

FORMAT

Individual Qualifying

18 holes single player stroke play. Individuals can play as many times as they'd like.

Round-Robin

5 matches in total via Network Play. 18 holes each, 3v3 aggregate strokes, hole-by-hole team Match Play. 2 points awarded for a win, 1 point for a tie, 0 points for a loss.

Top 8

1 match via Network Play. 18 holes, 3v3 aggregate strokes, hole-by-hole Match Play. Ties will be determined by a sudden death playoff beginning on Hole 1 of the same tournament course. All 3 players to play - aggregate strokes, team Match Play.

Top 4

1 match via Network Play. 18 holes, 3v3 aggregate strokes, hole-by-hole Match Play. Ties will be determined by a sudden death playoff beginning on Hole 1 of the same tournament course. All 3 players to play - aggregate strokes, team Match Play.

Finals

1 match in a location later to be announced. 18 holes, 3v3 aggregate strokes, hole-by-hole Match Play. Ties will be determined by a sudden death playoff beginning on Hole 1 of the same tournament course. All 3 players to play - aggregate strokes, team Match Play.



RULES OF PLAY

Play is governed by the Rules of Golf as approved by the United States Golf Association and R&A Rules Limited.

All Infractions Are:

 Qualifying, Round Robin, Top 8, Top 4 and Finals: two-stroke penalty per infraction

Rules Reminders:

- No mulligans allowed
- All shots must be played from the appropriate hitting surface as instructed by the simulator
- Keypad/arrows are <u>NOT PERMITTED</u> when on the putting surface
- Scorecards must be signed after all team matches
- Double Par mode must be turned ON in the admin settings on the simulator

Golf Clubs:

- In making a stroke, the player must use a club that confirms with the requirements in the Equipment Rules
- 14 club rule is in effect penalty statement as in the Rules of Golf
- Clubs must not be adjusted or altered once the round has started
- If a club is adjusted during the round, it must be returned to its original setting before playing another stroke
- If a club is damaged during a round, in the normal course of play, the club may be repaired or replaced but not by borrowing a club or components from another competitor



RULES OF PLAY

- If a club is damaged, other than in the normal course of play (e.g. anger), the club may be used in it's damaged state for the remainder of the round
- Players must not share clubs

Golf Balls

 Only golf balls provided by the host site will be permitted for the competition

Advice

- During QUALIFYING, a player must not ask for or receive advice (comment or action intended to influence a player with choosing a club, making a stroke or deciding how to play) from ANYONE
- During the **MATCH PLAY** portion, a player may ask for or receive advice from either of his two playing partners, **NO ONE ELSE**
- If any other person offers advice the player must immediately stop that person from doing so
- Caddies are <u>NOT PERMITTED</u>

Artificial Devices

- A player must not set an object down to help with aiming or to help with taking a stance for the stroke (using an alignment stick or a club on the ground is not permitted)
- A player must not use a device to listen to music or other audio to eliminate distractions or help with swing tempo
- The use of any swing training aid is not permitted



RULES OF PLAY

Practice

 Practice between strokes is not permitted (such as going to another bay to rehearse an upcoming shot)

Pace of Play

- It is recommended during all rounds that players make a stroke in no more than 40 seconds
- During the Top 4 and Finals Matches, an official will be on site to monitor pace of play and may warn or time players if needed
- During other rounds, players are expected to play at a reasonable pace - another competitor or opponent may file a complaint that will be investigated by the GOLFZON Rules committee

Situations Not Covered by the Rules

• Decided by the GOLFZON Rules Committee - they will consider all the circumstances, treat the situation in a way that is reasonable, fair and consistent with similar situations under the rules