2027 Midwest City Senior Golf Tournament Rules, Procedures, Ready Golf and Golf Course Etiquette

1. What do I need to do when I arrive at the golf course to play in a tournament?
Sign In. There will be some sign in sheets available. Initial by your name. The Sign In sheet will list your Handicap, Flight and starting hole. There's also a box to check to indicate your participation in **CATS**. A check mark in the **CAT** box indicates that you are in the **CATS** and have placed a dollar in the CAT money box.

You will also need to pay your green/cart fees to the course. Please arrive early to allow time for this.

Check the **Regular Groups** link on our website. If you are a part of a regular two, three, or foresome, your group will be listed. If you would like to create a group to play with in most tournaments, sign them up and identify as a Regular Group. If you don't have a group you will be placed in a group (we will try to match similar golf skills and ages together). If you will not be available to play during the next tournament, make sure your name is listed on the "**No Play**" sheet for that tournament.

2. What are CATS?

Cats (also known as Skins) provide you the opportunity to win part of the Cat Pot in your Flight. As an example, if 20 golfers participate in the cats for B flight, then the B flight CAT pot will be $20.00. If four cats are won, then each cat will be worth $5.00. In order to win a cat, you must score lower on a hole than all other Cat participants in your flight. Please keep in mind when signing in to play, you first initial to the left of your name to sign in, and if you want to participate in the CATS, you must also put a check mark to the right of your name in the **CATS Column**. Just signing in to play won't put you into the Cats. During team play we will also have a Calcutta pot. For Calcutta wagers, you may place a bet on any team you choose. Some members place several wagers. Just print your name by the team you are betting on. The cost is $1.00 for each bet. All bets on the winning teams will share in the Calcutta pot. The Calcutta pot in each Flight will be split between first and second place teams. First place team wins 70% of pot and second place team wins 30%.

3. Tournament Rules - Can I move the ball? USGA rules apply except as modified below:

The ball may be moved up to two feet (no closer to the hole) from tee to green except when in a penalty area (formally known as a Hazard) or on the green. The ball may be picked up, cleaned and placed. A ball out of bounds may be laid in-bounds at the point of exit, or played anywhere on a line back towards the spot from which the original ball was played (no closer to the hole), or played from the spot where first shot. In either case, penalty is one stroke. For a lost ball, play a ball anywhere on a line back from the area it was lost towards the spot from which the original ball was played (no closer to the hole). Penalty is one stroke. Keep in mind

you have only 3 minutes search time looking for a lost ball. If and when you decide to take a drop, the dropped ball is immediately in play and you may not play another ball even if your original ball is found after you drop. Lost ball penalty is one stroke.
Ball may be changed when on the green.

The fourteen club limit has been waived.

Rangefinders are allowed.

Anchoring the club Rule 14-1 is waived. (Long Putters are OK)

PAR 3 CLOSEST TO HOLE CONTEST: All members who sign up for closest to hole by initialing the sign-up sheet for your flight, must also put a dollar in the Closest to Hole pot.

NOTE: If you are the one who is closest to hole at the end of the tournament, and later it's discovered you didn't sign the sign-up sheet, this cancels the Par 3 Contest for your flight and the money will be carried over to the next tournament. Also, if you hit closest to hole and it's discovered you signed the wrong placard, for example you were in B flight but signed the closest to hole placard for C flight, this cancels the closest to hole contest for the flight/placard you signed your name, feet & inches on and money will be carried over to the next tournament.

Par 3 contest Closest to Hole Measurement: From edge of hole in line to ball to front edge of ball facing the hole.

Maximum score on any hole is 8 (eight). After reaching 8, pick up. If you pick up on a hole, record an 8 for that hole. Also, if you don't putt out on any hole in an Individual Stroke play tournament or Best Ball tournament, you must record an 8 for that hole.

"No practice putting on greens one through 18 on the course before a tournament."

4. How is my handicap established for Midwest City Senior Golf Association play?

a. Handicaps will be computed using the lowest four (4) of the last (5) available tournament scores.
b. Equitable Stroke Control (ESC) will be utilized in establishing handicaps as outlined by USGA guidelines. (See the Handicaps link on our website for definition of ESC.)
c. New members with less than five tournament scores will play their first tournament with 96% of the difference between par for the course played and their score as their handicap (after ESC). Their 2nd tournament will use the handicap obtained from their 1st tournament. Their 3rd tournament will use the handicap established by the 1st and 2nd tournaments. Their 4th tournament will use the handicap established by the first three tournaments. Thereafter, handicap is computed IAW 4a and 4b above. Scrambles don't affect handicaps.

5. What is the difference between Best Ball and Scramble team play?

Best Ball – Two-man teams only. Each player plays his own ball all the time. The low score on each hole will be that team's score for the hole. The team may choose to keep both players scores for handicap purposes or keep just one team score. Each player may sign up for Cats and the Calcutta. Calcutta will be for the team score and Cats will be for the individual scores.

Scramble - All team players hit their drives. The best drive is selected and all players hit from that spot. This is continued thru the hole with the best shot used each time. Scores shot during scrambles will not change handicaps.

6. What do the winners win? For Stroke play tournaments, we pay 6 places for both gross and net for each flight (A, B, C, D). For a typical individual tournament, we should have 48 winners. The payout will be $15 for 1st, $12 for 2nd, $10 for 3rd, $8 for 4th, $7 for 5th, and $5 for 6th. This works out to be $456.00 per tournament. Team tournament payout may differ, but the total amount paid should be similar. Four Man Scramble tournaments pay first 3 teams/places in each flight. Two Man scrambles pay first 6 places in each Flight. All winners for tournaments will be paid in cash.

7. Hole In One Fund: You are eligible to win $100 if you contribute a dollar to the fund, initial the Hole In One sign in sheet and make a hole in one in any of our tournaments. See the Hole in One Pot link on our website to see who's eligible to win $100 starting the 2027 season and see who has won $100 in the past.

8. When will I receive my winnings? You will normally receive your winnings at the next tournament's sign in table. The winnings will be attached to your scorecard. Remember, all the workers (Treasurer, Tournament Director, etc.) are volunteers. We do make errors occasionally, so please bring any mistakes to our attention and we'll get it fixed ASAP.

9. How is a winner determined when there is a tie? We use a western scorecard playoff. We start at the 18th hole and go backwards until the tie is broken. One exception – for ties after the Club Championship, (low gross and low net) there will be a playoff to break the tie.

10. How do I sign up for the next tournament? You will automatically be placed on the tee sheet for the next tournament unless you have identified yourself as not being able to play the next tournament by requesting your name be placed on the **No Play List**. You can change your status (will play/can't play) for any tournament by calling Rick Horn, 405-639-8332 or Randy Donner 405-255-6764. You can also e-mail Rick at rick.horn68@att.net or Randy at rdonner888@gmail.com.

11. How do I cancel after I have been scheduled to play? Before the day of the tournament, call or e-mail Rick Horn or Randy Donner. On tournament day, please call the clubhouse and cancel. We try to keep the "no shows" to a minimum because if it's a team event, your absence could forfeit your team. Please let us know as soon as possible when you cancel. **All Regular Group members are requested to obtain your partners cell numbers at the beginning of the year so you can locate them at the course. Your cart partner could be on the range, parking lot, putting green or on your starting hole.**

12. How can I check to see who I am playing with and starting hole? The Tee Sheet will be posted on our web site at http://mwcseniorgolf.com normally the Weekend before the Tuesday tournament. Coordinate any late changes/cancellations with Rick Horn (405-639-8332) or Randy Donner (405-255-6764).

13. Will you provide a list of all the members? Yes, we will provide each member with a 2027 Membership Directory. It will also contain local course phone numbers, current tournament schedule, overview of rules, etc. The directory should be provided to you by the first or second tournament.

14. What is ready golf? Please see page 6.

15. Can I use a rangefinder? Yes, rangefinders are allowed. If you use a rangefinder, learn to be proficient with it before you play in a Senior's tournament. This will help speed up play.

16. What Tees do the Senior's play? Age 55 to 69 play the White tees. Age 70 and older play the senior tees. Anyone turning 70 during the calendar year may play the Senior tees. Senior tee colors could be silver, gray, yellow or gold depending on the course. Also, if you are 80 years old or turn 80 anytime during the calendar year, and you're in B, C or D Flight, you may hit from the **Red tee** markers. If you are 80 or older but in A Flight, you must play from the Senior tee markers. If a member age 70 or older decides to play the White tees, he must remain on the white tees all season - no switching back and forth so we can maintain an accurate handicap.

17. Can I bring a guest/friend to play in a senior's tournament? If a guest is eligible to join (55 or older and lives in the greater Oklahoma City Area) he/she may not play as a guest. Out of town guests will be considered on a case by case basis. This must be approved by the tournament committee in advance. Our main concern is speed of play - we don't want to slow down play by adding guests.

18. Do we have "gimmies"? NO, YOU MUST PUTT OUT EVERY HOLE. Failure to putt out will result in recording an eight (8) for that hole.

19. Is there a limit on the number of clubs I can carry? We don't count clubs. The tournament committee has waived the 14 club limit for our tournaments.

20. What flight will I be in? Flights are determined by handicap. For each tournament, the flight ranges will be calculated to attempt to equalize the number of golfers in each flight. Handicaps are recalculated after each tournament. Always check the Sign In Sheet and Alpha Roster to determine your current handicap and flight for that tournament.

21. Is there a maximum score to record on a hole during a tournament? Yes, the maximum strokes to be played and recorded on any hole is eight (8). If the ball is picked up before eight (8) strokes are taken, an eight (8) is to be recorded on the card. The computer will adjust the score using equitable stroke control when computing your handicap.

22. Closest to the Hole Contest: There will be a separate sign up sheet for the closest to the hole contest for each Flight. **Do not put your name on the closest to the hole placard on the fringe of the green if you did not sign up for the contest before the tournament and paid your dollar in the closest to hole money box.** The winners for all four flights will receive their winnings at the next tournament's sign in table.

23. Cart Trails Only Considerations: Many of our golfers do not choose to play "Cart Trails Only". When a scheduled tournament is deemed "Cart Trails Only" on the morning of our tournament, we will cancel our tournament - no prize money, handicap adjustments, etc. We will still have tee times available and if you chose to play consider it practice. It will not be an official tournament.

24. Weather Considerations: If a tournament is canceled because of weather **before** the day of the tournament an email will be sent out and a notice will be posted on our Web Site. **Morning of the tournament**: Call the course before you depart for golf if you think weather could be a problem. If "cart trails only" are in effect there will be no pay outs and the tournament will not be counted as one of our scheduled tournaments. You can play (for practice). The decision to postpone will be made at the course. Just because it may be raining at your home location the course weather may be OK. There is a possibility that we may have a rain delay and start the tournament after the rain/thunder storm passes. **Call the course when in doubt.**

Any questions or problems during tournament play should be brought to the attention of a member of the tournament committee after play is complete. If you have any other questions, just ask. And remember – **although we are here to have fun, we do take our rules and etiquette seriously.**

LATEST GOLF RULES

The Biggest USGA Changes to the Rules of Golf

- **RULE 18: Three minutes to look for lost ball vs five minutes**

- **RULE 17: You may now ground your club inside Red and Yellow staked areas—including grounding your club under water. BUT, you may never ground your club in a bunker.**

- **RULE 7: There's no longer a penalty stroke if a player hits his ball and it ricochets and hits himself or his equipment.**

- **RULE 10: There's no longer a penalty stroke if a player "double hits" his ball during the stroke.**

- **RULE 11.1: Under USGA Rule 11.1, putting your ball from the putting green into another ball on the green incurs a two-stroke penalty. Note: You should always mark your ball on the green until it's your turn to putt.**

- **RULE 13: Accidently moving your ball on the green is now without penalty—just put it back. Also Rule 13 permits tapping down spike marks as well as leaving the flagstick in the hole while putting-out. If the ball rests between the flagstick and hole and the ball is partially below the edge of the hole, it is considered holed-out. When hitting your ball onto a wrong green, you're no longer allowed to take your stance on the green. You must drop your ball to the nearest point of relief off the green, so that your stance is also off the green and no closer to the hole.**

- **RULE 15: You now may remove loose impediments from Red and Yellow staked areas (now called penalty areas versus hazards) and inside sand bunkers, but if you cause your ball to move, you incur a penalty stroke. Also remember, you still may not ground your club in a sand bunker.**

- **RULE 19: If you declare your ball unplayable in a sand bunker, you used to be required to drop the ball inside the bunker with one penalty stroke. Now you have the option of dropping it outside the bunker but must count two penalty strokes.**

Ready Golf - Avoiding Slow Play

- The "PACE OF PLAY" goal for all foursomes during MWC Senior Golf tournaments should be to stay within an acceptable distance with the group in front. There are many ways to help accomplish this goal without feeling that we're being "pushed" or "rushing our shots", etc. Your MWC Senior Golf Directors offer the following suggestions to help curb the problem of slow play during our tournaments: Suggestions from members to add to this list are welcomed. Let's all keep up with the group in front and have fun doing it.

- * Play "Ready Golf". **This doesn't mean hitting out of turn**. Farthest player away hits first. Ready golf means have your club selected, glove on and be ready to hit when it's your turn.

- * Put your "unique" mark on at least 2 sides of your ball with permanent ink to identify it as yours. This will reduce the risk of hitting a wrong ball from the fairway (2 stroke penalty) and enable you and others to identify balls in the fairway and especially in the rough.

- * Watch your shot until your ball stops rolling, especially if an errant shot leaves the fairway. Identify a reference point (tree, stake, bush, etc.) to help you search for lost balls in the right location. Do the same for your playing partners.

- * Once you have reached the area of your lost ball, you have only 3 minutes to look for it. If another golfer in your foursome is searching for their ball, consider taking your next shot first, then go help search for the other ball…especially if your ball is on the opposite side of the fairway.

- * If 2 balls are lost in the same group, each affected player should begin looking for his ball immediately when reaching the area it was lost. The group should not spend 3 minutes looking for one ball then an additional 3 minutes looking for a second ball.

- * Leave the T-box immediately after all group members have hit and proceed to your ball.

- * Plan your next shot as you approach your ball…be ready to hit when it's your turn to hit.

- * When riding in a cart and your partner is driving and it's your turn to hit first, always get back into the cart after you hit without cleaning or putting your club in your bag. Your partner can then drive to his ball and start preparing for his shot while you then get out, and clean and putting your head cover back on and replacing your club in your bag. This saves a lot of time during the whole round.

- * Park your cart or leave your clubs between the green and the next T-box.

- * Study your putting line while others are putting as long as you do not disturb others while they putt.

- * Consider putting out, unless your stance affects another's putting line.

- * On Par 3 holes, when your foursome has reached the green, if the group in front of you is waiting to hit on the next tee, stand in a safe area and offer the group following you to hit their tee shots to your green. If you do this, make sure you mark your ball and remove it from the green before they hit.

- * Leave the green immediately after your group has holed out and **don't** record your scores until after you reach the next tee. This saves time as well.

- * If you have a hole open in front of you, which means you can't even see anyone on the green ahead of you, your group is playing way too slow and **you must let the group behind you play through.**

GOLF COURSE ETIQUETTE

Many players in our membership care about trying to play their best golf each round, and playing your best golf takes concentration. Golf Course Etiquette is about not distracting your competitors by sight or sound. Also, these reminders about etiquette don't apply to Regular Groups who have played with each other for years. You already know what to expect from each other. The following are the most important things to adhere to primarily when playing with golfers you haven't played with before during Individual and Best Ball Tournaments. Scrambles are mostly for fun and don't affect handicaps.

1. Remain still and quiet while another player is addressing the ball and completing their swing, and don't stand or move behind the player on his line to the target. It's best to turn off your cell phones while playing the tournament and get your messages afterwards. It's inevitable the loud ring of an incoming call will go off on someone's backswing. If you must have your phone on for emergency purposes, please put the phone on vibrate.

2. Allow a player who is away the honor to hit first—and don't hit if there's a chance you will reach other players ahead of you—this is not 'ready golf'. Exceptions to hitting out of turn are ok if you're in a cart and your partner is walking and you get to your ball well ahead of your partners and the green is clear ahead of you, or your partner is looking for a lost ball. Hitting first then is 'Ready Golf' because it doesn't distract your partners and speeds up the game. If you and your partners arrive at your balls in the fairway, and you're a few yards closer to the green, don't hit first. Your partner has the honor and if you decide to hit first you might be cracking the ball while your partner is on his backswing. This can be very distracting. After you hit, look over at the player getting ready to hit and don't jam your club in your bag until after they hit. And, don't start driving your cart before the other player hits. Popping the break pedal can be very distracting.

3. **DANGER!! DON'T ADDRESS YOUR TEE SHOT ON NUMBER 3 TEE BOX AT JOHN CONRAD UNTIL THE PLAYERS AHEAD OF YOU HAVE ALL GOTTEN INTO THEIR CARTS AND DRIVEN AWAY TO NUMBER 4 TEE BOX. A SLIGHT ERRANT TEE SHOT CAN EASILY HIT ONE OF THESE PLAYERS WHEN THEY'RE ON THE CART PATH GETTING INTO THEIR CARTS.**

4. When on the green, and everyone has finished fixing ball marks and surveying their putting line, and the first person is preparing to putt, stand somewhere in the white areas as depicted in the drawing on page 10. Avoid standing in the yellow areas. The reason is because movement can be seen in a golfer's peripheral vision while concentrating on the line to the hole. If you're standing behind the hole, or anywhere the person putting can see your movements, it can distract the putter's concentration. You will never see the pro's standing down the line either behind or in front of the person putting. Some say "But we aren't pro's!!" The answer to that is yes, we will

never play at the level the pro's do but we certainly can follow exactly what the pro's do concerning proper golf course etiquette.

5. When putting a long putt and your ball comes to rest about two or three feet from the hole, announce out loud either "I'll finish" or "I'll mark" before starting your long walk to the hole. This saves time because the person putting next can start addressing their ball if you're going to mark rather than finish**.** And, don't forget, if you putt your ball into another ball on the green, it's a two stroke penalty.

6. And, please, if you have putted out, **don't walk off the green, get in your cart and drive off if there are still players putting out**. **This is not ready golf, it's poor etiquette not to mention how DISTRACTING it is to push the accelerator and POP the brake off while other players are still concentrating on their putts.**

