



National Veterans Golden Age Games

Golf

INSTRUCTIONS TO ATHLETES & RULES

1. Competition numbers must be worn.
2. You may not be assisted or coached in the competition area.
3. The competition area is defined by the Games Committee. This area is restricted to competing athletes only.
4. Athletes must provide their own golf gloves, tees, clubs, golf shoes and additional golf balls.
5. Play will consist of 18 holes for 55-74; 9 holes for 75+
6. If an athlete is unavailable to complete the round, a withdrawal is necessary.
7. Golf athletes must have prior golfing experience of having played on a regular basis for at least the past one year and provide their rating during registration. Athletes are required to provide proof of golf handicap during athlete registration. Examples of acceptable handicap services are: The Grint, USHandicap, Golfnet, MyScorecard, BlueGolf, GolfHandicapNetwork, GolfSoftware (with GSID#), Golf.com Handicap Tracker (powered by Golfnet), GHIN EClubs, NetHandicap (subject to reductions), DiabloGolf. Athletes must provide their handicap score and mail in a copy of their handicap score along with golf deposit once registered for the NVGAG event.
8. Each player will compete individually within his/her age group and gender divisions. There is no handicapping of scores.
9. Athletes will play in groups of no more than 4 Athletes and will be grouped in similar age categories as much as possible.
10. All athletes should have knowledge of keeping score and will keep score of another member in his/her group pairing.
11. A "shotgun" start will signal players to begin play.
12. Players in each age group will play the same holes
13. Players will begin each hole from the following tee boxes:
 - a. White – Men 55-74
 - b. Red – Women
 - c. Gold – Men 75+
14. Speed of play will be strictly enforced for all Athletes.
15. A stroke will occur any time a player positions him/herself to hit the ball and takes a swing at the ball.
16. Special Rules;

- a. Winter Rules: A ball may be moved 1 club length in any direction in the fairway or rough, but NOT toward the hole. However, a ball in the rough must be played from the rough. It cannot be moved to the fairway. A ball in the sand trap must be played where it lies.
 - b. Water Hazards: (A ball in the water or inside the red/yellow hazard stakes) if you cannot play your ball, drop a ball outside the hazard near the point it entered the water and begin play. Take 1 penalty stroke.
 - c. Maximum Strokes Per Hole: In order to speed up play, the maximum score on a hole will be double bogey. Once a player reaches double bogey, he/she is to pick up the ball and wait for the others in the group to finish the hole.
 - d. Out of Bounds: Usually marked by white stakes. Player takes 1 stroke penalty but no loss of distance. Drop a ball in play approximately at the point the ball went out of bounds.
 - e. Lost Balls: Take no more than 5 minutes to look for a ball. If not found, place a ball where you think the ball should have been found. Take 1 stroke penalty.
 - f. Putts: All putts must be putted.
17. Places will be awarded based on best score.
 18. Medals will be awarded based on age division and gender.
 19. Medals will be awarded to the first, second, and third place finishers, ribbons will be awarded to 4th-8th place finishers.
 20. Resolving ties: In the event there is a tie at the end of the round for low score in an age group, a score card tiebreaker will be used to break that tie.

Spectator Rules:

- Spectators may walk the course but must remain 25ft away from tee boxes and greens
- No spectators are allowed in the golf cart, if in cart, spectator will be removed from course. If Veteran fails to comply, they will be disqualified from medal contest and may finish play or leave the course. No warnings will be given.