

MID SUMMER CLASSIC RULES – BOYNE HIGHLANDS

August 2023

1. Putts are good inside the Circle of Trust (24"). Tape, measurements, and lessons will be provided.
Keeping the pin in is now mandatory for all shots including putting.
2. A provisional is only allowed on par 3's from the tee box.
If the original ball is found in bounds, the player can choose to play the best option between the provisional or original ball. Otherwise he must play the provisional.
3. Lost ball & out of bounds & Unplayable Ball–
 - A. Lost ball – must take 2 strokes from the middle of the fairway at the approximate distance of the shot. **The distance it would have traveled. Not where the ball crossed the tree line.**
 - B. White stakes and fence line – Are out of bounds - follow rule 3A.
 - C. If ball goes out of bounds over the green or is lost over the green – must take 2 strokes on the fringe at the front edge of green. **Unless par 3, see rule 2.**
 - D. Red stakes - follow USGA rules. Usually take 1 stroke, two club lengths from where you last crossed the hazard.
ONLY Exception Heather #18: any non tee shot realistically attempting to go for the green. Drop ball in shed direction. Approx. 60 yards from center of green.
 - E. Unplayable Ball - follow USGA rules. **Except, we never go back to the tee. That option is to play in middle of fairway, 2 stroke penalty.**
 - F. Ball on cartpath. **You can take a club in either direction. Your choice.**
4. You may hand place ALL drops.
5. "Landscaping" is allowed to make a path for you swing (e.g. breaking a tree branch) try not to move your ball.
6. If a bunker has not been raked properly and you are unfairly in a bad lie, you can rake and hand place with no penalty.
7. If you are in the fairway and the grass is bare and should be circled as ground under repair. FREE DROP. THIS INCLUDES ANY BALL IN A DIVOT.
8. The maximum score on any one hole is a 10.
9. Tournament scores are used for honors on the tee not the team bet.
10. If any controversy arises, play two balls from the infraction spot and the committee will decide the score.
11. Both carts will keep score during the tournament and verify scores after 9 & 18 holes.
Each golfer is responsible for entering and verifying that their calculated score matches the cards before entering on Website. And then making sure THEIR OWN score is on the website correctly before they leave the course.
The Penalty for not entering and verifying your score: Disqualification from the tournament(same as the PGA tour) and a 2 stroke HDC reduction per round for the next year golfing in the MSC.
Other golfers only add another golfers score if he is helping enter the scores(reading the scores for you). Do not add another golfers score alone.
The ONLY exception is if you need to get to the scrambles and MAKE arrangements with the other golfers in your foursome. Or rain causes us to scatter and then the scores are put in a timely manner.

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- 12. Rain -** A round is complete when all groups have completed 9 holes. The handicaps will be adjusted accordingly. Skins and greenies will be counted only on the holes that everyone finishes the hole.
If everyone has played 12 holes we will use 12/18 or 67% of the player's handicap. All handicaps will be rounded down (e.g. a 15 handicap would be 7 for 9 holes).
The tournament will end on Tuesday. If a Round is rained out it won't be made up. If only 9 holes are played on a rain day, then 9 holes will count and the other will not be made up.
- 13. Rain on the last round of the tournament –** SEE Rule #12 unless it is already Tuesday.
Then follow these rules.
A. If the delay is more than 90 minutes the round will proceed following the 9 hole rules above.
B. If 9 holes are not completed, the leader after the 2nd round will be the champion.
- 14. Skins -**
A. Eagles pay double
B. Double eagles pay 4 times
C. Hole in one pays 8 times (even in scrambles and the player has to buy a round)
- 15. Long Drive** will still be called Long Drive. But, the winner will be closest to the pin in the fairway after the drive.
- 16. Please bring business cards or similar to mark the closest to on the par 3's.** You will need 26 if you feel very lucky.
There will be course supplied markers for the long drive holes. The cart responsible to get markers is on the schedule.
- 17. Scramble rules –**
A. ONE CLUB LENGTH NO CLOSER TO THE HOLE
B. You cannot play a ball that lands OB
C. You cannot move out of a water hazard
D. You cannot move out of a sand bunker
E. You cannot move out of the rough
F. You cannot move out of the fringe closer to the fairway or green.
- 18. All new players enter with 80% of his handicap which may be used until the first 12 tournament rounds are completed.** It is the committee's sole discretion to adjust the player's handicap before 12 rounds.
- 19. The rules are subject to change by the committee at any time.**
- 20. Missing Golfer Rules –**
Tournament Play-
net score of +6 for missed round. No better than 5th place for that round.
Scramble Play-
IF SHORT A GOLFER, ROTATE PLAYERS ON HOLES AND SHOTS:
EACH GOLFER WHOS TURN IT IS TO HIT TWICE, MUST GO 1ST AND LAST FOR THAT SHOT.

GOLFER "A" WHO HITS TWICE OFF THE TEE ON THE 1ST HOLE ALSO HITS TWICE OFF THE TEE ON THE 4TH AND 7TH HOLES. AND ALWAYS HITS TWICE AFTER THE SHOT GOLFER "C" HITS TWICE.

GOLFER "B" WHO HITS TWICE ON THE 2ND SHOT OF THE 1ST HOLE (if needed) ALSO HITS TWICE OFF THE TEE ON THE 2ND, 5TH, & 8TH HOLES. AND ALWAYS HITS TWICE AFTER THE SHOT GOLFER "A" HITS TWICE.

GOLFER "C" WHO HITS TWICE ON THE 3RD SHOT OF THE 1ST HOLE (if needed) ALSO HITS TWICE OFF THE TEE ON THE 3RD, 6TH & 9TH HOLES. AND ALWAYS HITS TWICE AFTER THE SHOT GOLFER "B" HITS TWICE.