

CCW GOLF RULES AND FORMAT

PLAYERS MUST TURN IN ONE SCORECARD PER TEAM, WITH GROSS SCORES ONLY!

ALL USGA OR R&A RULES APPLY WITH THE EXCEPTION OF THE FOLLOWING SPECIAL CCW RULES!

1. **Slow Play:** If a group falls behind 1 hole, a local Marshall may advise of one warning to speed up play. If the group is warned a second time, they will take an "x" on the hole and move immediately up to the next tee. All players will take an "x" on that hole. (no points).
2. **Tee box rule:** Men HAVE the option to play Blue or White Tees, but must play thru the tournament on these tees. Ladies play Ladies tees.
3. The "14 club rule" is waived for CCW events. However, equipment must conform to USGA standards.
4. CCW permits players to tap down spike marks.
5. To help speed up play, we request that you please exercise this play technique whenever possible: when on the green if you are "away", or the first to putt, please continue putting after your first putt, until you are in the hole--i.e. Do not mark the ball. Exception: you may opt to have your partner putt first even if you are farthest away, but then he or she should putt out completely before it is your turn to putt-out. Then you should finish putting out, as you are still away.
6. If you have a question on a rule, ask a Marshall if you can find one immediately. If not, play an additional ball through the green--note both scores on the scorecard. Once your round is completed, check with the head pro (he/she is designated rule committee) to determine which score to record. Then AFTER the correct score is recorded, turn your official card in to the CCW staff.
7. **Putting for Points or Not:** If you are putting for 4 over par on any hole, it is IMPOSSIBLE TO SCORE A STABLEFORD POINT on the hole. AS A COURTESY TO THE FIELD, YOU SHOULD "pick up" your ball declare an "x" on that hole to your foursome. Mark an "X" on your scorecard for that hole. Then please help out other players in your foursome to speed up play. REMEMBER.....We do not play "stroke play" for our scoring. We play stableford points which means you have an opportunity to score "points" on every hole you play. But if you cannot score a point, don't waste time by wanting to "finish" the hole! This just wastes time! We are hear to have a nice relaxing round of golf....but NOT to spend 6 hours on a golf course!
8. **GIMMEE PUTTS:** In order to **speed up the play**, we allow gimmee putts within 24" (GENERALLY "INSIDE THE LEATHER"). However, it is the responsibility of each player to measure and mark a point on his/her putter prior to play... in order to use to measure 24 inch putts. If the ball is touching the 24 inch mark, it is considered within the leather and is a gimmee putt. Please ALWAYS use this rule! It is here to help speed up play!
9. We play the ball down, no bumping (unless winter rules are declared, and if so, then YOU MAY LIFT AND PLACE the ball 6 inches of its lie, no closer to the hole. This rule would apply "through the green" (including the rough!), per USGA standards when winter rules are declared. You MAY NOT replace your ball in a hazard or on the green. (We do not designate "on the fairway bumping only" because there is no such good measure!). Again, If declared at the start of play, you may lift, clean and place your ball within 6 inches of it's lie no closer to the hole, except in a hazard or on the green
10. Again, in the effort to "SPEED UP PLAY", The CCW rules noted above will always supersede all other rules of golf. In addition, all local rules per each course will apply, as well as USGA or R and A Rules, whichever apply in the country where we are playing, as recognized by the local golf course. **HANDICAP ADJUSTMENT SCHEDULE: for INDIVIDUAL PLAY! Modified Stableford Scoring System:** The stableford scoring system is recognized throughout many countries worldwide as the format of "choice" for amateur golfers. It encourages faster play, and also allows for a player to have a "bad hole", and still be "in the tournament". A modified stableford scoring system has been established for our CCW events in an effort to encourage fair competition and faster play. Individual players and teams (best of the two scores) receive "points" for stableford scores via the following point system: Bogey = 1 point, par = 2 points, birdie = 3 points, eagle = 4 points, dbl. Eagle = 5 points. **Individual play:** Full handicaps will be used.

BASHER TEAM PLAY: WE TAKE INDIVIDUAL STABLEFORD POINTS, TAKE THE HIGHEST POINT SCORE ON THE HOLE(BEST) ... THIS SCORE IS HALVED (X DIVIDED BY 2). THEN TAKE THE "NEXT BEST SCORE AND DOUBLE THAT POINT SCORE (X MULTPLIED BY 2). ADD THESE TWO POINT SCORES TOGETHER AND THAT IS YOUR TEAM SCORE! I.E. IF ONE GUY/GAL IN YOUR GROUP GETS 3 POINTS STABLEFORD ON THE HOLE, YOUR TEAM SCORE IS 1 ½. THE NEXT BEST SCORE ON THAT HOLE WAS 2 POINTS; YOU MULTIPLY THIS BY 2, SO THIS WOULD BE 4. ADD THE TWO POINT SCORES TOGETHER, AND YOUR TOTAL TEAM SCORE FOR THAT HOLE IS 5 ½. WE ASK THAT YOU TRY TO DO THIS CALCULATION ON YOUR OFFICIAL SCORECARD FOR YOUR TEAM!

The CCW scoring system also has a format for individual handicap adjustments, which are done on a daily basis by the computer-scoring program. This protects the field from players who are playing considerably better than what their posted handicap suggests. The player will be allowed to keep his/her individual (and team) score on the day, however, the adjustment will be made for the remaining days of play of the event. The adjustments are done daily on the following basis.

If a player scores 40 points on their own ball, a handicap adjustment of 1 stroke is made
(if they were a 10 handicap on the first day, they will be adjusted to a "9" for the remaining days of play)

If a player scores 41 points: 2-stroke adjustment to handicap

If a player scores 42 points: 3-stroke adjustment to handicap

If a player scores 43 points: 5-stroke adjustment to handicap

If a player scores 44 points: 7-stroke adjustment to handicap

If a player scores 45 points: 10-stroke adjustment to handicap

If a player scores 46 points: 13-stroke adjustment to handicap

If a player scores 47 points: 16-stroke adjustment to handicap

If a player scores 48 points: 20-stroke adjustment to handicap

PRIZES: CASH BUY IN FOR SKINS.... GENERALLY WE WILL PAY GROSS AND NET..... DIVIDING THE POT 2/3 FOR NET, AND 1/3 FOR GROSS. AT THE END OF THE THREE ROUNDS WE WILL TALLY THE SKINS AND PAY OUT PERCENTAGES OF THE RESPECTIVE POTS! LOW NET AND LOW GROSS OVERALL WILL BE AWARDED FOR THE TOURNAMENT, IN ADDITION TO STABLEFORD WINNERS. ALSO, TEAM BASHER FOURSOMES WILL BE AWARDED DAILY. CLOSEST TO PIN on ALL PAR THREES!

HAVE FUN!!