



## Standard Men's Club Event Rules

The Pebble Creek Men's Club follows rules as directed by the USGA unless otherwise listed on this sheet or on the event rules site on the Pebble Creek Men's Club Website or otherwise posted day of play (aka lift clean and place ect).

### Clarification on Penalty areas for specific holes

**#6/#10** Note if ball goes into hazard in yellow or red staked area. To drop across the water, it needs to be where the red stakes start. Note: The Men's club does not use the drop zones. You must hit over or around the water.

**#3 Local** – Per rule 17 if your ball is hit towards the small pond on the right, if no one sees it go in and you do not find it you must play it as a lost ball with loss of stroke and distance.

### Local Rules

#### **#2 (NEW in 2023)**

If the ball crosses the creek to the left it is deemed to be in a penalty area. If you find your ball on the island you may still play it like you can in any penalty area. If not drop within 2 clubs, no closer to the hole of the point of entry or execute any other type of relief available under rule 17.1d.

#### **#3 (NEW in 2023)**

If the ball is certain to cross into the pond or left of the creek it is deemed to be in a penalty area. If you find your ball left of the creek you may still play it like you can in any penalty area. If not drop within 2 clubs, no closer to the hole of the point of entry or execute any other type of relief available under rule 17.1d. NOTE: If you hit a tree to the right of the creek and do not know where the ball went you must play it as a lost ball.

- **NATURAL AREAS:** There will be no relief from any natural areas, play ball as it lies, or if ball is not found, proceed under lost ball rule.
- **BUILDINGS/STRUCTURES:** Line of flight relief is available within 30 feet of the building (pump houses or rain shelters) only. If you are more than 30 feet away, no



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line of flight relief is available. Take the nearest point of relief - one club length no closer to the hole and not into a hazard – with no penalty.

- **GROUND UNDER REPAIR:** Areas are defined by white lines. All worn/bare ground type areas adjacent to/connected to cart paths are considered ground under repair. Take nearest point of relief, one club length no closer to the hole, no penalty. Any freshly seeded areas where trees have been removed, are also considered ground under repair.
- **FLOWER BEDS:** All flower beds and shrubbery beds are ground under repair from which play is prohibited. If a player's ball lies in this area, or if it interferes with the player's stance or area of intended swing, the player must take relief under rule 25-1.
- **STONES IN BUNKERS:** Stones in bunkers are considered movable obstructions and may be removed.
- **ANT HILLS:** Proceed as ground under repair. Take nearest point of relief, one club length no closer to the hole, with no penalty. Note that ant hills are also considered a loose impediment.
- **TREE STUMPS:** Proceed as ground under repair. Take nearest point of relief, one club length no closer to the hole, with no penalty.
- **EMBEDDED BALL:** It is permissible to take relief, without penalty, for a ball embedded in its own pitch mark in the general area (this includes the rough).

### **Pace of Play Penalties**

- Everyone is encouraged to play Ready Golf – it is OK to play out of turn but be courteous of those playing with you. **Groups that are out of position (More than 1.5 holes behind the group in front of them, (providing groups have the same # of players) will be assessed a 1 stroke penalty if the round is completed in greater than 4 hours and 21 minutes for 18 holes (not including weather delays)**

### **Tie Breaking Procedures**

Tie Breaking Procedure for all events unless otherwise specified on the event rule sheet.



- Gross Score for last 9 holes minus one-half handicap; If still tied continue
- Gross Score for last 6 holes minus one-third handicap; if still tied continue
- Gross Score for the last 3 holes minus one-sixth handicap; if still tied continue
- Gross Score for 18th hole minus one-eighteenth handicap
- Gross Score for first nine minus one- half handicap, if still tied than continue
- Gross Score for last 6 holes of first nine minus one-third handicap; if still tied continue
- Gross Score for the last 3 holes of first nine minus one-sixth handicap; if still tied continue
- Gross Score for 9th hole minus one-eighteenth handicap
- If still tied will be declared a tie.

### Skins

When there is no winner for a skins game, skins will be paid out in the following manner:

- If there are any eagles, the players/teams with eagles on the lowest handicap hole will split the pot.
- If there are no eagles, then the players/teams with birdies on the lowest handicap hole will split the pot.
- If there are no birdies, we will go by the net score on hole 18 and work backwards. Players/Teams who do not match the low score on the hole will be eliminated. Hole 17 will be next, and we will continue going backwards through scorecard until we get down to one player/team or we get to hole one. All players/teams are remaining at the that point will split the pot.
- The handicap numbers from the gold tees will be used unless the entire flight is playing a different set of tees.

### Event Payout Chart

#### Players or Teams per flight

Minimum	Maximum	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
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<b>1 player/team</b>	<b>7 players/teams</b>	<b>100%</b>				
<b>8 players/teams</b>	<b>12 players/teams</b>	<b>60%</b>	<b>40%</b>			
<b>13 players/teams</b>	<b>17 players/teams</b>	<b>45%</b>	<b>30%</b>	<b>25%</b>		
<b>18 players/teams</b>	<b>24 players/teams</b>	<b>40%</b>	<b>25%</b>	<b>20%</b>	<b>15%</b>	
<b>More than 25</b>	<b>Players/teams</b>	<b>35%</b>	<b>25%</b>	<b>20%</b>	<b>12%</b>	<b>8%</b>

Percentages listed are the total percent of the prize fund for the corresponding tournament or flight

Tournament prize money is paid out in pro shop credit and can be used to purchase merchandise in the pro shop. Players are expected to use their credits by the end of the calendar year. It cannot be used to pay for green fees or in the restaurant.

Skins Money is paid out in cash. Typically, is it paid out within 45 minutes after the end of the tournament. If player is not around, we will put the money in an envelope with the players name on it and leave it in the safe in the pro shop. Please pick up the next time you are at the course to keep the number of envelopes in the safe to a minimum.

### Event eligibility requirements

- To participate in a Men's club event, the member must be a member in good standing and have paid their Men's Club membership prior to the deadline for registration and have a valid USGA handicap or in the process of obtaining a handicap through the Pebble Creek Men's Club.

**Major Event eligibility** – Club Championship, Sr. Club Championship, Tournament of Champions

- To Participate in a Pebble Creek Men's Club major event, the player must have posted a minimum of three prior scores in a previous Men's Club event during the current season. This would include leagues, weekend events, Summer Series, Individual or 2 Man Match Play, 16 Man, Sr. 8 man and the Men's/ Women's Club social. Pro shop or other MPGA events do not count.

### Weather Related Cancellation



Pebble Creek Men's Club events are played rain or shine. In the event the course becomes unplayable or weather makes it unsafe to play as deemed by the pro shop, as long as the tournament has completed at least 9 holes the tournament shall be deemed complete using all the holes that all players have completed to determine final results after all efforts to play the remaining holes have been exhausted.

In the event the tournament is scheduled for 36 or more holes, if the first 18 is cancelled 27 holes shall be played on the final day utilizing the local nine. In the event the tournament is halted early on the second day the tournament shall be deemed complete using all the holes that all players have completed to determine final results after all efforts to play the remaining holes have been exhausted.

### **USGA General Playing Guidelines Provided Here for Easy Reference**

- You have 3 minutes to search for a lost ball, if you cannot find your ball you must go back to the previous spot with a penalty of stroke and distance.
- You should hit a provisional ball to keep up pace of play – but only if the ball is Out of Bounds or Lost (*but NOT if you hit it into a penalty area like water or another penalty area*). Say – “I am hitting a provisional ball”.
- If your ball hits you, someone else or equipment during your shot – there is no penalty and play the ball where it ends up (*exception if you are on the putting green – see below*).
- There is no penalty if you hit the ball twice during one swing.
- If your ball comes to rest on a tree root – you must play it where it lies (or call it an unplayable and drop within one club length and take a 1-stroke penalty).
- If you move the ball during a practice swing, it is a penalty of one stroke and you must move the ball back to its original position.
  - *Note there is NO penalty for this if you are taking your tee shot or on the putting green (see below) – but everywhere else the one stroke penalty applies.*

### **Out of Bounds**



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- If your ball is Out of Bounds – marked by white stakes – you only have one option which is to go back and hit your ball from the last place you hit and take a one stroke penalty.
- If any part of your ball touches the golf course – you are in bounds and can play from there.
- You cannot move or touch the white stakes.

### Taking Relief/Dropping the Ball

- You drop your ball from knee height.
- You are in a Penalty Area (i.e. water or area of woods) if any part of your ball touches the penalty area.
- These are marked by red or yellow stakes – and you CAN move these stakes.
- You can always choose to play the ball where it lies in a Penalty Area.
- You can remove rocks and twigs from Penalty Areas – and can take practice swings and touch things like the ground, touch weeds with a practice swing, etc.

### Relief for Yellow-Staked Penalty Areas

You have three options:

- Play it where it lies – no penalty.
- Go back and hit from the last place you hit from – 1 stroke penalty.
- Use **Back-on-The-Line** Relief – 1 stroke penalty.
  - Find the point you last crossed into the penalty area.
  - Look up and find the flag stick.
  - **Walk backward on a line formed by the flag and the point you crossed into the penalty area.**
  - You can walk back as far as you want.
    - But remember you cannot go nearer to the hole.
  - Drop the ball (from knee height).

### Relief from Red-Staked Penalty Areas

- You have all of the options listed above for yellow staked penalty areas.
- Plus – you can take **lateral relief** like this:
  - Find the point you crossed into the penalty area.



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- Measure two club lengths from that spot – use your longest club.
- Drop within those two club lengths.

### Unplayable Ball

- You may declare your ball 'unplayable' anywhere EXCEPT when your ball is in a Penalty Area
- You will incur a 1-stroke penalty
- Drop your ball within 2 club lengths from where the ball was originally located when you decided it was unplayable.
- You can declare your ball unplayable in a Bunker and drop OUTSIDE of the bunker – but then you get a 2-stroke penalty.

### Bunker Stuff

- Similar to a Penalty Area, you are able to pick up sticks, rocks, pinecones, beer cans from a Bunker and remove them.
- But – you must do this without moving your ball. If you do move your ball – place the ball back on its previous spot and take a 1-stroke penalty.

### Taking Free Relief (a “Free” Drop)

You can take a 'free' drop when you are on a cart path, in an area marked with a white circle/line which means it is Ground Under Repair (GUR) or in a groomed flower bed.

**Remember that in the case of a cart path – you are NOT required to take relief from a cart path and can always play the ball where it lies.** You may wish to do this if your 'free relief' puts you in a bad spot like behind a tree. You cannot hit from GUR or from a flower bed.

Here is how you take a free drop:

- Find your nearest point of complete relief – mark the spot where your ball will go with a tee
- Complete relief means your stance, swing (*weeds in a penalty area don't count*) and ball position are 100% clear for you to play
- Drop (from knee height) within one club length of where you put your tee down



Also remember that **Nearest Point of Relief** doesn't always mean **Nicest Point of Relief** - so don't pick up your ball from a cart path until you confirm your Free Relief option is acceptable.

### **Putting Green Stuff**

- If any part of your ball touches the putting green – you are on the putting green and can mark and clean your ball.
- You can leave the flagstick in or remove it – it is your choice.
- However, you can't change our mind ½ way through once you've made your stroke (example: if you started with the flag in the hole it has to stay in the hole for that stroke).
- You can change our mind for any 2<sup>nd</sup> or 3<sup>rd</sup> putt you need to make – i.e. if you had it in for a long putt you can pull it for a 2<sup>nd</sup> shorter putt.
- If you accidentally move your ball that's OK before your stroke– move it back. No penalty.
- If wind moves your ball:  
Before you have marked it – play it where it lies. No penalty.  
If you have already marked it – move it back to your mark. No penalty.
- You cannot hit another ball when putting, it is a 1-stroke penalty if you do. It is a best practice to ask the other person to mark their ball to prevent such penalty. This only applies if you are on the putting green – you won't get a penalty if you hit a ball on the green during a chip or putt that begins OFF the putting surface.