

Scottsdale Rules

Play will follow USGA rules with the following special rules for this tournament :

1. Unless allowed by another rule, all players will play the ball as it lies through the green. This is a change, but the courses we are playing are in such good condition that lies cannot be improved much, if at all. If lift, clean, and place is to be allowed due to wet/muddy conditions, it will be announced prior to play.
2. Root rule and rock rule is in force for all players. If the ball comes to rest where a root or rock would impact the club during the swing, the player may move the ball one club length to avoid the root/rock. You are not allowed to improve the line of flight when making this improvement of the lie. For example, if you are behind a tree you must place your ball behind the tree. There are NO other special rules in this category such as divot rule, leaf rule, etc.
3. Forced carry rule is in effect. If you hit into a hazard on a hole that requires a carry over the hazard (in other words, you do not have a "dry" route to the green), you are allowed to drop on the other side of the hazard with the appropriate penalty. The holes that the forced carry rule applies to will be announced prior to play.
4. Any putt that is inside the leather of a standard putter will be conceded, no exceptions. This is in place to speed the pace of play, so if you hit a putt that gets inside the leather of a standard putter, pick the ball up and add a stroke for the given putt, and move on to the next hole.
5. Lost ball rule. If you cannot find your ball, drop where you believe your ball was lost, with a **ONE** stroke penalty. This rule is in place to speed up the pace of play. Your competitor must agree to the drop location.
6. Out of bounds rule. If you believe you hit your ball out of bounds, hit a provisional ball. If you get to the ball and find it out of bounds but did not play a provisional, take a **TWO** stroke penalty and put a new ball in play where the original went out of bounds. No exceptions, this rule is in place to speed up the pace of play. If you hit a provisional, you must play the provisional if your original ball is not found or is found out of bounds. You cannot decide to take the two stroke penalty
7. To Speed up play, after you have reached Double par on a hole, Pick Up and record the Double Par.
- 8. GIVE YOUR SCORECARDS TO EITHER DWIGHT POTTER OR STEVE ELLZEY BEFORE LEAVING THE COURSE. Announcement will be made as to where Dwight and Steve will be after the round. OTHERWISE, YOU WILL BE DISQUALIFIED. This means drop your scorecard off first, before putting your clubs up or leaving the course.**
9. We will not be playing closest to the pin on par 3s this year.
10. Disputes will be resolved by the tournament director (Dwight Potter). If there is an issue that you and your competitors cannot agree on, play two balls in on the hole the issue occurred on, mark both scores on the scorecard, and file a complaint with the tournament director for a decision.
11. All scorecards must be legible, signed by all players that played in the group, and have at least the first initial and last name of all players before they will be accepted.