

## TOURNAMENT FORMAT MATCH-AROUND

**Format:** Match play, better-ball of partners. Each team will play a nine-hole match with every team in their flight. All teams will play three matches on Friday and two matches on Saturday.

- **All play shall remain on the nine of which you started.** (i.e. start on hole #9, turn to hole #1 to play remainder of front nine).
- The matches will be handicapped off of the low player in each foursome; the low player will play from scratch and give the difference in strokes to the other players.

**Handicaps:** All play will be at 90% of handicap off of player's lowest handicap index in the last 4 months. A team that has won their flight two or more years in a row will receive an additional 10% reduction on their handicap index.

**Tees:** All play will be from **BLUE** tees. Players with a combined age and handicap index of 80 or more may elect to play from the **White Tees** ~ handicap and strokes will be adjusted according to USGA Rules with two strokes being subtracted from the white tee handicap to adjust for the difference in course rating. **Players must notify the Golf Staff before Match 1** for the proper adjustments to be made. **All five matches must be played from the same set of tees.**

### RULES OF PLAY

USGA Rules govern all play except as modified below:

- Play embedded ball rule through the green.
- Ground under repair (GUR) defined by white lines. All French-drains should be treated as ground under repair even if not so defined by white lines. All freshly sodden areas are to be treated as GUR and relief is mandatory.
- Environmentally sensitive areas. Treat as lateral hazard, entry into these areas is forbidden.
- Each player is responsible for knowing the rules and conditions under which the competition is to be played. Please check the accuracy of your handicap and applicable strokes prior to play.
- If a doubt or dispute arises between the players that cannot be solved by equity, and no duly authorized representative of the committee is available, the player may choose to play two balls. Any claim if it is to be considered, must be made prior to teeing off on the next hole.

**Note: Under these rules, all non-conforming clubs will not be permitted and the fourteen club rule will be in effect.**

**Scoring:** The team points of the match is determined by the number of holes won and the number of holes lost. The winning team receives a plus

number and the losing team receives a negative number. In the event of a tie, both teams get zero points. The maximum number of points per match is + 5.

Example :

	<u>Holes Won</u>	<u>Holes Lost</u>	<u>Holes Tied</u>	<u>Score</u>
Team 1	6	2	1	+4
Team 2	2	6	1	- 4

**The Team with most points following completion of all five matches wins the flight.**

\*If for any reason a team is not able to compete, all matches played against that team will be nulled.

**Ties:** In the event of a tie, the flight winner and second place will be determined in the following order:

1. Won/Lost record between two tied teams; if three or more teams are tied, total points recorded in the matches between the tied teams.
2. Points earned in final match
3. Points earned in 4th match, etc.

### SHOOTOUT

All "11\*" winning teams will return to the 16<sup>th</sup> hole to determine the overall champion of the **18<sup>th</sup> Annual Citation**. The shootout will be played as pure alternate shot and will be handicapped at 50% of team total handicap. Strokes will be given as they fall on the scorecard. The six teams with the highest net pure alternate shot score will be eliminated. Ties will be settled by a chip-off. Advancing teams must alternate tee shots. The remaining five teams will proceed to the 17<sup>th</sup> hole. Three teams will be eliminated. Ties will be settled by a chip-off. The remaining two teams will play the 18<sup>th</sup> hole until one team is eliminated. The final team will be crowned the **18<sup>th</sup> Annual Citation Champion!**

\*Death Flight Team -Teams that are in last place in their flight, after the third match, will be placed in the Death Flight. The team with the most points in match 3, 4 and 5 will proceed to the shootout. In the case where a team wins the Death Flight and their assigned flight, the second place team in the Death Flight will advance to the shootout. Ties will be broken starting with the point total for the fifth match, then fourth match and so on.

### INCLEMENT WEATHER

In the case of inclement weather which creates a dangerous or unplayable condition, play will be suspended with a long blast by a horn, repeated. Three short blasts of the horn, repeated will be sounded when play is to resume.

### PACE OF PLAY

Our tournament pace of play will be enforced. Pace is 15 minutes maximum to play each hole. A warning will be issued for the first infraction and subsequent penalties will be issued for any further violations.