

50 PLUS GOLF ASSOCIATION

50 PLUS RULES

USGA rules apply with regard to Lost Ball/Water Hazard/Lateral Hazard and Out of Bounds. For 50 Plus tournaments, various modifications to USGA rules are listed as follows:

HANDICAPS

The USGA index is used when available. Members are highly encouraged to establish a GHIN handicap - this can be done at most any golf club where you play regularly (they use the average of the 10 best scores out of the last 20 games played). The cost is usually \$10 to \$20 per year. If no GHIN handicap is available, an attested average score will be used as a guide to determine a players handicap. Since handicaps are not necessarily a true indication of how well a player performs in a scramble format, they are adjusted up or down (based on each players win/loss record).

TEES

Generally, three sets of tees are used, separated by approximately 30 yards, depending on the course. Handicaps and win/loss records (rather than age) are used to determine which tee each player is assigned. The computerized score card will designate tee assignments by a letter next to each player's name (Ex. W = White).

LIE OF THE BALL

After choosing the best shot, each player shall play his ball from within one club length of where the selected ball came to rest (no closer to the hole). You may not play your shot by moving the ball from a hazard/sand trap to the rough, from the rough to the first cut of fairway, or from the fringe to the putting surface (ie; play from the same type of lie as the selected ball).

CART PATH ONLY

An exception to the previous paragraph (including the one club length rule) exists on par 4's and 5's when conditions do not allow for driving a cart on the fairway (Ex: too wet). Moving the selected ball to the same type grass near the cart path and no closer to the hole is permitted. This exception does not apply to par 3's.

PUTTING

Unless otherwise directed, the "two putt" rule will apply (once on the green a maximum of two putts are scored). After selecting and marking a ball, all team members must putt from that spot. No practice putts (to test the speed and brake, etc.) are allowed at any time, or from any direction. Reminder: the "two putt" rule does not apply when putting from off the green (fringe).

3 MAN TEAMS

If a member of a 4-man team is missing the 3 remaining players will alternate hitting their fourth shot in the following manner; On the first hole played (not necessarily the #1 hole), the first player listed on the score card will play the extra shot until holed out. On the second hole the second player listed hits the extra shot. On the third hole, the third player listed does the same. On the fourth hole played, start over with the first named player, etc. In other words, players alternate holes - not the series of shots to one particular hole. The player hitting the extra shot, to include putting, should hit first and last (not two shots in succession).

SCORE CARDS

Each 4-man team will have two computer generated score cards - one in each cart. Every player must attest and sign the card in his cart. The team captain (first name on the score card) must turn in both scorecards after verifying they are identical and correct.

Note: For computer identification purposes, a team number will appear on the upper left of the score card and will normally be different from the starting hole number, which will appear on the lower center of the card. Flights are color coded (A, B, and C).

PENALTIES

A rules committee, headed by the president of 50 Plus (or the secretary/treasurer if the president is not available), will review any violations of these rules and may assess penalties, including disqualification. In case of question, play the stroke as close to the rules as possible and bring it to the attention of the rules committee prior to turning in your card.