

SAGA TOUR RULES 2019

General Information:

Welcome to the SAGA TOUR 2019.

The **SAGA Tour** is a golf tournament played among SAGA members. Anyone interested in becoming a member and tour participant should contact us at sagaevents@sagagolf.com.

All members must be active (in good financial standing and in compliance with all other tournament rules outlined below) and **MUST REGISTER** for each SAGA Tour event in order to participate. All registered members must also have a GHIN valid handicap. The format of the tournament will be based on Stableford format. It is mandatory that each member become familiar with and follow the rules during the tournament. Failure to follow the rules could result in disqualification from the tournament. In the event of any dispute/s during the tournament, the executive committee will decide. **Their decision will be final.**

Details of the Tournament rules/format/matches/scoring etc are as follows:

Handicap:

- **A maximum GHIN handicap of 26 or better is required at the beginning of the tournament to participate in SAGA Tour.**
- **All SAGA Tour participants MUST establish a valid GHIN handicap in 2019.**
This will allow everyone to see and verify everyone's posted scores and indexes and establish transparency on this issue. **NOTE: THE EXECUTIVE COMMITTEE WILL REVIEW AND DETERMINE EACH PLAYER'S FINAL HANDICAP FOR TOURNAMENT PLAY.**
- A valid handicap must be established by 4/15/19 with a minimum of 10 and a maximum of 20 scores posted by that date and updated for all scores subsequently. Note that GHIN updates handicaps twice a month on the 15th and at the end of the month. Therefore all scores must be posted before those dates in order to have current handicaps at all times. If you do not keep your handicaps current, you face the possibility of being denied participation in the tour.
- All scores can be posted regardless of where and when you played (not only SAGA Scores).
- Before posting, **all scores must be adjusted for Equitable Stroke Control as follows:**

| Course Handicap | Max Score per Hole |
|-----------------|--------------------|
| up to 9 | Double Bogey |
| 10 through 19 | 7 |
| 20 through 29 | 8 |
| 30 through 39 | 9 |
| 40 or higher | 10 |

TOURNAMENT FORMAT (STABLEFORD):

Here is a quick summary of Stableford format:

Stableford is a competition which can be played as an individual competition, a team competition or a combination of both.

Golfers are allocated a certain number of points on a hole depending on the net score of the player (or team). **The aim of Stableford is to accumulate the most number of points over the course of 18 holes.**

Depending on a players handicap a certain number of strokes are allocated on each hole.

The table of points is based on the net score of the individual player (after handicap adjustment) or the best team score as follows:

Double Bogey or worse - 0 points
Bogey - 1 point
Par - 2 points
Birdie - 3 points
Eagle - 4 points
Albatross - 5 points

Example—Golfer with 22 Course Handicap

If a golfer plays off a 22 handicap then they will receive 22 shots during the course of the round - 1 on each of the 18 holes and 2 strokes on those holes which are rated in difficulty of 1, 2, 3 and 4.

In this case a par 4 hole which is rated number 3 in difficulty will ensure the golfer receives 2 shots on the hole thus making the hole a Par 6. So if this golfer then scores a 5 on the hole this equates to a net birdie thus scoring the person 3 points (refer above table)

Example—Golfer with 14 Course Handicap

If a golfer plays off a 14 handicap then they will receive 14 shots during the course of the round - 1 on each of the 14 hardest holes. No strokes will be received on the holes rated 15, 16, 17 and 18 in difficulty.

In this case a par 4 hole which is rated number 11 in difficulty will ensure the golfer receives 1 shot thus making the hole effectively a par 5. So if this golfer then scores a 5 on the hole this equates to a net par thus scoring the person 2 points (refer above table).

Key Features of Stableford

- Each player plays their own golf ball and records points based on their net score.
- Points are awarded according to the above table and reflect the difference between the Net Score of the golfer against the par of each particular hole.
- Once a player's attempt for net bogey is unsuccessful AND he has reached his maximum Equitable Stroke Control (ESC) score, pick up the ball and move onto the next hole.
- Each hole has a difficulty rating (as noted on the scorecard) which helps the golfer to determine if they receive an extra shot relative to the par of that hole.
- Points, once awarded, cannot be taken away. This means that a player who has played a good first 9 and then faded may still be in the running to win a prize for the good holes they played.

Positives of Stableford

- It allows each golfer to feel as though they have played the golf course with their own ball. This is often important to participants especially if they have not played a particular golf course before.
- Once a player has reached a certain number of strokes the ball can be picked up without penalty. This helps a player who may have been struggling on a given hole simply move onto the next hole.
- Good scores on individual holes are rewarded with a greater number of points allocated. Other formats (particularly Par) may not always reward good play fairly.
- Stableford can be a fast format if the standard of golfers is intermediate or higher.
- Points, once scored, cannot be taken away. This helps to relieve pressure on a player who may have started well but faded badly.

Bottomline:

- There will be two(2) or three(3) flights, depending on the total number of tour players. Everyone will play to a Course Handicap (CH).
- There will be total of 8 regular rounds for 2019. To be eligible for SAGA TOUR you must play at least 5 regular rounds for the entire year to qualify but score of best 6 rounds will be counted towards the total. If you can only play 5 during regular season, there will be a makeup round on September 15th. If you play all 8 rounds we will take the best 6 rounds based on points for the consideration of the SAGA TOUR. There will be no playoffs.

- Overall winner for all flights will be determined by adding 6 best scores from monthly rounds and adding score from SAGA open.
- Top point getter from each flight will win that flight.
- Flight Winner with the Highest Stableford points in the SAGA OPEN round will win the Anish Joshi trophy.
- SAGA OPEN(final round) points will be calculated by multiplying the total OPEN points by 1.5. For handicap purposes, 80% of your handicap will be assigned for the final round. Please note, this is only for the SAGA OPEN round.
- In case of a tie to determine the flight winners, following method will be employed.
 - o The highest Stableford score at Saga Open
 - o The highest Stableford score on the back 9, and if still a tie
 - o The highest Stableford score on the last 6 holes, and if still a tie
 - o The highest Stableford score on the last 3 holes, and if still a tie
 - o The highest Stableford score on the last hole, and if still a tie
 - o Coin toss
- (The back 9 as described above relates to holes 10 -18, irrelevant of the starting hole.)
- In case of a Tie of Stableford points in SAGA Open, Anish Joshi Trophy winner will be determined by adding the total points of six best monthly rounds plus the SAGA Open score. If there is still a tie then the flight winner method will be employed.

Dates/Courses:

All matches will be played on Sundays except the SAGA Open which will be played on a Saturday. Proposed dates for matches (**please mark your calendars** – none of these dates conflict with the golf majors) are as follows:

Round 1: April 21 (12 pm) - Forsgate - Palmer
Round 2: May 19 (8 am) - Fox Hollow
Round 3: June 2 (8 am) - Royce Brook
Round 4: June 23 (1pm) - Highbridge Hills
Round 5: July 14 (8 am) - Heron Glen
Round 6: August 4 (1 pm) - Ballyowen Golf Club
Round 7: August 25 (1 pm) - Cobblestone Creek
Round 8: September 8 (1pm) - Berkshire Valley
Make up Round : September 15(tentative)

Championship (SAGA Open): Saturday, September 28th, 2019. (Cobblestone Creek)

SAGA RULES:

1. **The tournament directors and or executive members who are present will arbitrate any disputes after the round.** Do not enter a score for the hole/s on which the dispute occurred but each participant must still complete the hole. Flights will play from the Tees decided by the committee. **COUNT EVERY STROKE:** A stroke is the forward movement of the club made with the intention of striking the ball. Every stroke counts, including whiffs. (A whiff is when you attempt to hit the ball but miss it entirely.) It is your responsibility to keep track of your own strokes on each hole. We will follow USGA rules with new rules for 2019 in effect. Please check this link for major changes in 2019 <http://www.usga.org/content/usga/home-page/rules-hub/rules-modernization/major-changes/major-changes.html>
2. All players must agree (sign card) on the scores being turned in at the end of the round. Its mandatory to add the total for each round for each player in the foursome.
3. **Gimmie: Pick up the ball while putting if the ball is inside the leather of your putter (standard length).**

4. **Some basic rules that will help speed up play:**
 - For the speed of play, once your attempt for net bogey is unsuccessful AND you have reached your maximum equitable score control (ESC) score, pick up your ball.
 - If your group or any player is unusually slow please speak up and ask them to pick up the pace of play. Groups need to maintain an average pace of 15 mins per hole and not fall behind more than 1 hole from the group in front of them. If the group affects the pace of play of the groups behind them, then the concerned group will be asked to pick up their ball and move the next hole without any points being awarded to all the players in the group.
 - Always be ready to play when it is your turn and play **ready golf** at all times.
 - Make your club selection and walk to your ball while someone else is hitting.
 - Hit your ball before helping to look for someone else's ball.
 - Putt out rather than mark your ball and encourage others to putt out as well.
 - Stand behind your ball and align your putt while others are putting.
 - Always have your club and an extra ball readily available to speed up play.
 - Use common sense to speed up play – Think! Think! Think!
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5. **Turn in all scorecards** even if play is cancelled. The executive committee will decide on the final outcome of all point scores.
6. **Fair play and good sportsmanship is required at all times.**
7. All participants must become familiar with all the USGA rules and abide by them. Please see the attached link for USGA rules <http://www.usga.org/content/usga/home-page/rules/rules-2019/rules-of-golf/rules-and-interpretations.html#!ruletype=pe§ion=rule&rulenum=1>

SOME SPECIFIC GOLF RULES YOU SHOULD BE FAMILIAR WITH:

1. **MAXIMUM CLUBS IN BAG:** Player is allowed to carry a maximum of 14 clubs. Failing to do so will lead to incurring 2 stroke penalty for each hole. Maximum penalty is 4 strokes for the round. Penalty will be applied to first two holes played in the round and points will be adjusted accordingly.
2. **BALL FALLING OFF TEE:** If a ball falls off the tee or is knocked off by a player addressing it, the ball may be re-teeed without penalty.
3. **BALL MOVING ACCIDENTALLY AFTER ADDRESS:** No penalty if the ball moves after it has been addressed either of the tee or on the green.
4. **ARTIFICIAL OBSTRUCTION (such as a bench, water fountain, shelter, house, or protective screen):** If your ball lies on or touches an artificial obstruction, or when an immovable obstruction within two club lengths of the ball interferes with your stance or stroke, you may without penalty pick up the ball and drop it within two club lengths of the original lie, but not nearer the hole.
Note: Out of bounds stakes are not considered artificial obstructions.
5. **CASUAL WATER, GROUND UNDER REPAIR:** If your ball lies in or touches casual water, ground under repair, or a hole made by a burrowing animal, you may obtain relief without penalty. Your ball may be lifted and dropped as near as possible to the original lie, but not nearer the hole. If your ball requires such relief in a bunker, it must be dropped within the bunker. If you elect to drop behind the bunker, you must count one penalty stroke. (Casual water is a puddle of rain water or hose water--not a creek or pond.)
6. **WRONG BALL:** If a competitor makes a stroke or strokes at a wrong ball that is not in a hazard, they incur a penalty of two strokes. The competitor must correct their mistake before the next hole by playing the correct ball or by proceeding under the rules. Strokes made with a wrong ball do not count in their score. If a player plays any strokes in a hazard with a wrong ball, there is no penalty provided

that player then plays the correct ball; the strokes so played with a wrong ball do not count in the player's score. If the wrong ball belongs to another player in the group, its owner shall place a ball on the spot from which the wrong ball was played. When the player and the opponent exchange balls during the play of a hole, the first to play the wrong ball other than from a hazard shall forfeit their points for that hole. When this cannot be determined, the hole shall be played out with the balls exchanged.

THANK YOU FOR SUPPORTING SAGA

Tournament Directors: Vinay Bahuguna and Uday Patel

SAGA Executive Team: Mahesh Yadav, Paresh Desai, Vinay Bahuguna, Uday Patel, Sanjay Seth

HAVE FUN OUT THERE!!!!!!!!!!