

### **SEASON MEMBERSHIP: \$50**

- Qualifies you for the season points race and additional payout pool at the end of the season.
- Qualifies you to play in and win the weekly tournaments and full payouts associated with your place of finish
- Trophies for the majors will be awarded to season members only.

### **FREE MEMBERSHIP: \$0**

- Qualifies you to play in and win the weekly tournaments and full payouts associated with your place of finish

### **REFERRAL PROGRAM**

- Recruit a new member and get \$10 off your membership or a future round of golf
- Recruit a foursome and get your membership free or \$50 towards a future round of golf

### **QUOTA**

- The goal is to finish with the most points above your round quota
- Your starting quota is based on  $36 - \text{your handicap}$ . For example, if your handicap is 18.2 = 18 ( $36 - 18 = 18$ ). If it's 18.7 = 19 ( $36 - 19 = 17$ ).
- For players **without** a verifiable handicap (GHIN, 18Birdies, etc.), you will need to play one round with us. A player will be assigned a quota 8 points above the differential from the 1<sup>st</sup> round for their second round and will be eligible to win/place/show for their next tournament. Following your second round you will have an established quota.
- For players with a returning OVGA handicap or verifiable handicap (GHIN, 18Birdies, etc.), following your first tournament round of 2025 your quota will not be based on your handicap, but on a sliding scale determined by how well you play.
- Quotas could move on a weekly basis based on your performance from the previous week.
  1. Win a tournament = +4 to next week's quota (no additional quota adjustment)
  2. Finish 2, 0 or -2 to your quota there is no change to your next week's quota
  3. Finish 2.5-5 points above quota = +1 to next week's quota
  4. Finish 5.5-8 points above quota = +2 to next week's quota
  5. Finish 8.5+ points above quota = +3 to next week's quota
  6. Finish 3 points below quota = -1 to next week's quota
  7. Minimum quota is 10. No maximum quota.
  8. A player can only go -2 below their starting quota for the year.
- The OVGA Commissioners hold the power to review any player's quota at any time to ensure protection of the field.

### **SCORING POINTS**

- Points are assigned based on each hole score
  1. Hole in One: 10 points
  2. Albatross: 8 points
  3. Eagle: 6 points
  4. Birdie: 4 points
  5. Par: 2 points

6. Bogey: 1 point
7. Double Bogey: 0.5 point
8. Triple Bogey: 0 points

### **TOURNAMENT PAYOUTS**

- Each tournament will have a mandatory \$20 buy-in for every player in the field who have an established OVGA quota or one round played during the probationary period.
- Players who are playing their first round without a handicap will only pay \$5 to the prize pool.
- \$15 of each buy-in will go to the event payout. \$5 from each round will go to the season prize pool.
- All payouts for the tournament, skins and CTP will be attempted to be paid out immediately after the completion of the round. If you can't stay until the tournament is final we will PayPal you any winnings that evening.
- Payouts for tournaments with less than 40 players will be:
  1. 1<sup>st</sup> place = 55%
  2. 2<sup>nd</sup> place = 30%
  3. 3<sup>rd</sup> place = 15%
- Payouts for tournaments with more than 40 players will be:
  1. 1<sup>st</sup> place = 50%
  2. 2<sup>nd</sup> place = 25%
  3. 3<sup>rd</sup> place = 15%
  4. 4<sup>th</sup> place = 10%
- Payouts for tournaments with more than 60 players will be:
  1. 1<sup>st</sup> place = 40%
  2. 2<sup>nd</sup> place = 20%
  3. 3<sup>rd</sup> place = 15%
  4. 4<sup>th</sup> place = 10%
  5. 5<sup>th</sup> place = 5%
- Ties will not be broken. Ties will be paid out by adding the \$ amount of the tied positions and dividing by the # of players in the tie. For example, if three players tie for second and third place in a field of 24 players (\$360 full pot), you would total the payouts for 2<sup>nd</sup> place (\$110) and 3<sup>rd</sup> place (\$55) and pay the three players \$55 apiece (165/3).

### **OPTIONAL SIDE GAMES**

- Gross Skins: \$5
  1. Birdie or better
  2. Skins are paid based on the number of total skins won. For example, the skins pot is \$100 and 5 skins are won, the payout is \$20 per skin.
- CTP: \$5 (one hole on the front, one hole on the back)

### **SEASONAL POINTS RACE**

- Only your Top 10 finishes will count for your season points total prior to the playoffs. This is any combination of your best 10 finishes. This includes regular tournaments and majors

(double points). Once we hit the playoffs, the players will be seeded based on their standings in Season Points and their point totals will change to the following.

1. #1 ranking = 10 points
  2. #2 ranking = 8 points
  3. #3 ranking = 7 points
  4. #4 ranking = 6 points
  5. #5 ranking = 5 points
  6. #6-#10 ranking = 4 points
  7. #11-#15 ranking = 3 points
  8. #16-#20 ranking = 2 points
  9. #21-#25 ranking = 1 point
  10. #26+ ranking = 0 points
- Playoff event points will be standard to the regular season points structure.
  - The Tour Championship will be worth double points.
  - Points are awarded based on the inverse of your place of finish. For example, if there are 24 players in the field, the winner would receive 24 points and last place would receive 1 points.
  - There is an additional winner's bonus of 5 points for a tournament victory.
  - In the case of a tie for 1<sup>st</sup>, any tied player will receive the 5 bonus points.
  - Seasonal pot is obtained from Points Membership payments and \$5 from each \$20 mandatory buy-in by every player at every tournament.
  - Payouts for the seasonal points race following the Tour Championship:
    1. 1<sup>st</sup> place = 50%
    2. 2<sup>nd</sup> place = 30%
    3. 3<sup>rd</sup> place = 15%
    4. 4<sup>th</sup> place = 5%

## **MAJORS**

- The season has 4 "Majors" that will have double the points available. These tournaments are listed on the schedule page of the website.

## **PLAYING RULES**

- Tee Boxes
  1. Tee boxes will be assigned to the entire field and typically all players will play from the same tee. Tees could range from 5800-6200 typically.
  2. Juniors (-17)/seniors (70+) will have the option to play from the senior tees when it permits.
  3. Women will be permitted to play from the forward tees.
  4. Any player can play farther back should they prefer it. No change will be made to a player's quota based on the tee they play. They just can't play from a tee forward of the tournament tee.
- **No gimmies.** All holes will be putt out unless the maximum score is reached before the ball is holed. Failure to putt out is a disqualification.
- Maximum hole score
  1. The maximum score on any hole is triple bogey.

2. Par 3 = 6
  3. Par 4 = 7
  4. Par 5 = 8
  5. Players may pick up once this score is reached
- Ball hit out of bounds – white stakes
    1. Any ball hit out of bounds or virtually certain to have gone out of bounds is subject to three options.
    2. For two penalty strokes, the player may take relief at the nearest point of the fairway no closer to the hole to where the ball went OB.
    3. They may also hit from the previous spot of their last shot for a one-stroke penalty.
    4. They can also choose to play a provisional ball from the original spot if the ball is not known to be lost/OB. If the original ball is found it remains the ball in play as long as the provisional is not played from a point past where the ball is found. If the original ball is not found, the provisional becomes the ball in play and the player assesses a one-stroke penalty.
    5. The player must make the decision to take the 2-stroke penalty/distance, play from the previous spot with a one-stroke penalty or play provisional before proceeding forward. If a player leaves the previous spot without hitting again they are not permitted to go back and hit from the previous spot and must accept the 2-stroke penalty option if the original ball is not found.
  - Lost ball in play
    1. If a ball is hit into an area where it may be lost in play, the player should either drop a new ball, take a one-stroke penalty or play a provisional ball. As in the case of a ball OB, if the player goes forward without playing again from the last spot and finds the ball is lost, the player must take a 2-stroke penalty.
    2. Lost balls due to plugging in the fairway shall be treated as a free drop (no penalty) at the point chosen by the group. The group must make the determination that the ball was lost due to plugging in the fairway. A single golfer may not make that call without consulting the group first.
    3. The plugged ball rule only applies to the fairway. Balls plugged in the rough will be considered lost balls if not found, unless stated before the tournament.
  - Lift/Clean & Place will be in place for all tournaments. Players may move the ball a club length but must stay in the same cut of grass (rough to rough, fairway to fairway).
    1. You can't move the ball out of a hazard area and hazard rules must apply
    2. You can't move the ball to avoid an obstruction (tree, bush, etc.)
    3. Players may LCP a ball in the bunker if water/puddles are present, if they have a "fried egg" or embedded ball or land in an unraked foot print or divot. Players must find the nearest point of relief while staying in the bunker for their next shot
    4. In the case of unplayable bunkers, that decision will be made before the round and all players will be alerted before teeing off
  - No breakfast balls on the first tee. All shots count.
  - Embedded/Plugged balls will be subject to relief one club length from the spot no closer to the hole. Rule 16.3 will be followed except for the provision on an embedded ball in the bunker. Our local rule says you may take relief from a "fried egg" or embedded ball in a bunker, but must stay in the bunker for their next shot.

- All other USGA Rules not listed here apply to play. Any questions that the group can't answer during the round should be marked, two balls played if needed and scored from the point of the rules issue and consulted with Commissioners after the round.

#### **PLAYER PAIRINGS**

- We will allow players to play with one other friend or family member in their foursome. The goal is to spread players around so they play with other members of the tour and hopefully develop friendships within the group. It also helps protect the field against potential sandbagging/improper play.