

# PINEWILD MEN'S GOLF ASSOCIATION (PMGA)

## RULES OF PLAY

**Revised July 2022**

Note: The Rules of Golf, as approved by the USGA, govern play. The PMGA Rules of Play are in effect at all PMGA events. See specific event Notice to Competitors for modifications or additions to the following.

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. **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.
3. **Play Day Game Format:** As indicated on the announcement email and scorecards.
4. **Handicap:** Players will use 100% of their USGA playing 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](mailto: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](mailto: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 may change their registered tees once per calendar quarter. A request to change PMGA tee selections 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 or as designated for each specific Play Day game. Every attempt will be made to include at least one player in every group that normally plays from the Red/Green tees. For a group that is short one player from having a full team, the extra stroke will be made by one player for every shot on the hole. Players will rotate making the extra stroke on a hole starting with the A player on the first hole of play, B player on the second hole of play, etc.
- 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 designations, 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 11.a 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. **Scorecards:** The Golf Shop staff will prepare "official" paper score cards for all PMGA Play Day events and will distribute these scorecards to participants. A second scorecard should be kept by players to verify the official scorecard. Return signed and attested scorecards for PMGA Play Day events to the Golf Shop staff.

#### 10. **Use of "Live Scoring":**

- a. PMGA members are requested to utilize Golf Genius "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.

#### **11. Maximum score per hole 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 must post an acceptable match play score to GHIN; this is a WHS requirement. Any adjustments required to your hole-by-hole scores will be made at the time of posting. See section 11.c below.

#### **12. Posting of scores to the USGA's Golf Handicap Information Network (GHIN)**

- a. Completed scorecards that include hole by hole scores are required for all PMGA events. The Golf Shop will post all "acceptable" round scores from a Play Day into GHIN at the end of the event. For example, playing your own ball through the round (like Peer Play) is acceptable; scores of a Scramble are not acceptable and the Golf Shop will not post these scores (neither should you). Review the Notice to Competitors or ask the Committee if scores from the event you are playing in are acceptable for posting.
- b. For PMGA Play Days ONLY, members 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.
- c. For posting scores from non-Play Day rounds, they should be entered to GHIN before midnight of the day played. The Rules of the World Handicap System (WHS) require that all acceptable stroke and match play rounds be entered. These include match play scores from The Blazer and the Holly Challenge rounds even if they were played on a Thursday. You must complete 14 holes or more to have an acceptable round. For Match play holes not



completed and holes not played, you will follow the guidelines of the WHS. See rule 3 of the WHS for specific details on Adjustment of Hole Scores.

### **13. Scorers 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).
- d. Example: 5 red tee players and 3 green tee players would be combined into one flight of eight players.
- e. If on a given day, there are not enough players to create separate flights, all players will be in one flight.
- f. 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.
- g. 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.
- h. 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 verses "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.

**14. Ties:** Will be decided by the recommended USGA scorecard playoff procedure. First tie breaker is the total of the back nine holes, then the total of the last six holes, then the total of



the last three holes, and finally the 18th hole. If there is still a tie, then the total of last six of the front nine holes, then the total of last three of the front nine holes, and finally the last hole of the front nine. If there is still a tie, a winner is decided by chance (coin toss).

**15. 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.

