

The Centennial Dogfight

Rules and Procedures - May 1, 2025

Areas highlighted in yellow are major changes/additions from previous rules..

Major Changes

All 43 players who had played 12 rounds in the previous 12 months had a chance to vote and comment on these changes. 39 players submitted votes. Results are shown below.

The purpose of this updated document is to standardize and clarify the rules of the dogfight as they have evolved over time. Here are some of the major additions and differences.

- Reformatting and reorganization, combination of Fri/Sat and Sun games
- Removal of free drops from ditches (except 14 fairway) [**Approved 23-12**]
- Clarification on 'lift/clean/place' rules [**Approved 33-2**]
- Addition of cart path drop exception [**Approved 34-2**]
- Addition of pace of play guidelines
- Modification of the mulligan rule [**Approved 35-1**]
- ~~Modification to require/allow black tees for par 3 CTP holes~~ [**Rejected 18-13**]
- Limits changed on hole-in-one payout [**Payout approved 21-8**] [**Time limit approved 30-4**]
- Addition of "suggested tee", pace-of-play, and minor player guidelines [**Approved 25-8**]
- Updates to sign-up procedure, pairing requests, 9 hole players [**Approved 28-1**]
- Payout changes (this has already been implemented, it is just getting formally documented)
- Establishment of a rules and admin committee [**Approved 32-0**]

0. Overview

The "Dogfight at Centennial" was started in 1996 and its purpose is to provide a fun and competitive way of playing golf every week at a regularly scheduled time. Participation is open to anyone on a play-as-you-can basis.

1. The 'Game'

1. Must have at least 6 paid players
2. Fees – Each player will pay the following to the game pot.
 - a. \$10 to the net game pot (for all players with an established dogfight handicap)
 - b. \$5 to the skins pot
 - c. \$4 to the Closest To the Pin (CTP) pot (optional)
 - d. \$1 to the Hole In One (HIO) pot

3. Players who declare at the start of the round they only wish to play 9 holes will pay \$10 and will be eligible for skins, CTPs, and HIO payout.
4. Net Game
 - a. Everyone who finishes with a net score of even par or better will be paid.
 - b. If there are less than 3 players with a net score of even par or better, the top 3 places and ties will be paid..
 - c. Payout percentage - For N winners, each place (P) receives this fraction of the total money: $(N-P+1)/\text{SUM}(1:N)$. Examples : N=3: 3/6, 2/6, 1/6 N=4: 4/10, 3/10, 2/10, 1/10
5. Skins
 - a. A skin is awarded if a single player has the lowest score on a hole.
 - b. Each skin is paid $1/(\text{total skins})$ of the skins pot
 - c. If there are no skins, then the skins money will be placed in the net game pot..
6. Closest To the Pin (CTP)
 - a. A CTP is awarded for the closest shot on the green on the designated holes.
 - b. There will be 4 CTP holes defined before the start of the round. While typically the par 3s, the director may choose any par 3 or par 4 hole. If a CTP hole is a par 4, you are playing the CTP for your second shot.
 - c. ~~The black tee box is the default tee box for all players on par 3 CTP holes. This gives all players the same chance for CTP prizes. Longer tee boxes (red or blue) may be used. If a player normally playing from white does not wish to adhere to this rule they should opt out of the CTP part of the game.~~
 - d. The ball is considered to be on the green if any portion of it is touching the green.
 - e. Each CTP is paid $1/(\text{total CTPs})$ of the CTP pot
 - f. If there are no CTPs, then the CTP money will be placed in the net game pot..
7. Hole-In-One (HIO)
 - a. A hole-in-one during the round wins the HIO pot. If there are multiple HIOs they will split the pot evenly.
 - b. The payout is determined by the following equation:
$$\max(\min(1000, (\text{value of the current pot} - \$100)/(\# \text{ HIOs})), 100)$$

In other words, \$100 is held back for the next pot, the maximum you can win is \$1000, and the minimum is \$100. Any excess or deficit after the payout will carry forward to the next HIO pot.
 - c. New players are not eligible for the HIO payout until their 4th round.
 - d. A player who has not played in the dogfight in the previous 6 months is ineligible for a HIO payout on their first round back.
 - e. The HIO pot will also be used to cover administrative costs. All costs will be documented on the web site. Examples of administrative costs include:
 - i. Errors in payouts
 - ii. Materials (CTP tapes, envelopes, etc)
 - iii. Software costs

2. Handicap/Quota

1. Must have at least 3 scores to compute a handicap
2. A score differential for each round played is calculated by this equation:
 $Differential = (113 / Slope Rating) \times (Gross Score - Course Rating)$
Note that the slope rating and course rating are different for each set of tees.
3. A dogfight **Handicap Index** is calculated based on the average of the best N score differentials from the most recent R rounds. DNFs are not included.
4. The following values are used to determine how many differentials are used:
Less than 3 rounds - no handicap
3 rounds - use lowest differential
4 rounds - use average of 2 lowest differentials
5 or 6 rounds - use average of 3 lowest differentials
7 or more rounds - use average of 4 lowest differentials
5. A course handicap is calculated based on a players handicap index and the tees played from using the following equation:
 $Course Handicap = Handicap Index \times (Slope Rating / 113) + (Course Rating - par)$
(rounded to nearest whole number)
6. If you prefer to think in terms of the traditional points game (birdie=3, par=2, bogie=1), a quota is simply 36 - handicap. For example, a handicap of 10 means you need to get 26 points, and a handicap of 0 means you need to get 36 points.
7. If all differentials are from the same set of tees, then the conversions to/from the handicap index will cancel out and the **Course Handicap** becomes the same as the average score over par for your best scores.
8. If a player's ability to score significantly changes because of injury or illness, they may request to have their handicap reset and they can reestablish their handicap as a 'new' player.

3. Guidelines

1. Tees: In general, a player's ability to score (AvgDrive and AvgSc) along with their age should be used to determine the tee they play from. The tables below are the suggested guidelines. Once a player changes tees, they must remain at that tee for at least 3 months.

AvgDrive > 200	Age < 60	60 <= Age < 70	Age >= 70
Avg Sc < 75	Blue	Red	Black
75 <= Avg Sc < 85	Red	Black	Black
AvgSc >= 85	Black	Black	Black/White

AvgDrive < 200	Age < 60	60 <= Age < 70	Age >= 70
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AvgSc < 75	Red	Black	Black/White
75 <= AvgSc < 85	Black	Black/White	White
AvgSc >= 85	Black/White	White	White

2. Pace of play: The desired pace of play for 18 holes is 4 hours.
 - a. Play "ready golf"
 - b. Keep up with the group ahead of you.
 - c. Having the honors on a tee is nice, but if your playing companions aren't ready to hit, go ahead and hit.
 - d. Allow others in your group to go ahead and hit if you aren't ready.
 - e. If you think your tee shot is lost but not sure, declare and hit a provisional from the dogfight drop area (200 yd or start of fairway) before looking for your original shot.
 - f. Don't look for a lost ball for more than 3 minutes.
 - g. Don't sit in the cart waiting for your cart partner to hit when your ball is nearby.
 - h. Go through as much of your normal routine as possible while others are playing their shot.
 - i. Don't go to your ball to get a distance without taking the probable clubs that you will need.
 - j. It's OK to putt when you are ready and others are not.
3. Minors (Players under 18)
 - a. Must not be given scoring responsibilities.
 - b. Must be in a group with at least one veteran dogfight player that accepts responsibility for mentoring them.
 - c. Must acknowledge that they are cognizant of UGSA, TSSAA and NCAA guidelines regarding amateur players and school teams.

4. Game Administration

1. Sign-ups
 - a. Online signups are used to help us work with the course to have the correct number of tee times.
 - b. Signups will typically become available one week before an event.
 - c. At noon on the day before an event:
 - i. If there are less than 6 people signed up, the event will be cancelled.
 - ii. If there are extra tee times allocated, the extras will be returned to the course and the event capacity will be adjusted.
 - d. If you remove yourself from the signup after 12:00 noon on the day before the start of an event, you will receive a 'late drop' warning. The number of late drop warnings received will be displayed on the signup sheet. Players who have an unusually high number of 'late drop' warnings may be subjected to being placed on a 'waitlist only' status.

2. Check In
 - a. You must check in 15 minutes before tee time or you may not be allowed to play in the round.
 - b. If you are going to be late, call or have someone pay for you.
 - c. If you can do neither, the dogfight director will do their best to accommodate you, but beware you may miss the opportunity to play.
 - d. If you are signed up and don't attend, you will receive a 'no show' warning. Players who have an unusually high number of 'no show' warnings may be subjected to being placed on a 'waitlist only' status.
3. Tee Times and Groupings
 - a. In general, groupings and times will be made via random draw.
 - b. A player may request one playing partner and/or a specific time (early or late).
 - c. Requests should be done via the signup app if possible.
 - d. Requests cannot be manipulated to define an entire group.
 - e. Pairing requests will be assigned to the later times.
 - f. The administrator for the day will do their best to honor requests, but requests are not guaranteed.
4. DNF - if you cannot complete a round for any reason, your score is marked as DNF and will not count for the net game or handicap. You are still eligible for any skins and CTPs for holes that you played.
5. 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. If the round is not called by rain and you choose not to finish, then your round is marked as DNF.
6. Score Cards – Each group must have 2 different players keep score - one on paper and one online. Use the "Finalize group" function of the online scoring to check them at the end of your round. Please do this as soon as you are done.
7. The person closest to the hole on CTP holes is responsible for making sure their name and distance is correctly on the tape and in the online scoring system. When the sheet is turned in the name on the sheet that is closest to the hole is the winner.
8. Winnings
 - a. All payouts will be rounded down to the nearest dollar. All roundoff accumulation will be placed in the grill's tip jar.
 - b. 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.
 - c. If money has not been retrieved after 6 months it will be forfeited and added to the hole-in-one pot.
9. Everyone with administrative access to the app will be a member of the Dogfight Admin Board (DAB). The purpose of the DAB will be to run the weekly games, maintain the schedule, maintain the HIO pot, and help maintain and interpret the rules and guidelines. The DAB is open to anyone who wishes to volunteer.
10. Changes to the rules and guidelines will be proposed by the DAB and will require a majority approval of all regular participants. A regular participant is defined as anyone who has played at least 12 rounds in the last 12 months.

5. Golf Rules

In general, go by USGA rules. Course and game exceptions are listed below. USGA rules basically means:

1. Play it as it lies – don't improve your lie, play it "down".
2. Use USGA "legal" equipment and adhere to the 14 club limit.
3. No mulligans – every stroke counts.
4. No gimmies – putt it out.

6. General Exceptions

The driving forces for these exceptions are to enhance the pace of play, to account for the condition of the course, and to provide for some traditional leniencies.

1. Players are allowed a 2nd tee ball off the first tee. Before hitting the 2nd ball a player must declare it as a mulligan or a provisional.
 - a. Mulligan - must use the 2nd ball.
 - b. Provisional - must use 1st ball if found in play. If the 1st ball is not found, then the 2nd ball is played without penalty (if in play).
2. Double bogey maximum score on every hole (to speed up play).
3. Ball OB (white stakes), penalty area (red stakes), woods, high grass, or other unfindable, unplayable locations:
 - a. Play the ball where it is adhering to regular rules of golf. You cannot play balls that are OB.
 - b. If the ball is lost on your drive (1st shot) take a 'dogfight drop'
 - i. On a par 4 drop within 2 club lengths at the 200 yard marker (or start of fairway) and play your 3rd shot.
 - ii. On a par 5 drop at the start of the fairway and play your 3rd shot.
 - c. Play the ball within two club lengths of the point where the ball entered the penalty area, no closer to the hole, and take a one stroke penalty.
 - d. Drop ball along line segment from flag to point at which it entered the penalty area. No closer to the hole, and take a one stroke penalty.
 - e. Declare and hit a provisional ball so that if the ball is lost you continue with a stroke and distance penalty.
 - f. If a ball is lost in leaves and the group consensus is that it could be found in the absence of leaves, place the ball where you think it would be and play without penalty.
4. Improving ball lie
 - a. The mode of play will be either "bumping" or "preferred lies" depending on the condition of the course. The event admin will set the mode at the beginning of the round (usually based on the course's "cart path only" status) and it will remain the same for the entire round. The mode will be clearly shown in the online scoring app.

- i. **Bumping:** A player is allowed to move his/her ball within a 12" square area in their own fairway (not in the rough or in an adjoining fairway). This must be done with the club and the ball may not be cleaned during this process. If a player feels his/her ball is unfairly disadvantaged due to mud, they may petition their group for permission to clean the ball without penalty if all players in the group consent.
 - ii. **Preferred Lies:** A player is allowed to lift, clean, and place their ball within one club length no closer to the hole anywhere on the course except in woods, high grass, bunkers and hazards. The ball 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.
 - b. **Bunkers** are always played as an optional rake and place. Placement must be at the same location. If water in the bunker makes it completely unplayable, lay out behind the trap keeping it between you and the pin.
 - c. Lift and drop without penalty from ground under repair. Drop is allowed from what is clearly "Ground in Need of Repair" too after getting consent from your group.
 - d. If rocks or roots interfere with your swing, treat the area as "ground under repair". Inform your group of your need to take relief and get their approval of your relief point. This is a safety issue for you and your equipment so do not abuse it to improve your lie or the line of your shot.
 - e. If your ball resides on a cart path or other immovable obstruction, you may take relief on either side within one club length rather than adhering to the USGA 'nearest point of relief' criteria.
5. Playing the wrong ball results in a score of double bogey for that hole.

7. Hole Details

- 1. Hole #1
 - a. Tee shot from blue or red tee into ravine between red and black tees. Drop at start of fairway in front of white tees and hit 3rd shot.
 - b. Tee shot from black or white tee into penalty area, Drop at point of entry and hit 3rd shot.
 - c. Ditch left of path at 150 yds is a penalty area.
- 2. Hole #2
 - a. Penalty area on right side of fairway where trees/tall grass start.
 - b. Penalty area on left side of fairway - unmaintained hillside
- 3. Hole #3
 - a. (none)
- 4. Hole #4
 - a. Empty pond is a penalty area
 - b. If you hit your ball into the empty pond on your first shot, drop anywhere on a line from the point of entry to the flag no closer to the hole (one stroke penalty). You cannot play your next shot from the drop area.

- c. If you hit your ball into the empty pond in front of the green on the second shot, you can play your next shot at the drop area near the bunker, taking a one stroke penalty.
- 5. Hole #5
 - a. If you hit your ball in the out of bounds area on the left and you choose to play your next shot where your ball crossed into the hazard, adhere to the two club length rule from the boundary of the hazard. It is not within our rules to drop near the cart path and in the fairway for your 3rd shot. Dropping within two club lengths of the penalty area entry point is rarely a good choice because your ball will be placed on a severe slope, and the line to the flag will be obscured by trees along the left hand side. Dropping at the 200 yard marker is almost always an easier shot.
- 6. Hole #6
 - a. There is no 200 yard marker on this fairway. Play the 200 yard point within 2 club lengths of the start of the fairway mowing line.
- 7. Hole #7
 - a. There is no 200 yard marker on this fairway. Play the 200 yard point within 2 club lengths of the start of the fairway mowing line.
 - b. If you hit your ball into the woods along the left, adhere to the two club lengths at the point of entry where it entered the hazard. This will probably place you on a significant slope. You can also use the option of dropping at the start of the fairway.
- 8. Hole #8
 - a. (none)
- 9. Hole #9
 - a. Trees on right side of cart path - the no rocks/roots option cannot be used to improve your line.
- 10. Hole #10
 - a. (none)
- 11. Hole #11
 - a. If your ball lands in the cemetery along the right-hand side at about the 150 yard marker, you get free relief. The relief point is two club lengths from where it entered the cemetery.
 - b. Ditch behind green is a penalty area
- 12. Hole #12
 - a. Ditches are penalty areas
- 13. Hole #13
 - a. (none)
- 14. Hole #14
 - a. Free relief from the cemetery on the left-hand side. Relief is taken by placing your ball two club lengths from where it entered the cemetery.
 - b. Relief may be taken from the rock lined ditch at the bottom of the fairway via the rule about relief from dangerous lies. Note this applies only to the part of the ditch that is in the fairway.

15. Hole #15

- a. (none)

16. Hole #16

- a. (none)

17. Hole #17

- a. All ditches are penalty areas

18. Hole #18

- a. If your second shot goes into the ravine you can play your next shot from the drop area across the ravine. This option is not available after your first shot.
- b. Adhere to two club lengths from the entry point of hazard if your ball goes either left or right off the fairway.

8. USGA Rules Reminders

1. Line of relief for a penalty area goes from pin to point of entry.
2. Must use same ball for the entire hole