **Format:** As indicated on the scorecards. A second scorecard should be kept to verify the official scorecard. Return signed and attested scorecards to the Golf Shop staff.
3. **Play Day Participation:** The minimum of players for a play day is 20 players. The play day will normally be cancelled if less than this number of players register for the event.
4. **Handicap:** Players will use 100% of their USGA handicaps, unless specific events list a different requirement. Handicaps will be listed on the scorecard.
5. **Competition Tees for PMGA Events:**
 - a. The following are authorized tees for general PMGA events: Black, Blue, White, Gold, Red, or Green.
 - b. Members may play from different tees on each course. For example, White tees on Holly and Gold tees on Magnolia.
 - c. All members will register with the PMGA Executive Committee their PMGA primary tee selection for each course at the beginning of each year. Email your selections to PMGA@pinewildcc.com. This selection should be the tees normally played for PMGA events. (Exceptions may be made per event by the committee). NOTE: registering for tees is necessary to facilitate the Golf Shop developing Play Day pairings. Registered tees are "locked in" at the closing of registration for an event.
 - d. If no notification is received, the member will default to the tees they were signed up for the previous year.
 - e. Any member wishing to change his tee registration must do so in writing to the PMGA Executive Committee by sending an email to PMGA@pinewildcc.com. Members will



not inform the Golf Shop of their change request. The PMGA Executive Committee will maintain a copy of all written requests to change tees.

- f. The PMGA Executive Committee understands members may wish to change the tees they register for. Members are requested to not change their registered tees more often than on a calendar quarterly basis. A request to change PMGA tee selections within the same calendar quarter must be submitted to the PMGA Executive Committee per paragraph e above. No changes will be granted after any event/tournament sign-up period has started. It should be understood that changing tees several times within a season will be extremely unusual; we believe that medical issues may create a need to move forward to enjoy the game.
- g. For PMGA scramble/shamble formats, all players will play from one designated tee. Every attempt will be made to include at least one Red/Green tee player in every group.
- h. For PMGA Team Play (ABCD) and Peer Play events, players will play from their registered tees. The player's handicap will be adjusted accordingly.
- i. For PMGA tournaments (Holly Challenge, Medal Series, Blazer, Armed Forces Cup), rules for each will indicate specific tee allowance(s), scoring, and payouts for each respective event.

6. **Flags:** Yellow=Back, White=Center, Red=Front

7. **Putts:** All players must play each hole out completely; i.e., **Players must hole all putts.** The only exceptions are under the conditions of paragraph 9.a.1) below and conceding putts during Match play.

8. **Play Smart and Safe:** When preparing to hit a shot, PLEASE ENSURE the fairway or green is clear of players!!!!!! There is **NO** excuse to hit into a fellow PMGA member.

9. **Use of "Live Scoring":**

- a. PMGA members are encouraged to utilize "Live Scoring" during PMGA Play Day events. "Live Scoring" is a handy tool and is also pretty easy to use for those members with a smart phone they take while playing.
- b. Use of "Live Scoring" also helps to bolster the integrity and validation of the USGA Handicap process by ensuring individual scores on holes are posted properly and round scores are also posted promptly.
- c. NOTE: You can download the "Golf Genius" app (which contains "Live Scoring") by searching for it at the applicable location on Apple and Android phones. Each scorecard contains a printed group specific "GGID" for logging into "Live Scoring." Only 1 member of each group needs to log in, as he will enter the scores for all members of his group. All groups are automatically "pre-loaded" into Live "Scoring" as a result of developing pairings.



- d. When listing their scores in "Live Scoring" or on the scorecard (if not using "Live Scoring"), members will list their actual score on a hole and NOT adjust their score to "NET double bogie." The "Live Scoring" system automatically calculates the proper adjusted score.
- e. On Play Days, the Golf Shop will use the paper scorecards to validate the group's scores input to "Live Scoring" (for the groups who use "Live Scoring"). For groups who do not use Live Scoring, the Golf Shop will enter each player's score into "Live Scoring" once the signed and attested paper scorecard is returned to the Golf Shop at the end of your round. PMGA use of "Live Scoring" can really help ease the burden for the Golf Shop staff.
- f. The Golf Shop will also post all scores from a Play Day into GHIN at the end of the event. To clarify, the Golf Shop will post to GHIN ONLY "postable" round scores. For example, playing your own ball through the round (like Peer Play) is postable; scores of a Scramble are "non-postable and the Golf Shop will not post these scores (neither should you).
- g. For PMGA Play Days ONLY, members will not be required to (i.e., SHOULD NOT) post their own scores to GHIN. The Golf Shop will take care of this requirement. If a member makes a mistake and posts a Play Day round to GHIN, just call the Golf Shop to have the duplicate score removed.

10. Scoring for all PMGA events:

- a. **Stroke Play (most PMGA events):** Maximum score per hole during PMGA stroke play is nine (9). To help speed up play, the player who finds himself in such a position may "pick up" if not holed out in 8 shots and ENTER A SCORE OF 9 in "Live Scoring" or on the card for the hole. No "x" will be required on the card. The player will still be in the running for possible gross or net prizes.
- b. **Match Play:** There is NO maximum score per hole in match play. Continue to play until the outcome of the hole is decided. You may post a legitimate match play score to GHIN but it is not required.

11. Scoring and Payouts

- a. Scorers will be as fair and equitable as possible in determining payouts.
- b. For PMGA team events (ABCD), scoring and payout will be by team.
- c. For PMGA Peer Play events, flights will be determined based on the number of participants playing from each tee (e.g., Black, Blue, White, Gold, Red, or Green). A separate flight will only be formed if there are 4 or more competitors playing from a specific tee. If any flight has less than 4 players, those players will be included in the flight most equitable to their skill and handicap level (e.g., White/Gold or Red/Green).



Example: 5 red tee players and 3 green tee players would be combined into one flight of eight players.

If on a given day, there are not enough players to create separate flights, all players will be in one flight.

- d. Prize money splits will be determined based on number of participants and will use (to the maximum extent possible) the total amount of entry fees collected that Play Day. The lowest prize money payout amount is \$5.
- e. Payouts for team play (ABCD including scrambles and shambles): Payouts will be made to approximately 1/3 of the field from the total prize money minus \$20 for closeups. Example: 15 teams participate, five teams will cash. When determining the payouts, it starts with an amount for the first-place team and works down to the last team cashing. The goal is to pay all amounts collected.
- f. Payouts for Peer Play: Each flight will have their own prize money pool, i.e., only the entry fee funds collected from each flight's players will be distributed to that flight's players. Payouts will be to approximately 1/3 of each flight (exceptions made for a flight of 4 or 5 players). When there is a "combined" flight due to not enough specific tee players to form their own flight, entry fee funds collected from all the combined flight's players will be distributed to that flight's players. When determining pay outs for "Gross" and "Net" winners within a flight, there will be a greater apportionment of prize money allocated to "Net" places versus "Gross" places. The ratio is dependent on the total numbers of players grouped in each flight. Each flight will have a minimum of 1 "Gross" and 1 "Net" winner/payout. To cover the close-up payouts (\$20), a percentage of the total prize money pool will be used to allot money for the close-ups. Example: 32 players, flight one 8 players (25%), flight two 16 players (50%) and flight three 8 players (25%). Flights one and three would allocate \$5 each and flight two would allocate \$10 to make up the \$20 for close-ups.

12. Ties: Will be decided by the recommended USGA scorecard playoff procedure. First tie breaker is the back nine holes, then the last six holes, then the last three holes, and finally the 18th hole. If there is still a tie, the last six of the front nine holes, then the last three, and finally the last hole. If there is still a tie, a winner is decided by chance (a coin toss).

13. Pinewild Club Policies – Golf – Local Rules

- a. For local Pinewild Club rules governing play, see <https://www.pinewildcc.com/wp-content/uploads/2021/06/2019-USGA-Local-Rules-Rev.-6-15-21-KJKpic.pdf>.
- b. The PMGA will not observe Rule E-1: Local Drop Zones- Holly Course Holes: 12 & 16.

