



SUNDOWNER RULES OF PLAY

FORMAT: Three (3) player team 9-Hole Florida Scramble

Only one (1) single digit handicap player per team

TEES: BLUE TEES = Men

WHITE TEES= Players 65 years old or more with a handicap of 12 or higher from the white tees

RED TEES= Women and Juniors 12 years old and younger

Play is governed by the Rules of Golf of the United States Golf Association and, where applicable, by the following Local Rules and definitions:

1. **Doubt as to procedure (Rule 20.1c3)**-play an alternate ball and the report the facts to The Committee as soon as possible for a ruling
2. **Out of Bounds (Rule 18)**: Defined by inside edge of white stakes, parking lot curbs and/or perimeter fencing.
3. **Yellow Penalty Area (Rule 17)**: Defined by yellow lines and/or by yellow stakes. The stakes and/or lines define the margin of the hazard.
4. **Red Penalty Area (Rule 17)**: Defined by red lines and/or by red stakes. The stakes and/or lines define the margin of the hazard.
5. **Environmentally Sensitive Areas (Rule 17)**: Are hereby declared Red Penalty Areas; the ball may be played out of these areas and when doing so, the club may be grounded.
6. **Ground Under Repair-(Rule 16)**: Areas defined by white lines, Drain lines that are still exposed trenches or that are filled with sand or gravel, Ant mounds and vehicle ruts, Newly sodded areas, Sunken trenches and aeration holes, Ornamental flowerbeds and any hole made by the green keeper
7. **Movable Obstructions (Rule 15.2)**: Red top cart traffic control poles located in front of every green are hereby declared movable obstructions; players may move the pole if it interferes with the player's stance or swing. Line of sight relief DOES NOT apply under this rule.
8. **Rule 5.2 Practice** on the competition course before the round is waived
9. **Putts within the leather** of a conventional length putter do not need to be holed
10. **Incomplete Teams** – Players on incomplete teams are not allowed “to hit twice” or alternate hitting twice.
11. The fourteen (14) club rule (Rule 4.1b) **is waived** for this event.



12. **Immovable Obstructions (Rule 16.1):** New tree wells, support stakes and wires, PVC stakes and ropes used for cart traffic control, ball washers, benches, and restroom and bridge structures are hereby declared immovable obstructions; players may drop without penalty ONLY if the obstruction interferes with the player's swing or stance. Line of sight relief DOES NOT apply under this rule. Ropes and stakes may not be moved.
13. **During Scramble Format:**
 - **Through the green,** the ball may be lifted and cleaned and placed back within one club length of its original position, no closer to the hole; the lie of the ball may be improved during this process. If the original ball lies in the rough, fairway, or fringe, it must remain in the rough, fairway or fringe
 - **If the ball selected lies in a hazard,** the ball must be played as it lies and the lie must be recreated for the remainder of the strokes.
14. **Hole Prizes:** the ball must be on the green to be eligible for the Longest Putt and Closest to the Pin contests and in the fairway to be eligible for the Long Drive Contest; player must be present to win & claim prize. If winning player is not present at awards presentation, the prize will be entered into the door prize raffle.
15. **SCORECARDS:** The Team Scorecard must be returned immediately after the completion of the round to the designated Golf Course Staff member for the team's score to be eligible for the competitions.
16. **In the event the round is not completed** due to darkness or adverse weather conditions, a minimum of 5 holes must be completed by at least 50% of the teams that turn in a scorecard to constitute a Sundowner. Scoring will begin on each team's starting hole. PAR scores will be assigned to all incomplete holes. **Refunds for Sundowner fees will only be issued if the Sundowner is completely cancelled. NO PARTIAL REFUNDS WILL BE ISSUED!!!**
17. **TIES:** When 9 holes are completed, **ALL TIES** will be broken using a scorecard playoff, starting on the first handicap hole, going forward to the second, then the third, and so forth until a winner is determined; ties will be split if less than 9 holes are completed.
18. **ALL 9 holes must be officially completed by ALL teams participating in order for the "Skins Game" to be paid out. All Skin Game Pay Outs are limited to a maximum of \$450 per skin and \$900 per Sundowner.** In the event no skin is won, the money will carry over to the following week; funds exceeding these maximum payouts will become part of subsequent pay outs. If carry over funds exceed the \$900 maximum payout **for each of the remaining Sundowners**, they will be entered into that Sundowner's door prize raffle. Only players entered in that day's SKINS GAME will be eligible; the player must be present to win and the player can only win one cash prize.
19. **TEAMS THAT WIN ONE (1) SUNDOWNER WITH PLAYERS WHOSE HANDICAPS CANNOT BE VERIFIED, or WIN 3 SUNDOWNERS IN A ROW, OR ANY 4 SUNDOWNERS DURING THE SEASON, MAY PARTICIPATE IN SUBSEQUENT SUNDOWNERS BUT WILL NOT BE ELIGIBLE FOR TEAM PRIZES OR SKIN GAME PARTICIPATION UNLESS THE LOWEST HANDICAP PLAYER OF THE TEAM IS CHANGED.**

The rules committee for this event consists of Carlos Espinosa, Director of Golf, and Rex Flores, Golf Professional, Joe Rodriguez, Ronald Luna, Raul Gonzalez, and Jonathan Guerra, Apprentice Golf Professionals. All decisions will be final.