

# Centennial Friday/Saturday

## Dog Fight Rules

These rules are not the same as any other weekday league, other dogfight or Sunday league. These are strictly for the Centennial Friday and Saturday dogfight.

- 1. NO ONE**, not me, not you, or the dogfight director has the power to change the rules. The only way to change the rules is by a majority vote put out to every member in good standing that plays in the dogfight.
- 2.** If you do not like a rule and feel it needs to be changed, bring it to the rules director or the dogfight director and if determined to be a needed change it will be brought to the dogfight members for vote. If that rule for change is brought forward it can only be brought forward once per year for change. The dogfight director has the discretion to say if someone is in good standing to vote. Example, dead, not played in a long time.
- 3.** Two balls can be played off the first tee. But **you must play the second ball if you choose to play two balls off of the first tee.**
- 4. Putting – NO GIMMIES.** All putts must be putted out. If your ball is not putted out take a double bogie on the hole. The person who gives you a putt on the hole also must take a double bogie. If you see someone break a rule or give a putt it is your responsibility to call the violation.
- 5.** Players who have a handicap of 18 and under can roll the ball one scorecard length in the fairway or rough.
- 6.** Players who have a handicap of 19 and over can roll the ball one scorecard length in the fairway only. Unless we are cart path only then players 19 and over can roll it one scorecard length in the fairway and rough.
- 7.** Play every thing as a lateral hazard. **Take the point where the ball entered the hazard** and from there take two club lengths from the hazard, no closer to the hole, add a stroke to your score for that hole and drop the ball.
- 8.** You can play the ball as it lies in the lateral hazard but USGA rules apply. Example, you cannot touch or move the ball, unless you apply a USGA rule. The one scorecard length rule only applies to the fairway and rough.
- 9. Bogie Maximum** – Pick up after bogie stroke and take a zero on the hole.
- 10. Rain** – If it starts to rain during a round, the dogfight director has the sole discretion to call the round rained out. If the round is rained out your money will be refunded and the round will not count.

- 11. Score Cards** – Please check your score cards **before** you turn them in. After they are turned in they become official and **no changes can or will be made**. Turn in your score card as soon as you can it will help us greatly! This also goes for closest to the hole. The person closest, when playing that hole, is responsible for their name on sheet. When sheet is turned in the name on the sheet that is closest to the hole is the winner.
- 12. Winnings** – Please pick up your winnings at the end of the event. If you do not we will not be responsible for your money if it is lost or stolen. After 3 months and money has not been retrieved by winner it will be added to hole-in-one pot.
- 13. Check In** – You must check in 15 minutes before tee time or you may not be allowed to play in the round. If you are going to be late call or have someone pay for you. If you can do neither, the dogfight director will do their best to accommodate you. But beware you may miss the opportunity to play.
- 14. Hole-in-One** – First Hole in one wins the pot. If more than one in any round for that day the pot will be divided. All money will be given except for \$100.00 dollars to be kept for the next hole in one winner.
- 15. The dogfight director controls all monies.**
- 16. Lost Ball** – If a ball is lost drop another ball as close to where it was lost as possible with a one stroke penalty.
- 17. Sand Traps** – Rake and place in the sand within one scorecard length but do not move out of the sand unless there is water in the trap. Then lay out behind the trap keeping it between you and the pin.
- 18. Placement of Ball** – Ball may be cleaned and placed (see rule 5 and 6) within 1 scorecard length of where it lies. However it must be placed in the same type area it lies in. You can't move it from rough to fairway or out of a sand trap or hazard.
- 19. Starting Times** – All starting times are at the discretion of the golf course management and dogfight director.
- 20. Tees- 70 years and older play from the white tees. 60 years and older play from the black tees. 59 years and younger play from the red tees. You can move back to a younger age group tee, and subtract 3 strokes from you handicap, but you must play at that tee for a years time. You cannot move up to a higher age group tee unless you meet the age criteria for that age group. When you meet an age group criteria you can move up to that age group and add 3 strokes to your handicap or stay where you are at your current handicap.**
- 21. Points** – You will go up 1 point at + 3 and 1 point for each additional 3 points you are + thereafter. You will go down 1 point if you are minus 3 or more.
- 22. New Player** – The first week a new player plays in the dogfight his handicap is determined by the dogfight director. He cannot play in the hole in one pot until they have accumulated 2 rounds in the dogfight.

- 23. Fees** – Each player will pay \$15.00 to the game pot. Participation in the closest to the hole pot is at the discretion of the player.
- 24. USGA and Centennial local rules will govern play, other than the above.**
- 25. Hole # 1-**If you hit it into the drainage ditch left of the fairway you are allowed to move the ball out of the drainage ditch, within 2 club lengths without penalty.
- 26. Hole # 9-**If you hit it right into the lateral hazard and are lying on rocks, you are allowed to move the ball to grass. Doesn't mean you get to move it out of trouble or move to rough or fairway. Try to keep movement within 2 club lengths.
- 27. Hole # 10-Same rule applies if you hit it left into the lateral hazard your ball is lying in the rocks, as hole # 9.**
- 28. Hole 18-if your ball goes right (out of bounds) take the drop in the fairway adjacent to the rock, which should place you at the 200 yard marker. Add one stroke to your score for that hole. If you hit it left or through the fairway the lateral hazard rule applies.**