

Golf Rules

Team Participants

- Teams will consist of 4 Golfers (co-ed team with 2 people of alternate gender)
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub).

Equipment

- Teams must provide their own clubs and balls, rentals are available. Please contact the golf course ahead of time to book your rentals
- Golf carts are not included, if you wish to book one for your teams, please contact the golf course ahead of time
- Leduc Golf and Country Club: 780-986-4653, proshop@leducgolf.com pros hop@leducgolf.com

Event Format

- Play is based on a two (2) person scramble format.
- Teams are made up of two (2) twosomes, males together and females together.
- Women play the front nine and men play the back nine; or vice versa.
- In a scramble, each player tees off on each hole.
- The best of the tee shots is selected then both players play their second shots from that spot.
- The better of the second shots is determined, then both play their third shots from that spot, and so on until the ball is holed; up to a maximum of double par.

Rules

- RCGA Rules shall govern all play in conjunction with the following rules:
- In teeing, each gender tees off from the marker designated by the course. Refer to course information for specific tee colours.
- Rangefinders are permitted.
- Balls in play on the course may be placed no closer to the hole in play within one club length of preferred lie. If the preferred lie is in the rough, the ball must be placed as close to the original lie as possible without gaining relief.
- In a bunker, the selected ball will be played from the point where it lies and as close as possible to that point for any subsequent team member shot. Bunkers may be raked between shots.
- On the putting green, the ball selected will be marked and each putt will be played from that spot.

- A shot near the hole on the putting green that is tapped in will count for the team score on that hole (no additional putts).
- If a team cannot field all players, they cannot be eligible for team points (based on combined scores).
- Remaining players may play the round, either as a twosome or as a single for fun.
- Violations will result in one warning followed by a one (1) stroke penalty for subsequent violations.
- Caddies are not permitted.
- Children are NOT allowed on the course.
- All efforts will be made to complete play on the day of the event. In the event of inclement weather, if play can continue that day then the tournament will continue. If the play cannot continue due to inclement weather, then the event will be cancelled and no medals or points will be awarded in the affected divisions. In regards to weather cancellations, no division will be cancelled more than 90 minutes in advance of the scheduled start time unless determined by the course management.

Slow Play Rule

- In addition to the Pace of Play rule noted above, remember that slow play detracts from everyone's enjoyment of the game. It takes only one slow group to back up the entire golf course behind them, resulting in excessive time for all remaining athletes to complete their round. With this in consideration, the following rule governing speed of play for the Corporate Challenge Golf event will be strictly enforced:
- Slow play is defined as being one (1) complete hole behind the group ahead.
- The penalty for slow play will be as follows:
 - First offense – both twosomes must “pick-up”, record the score of double par and walk the hole to the next tee box.
 - Second offense – both twosomes will be disqualified and not allowed to continue.
- To help reduce slow play as much as possible it is encouraged that all golfers play “ready” golf, spend minimal time looking for lost balls and remember the scoring limits rule of double par.
- Enforcement of Slow Play Rule will be at the sole discretion of the Corporate Challenge Course Marshals, the Golf Course Marshals and/or the Corporate Challenge Golf Coordinator, with or without a previous warning being issued.

Scoring

- Each twosome will receive a pre-made score card that is specific to them and keeps score for the twosome they are paired with.

- After completing the round it is each team's responsibility to sign both score cards attesting the score cards are correct.
- In the event a team is not paired, the Event Coordinator or their designate will sign the card for verification.
- Team scoring is the total combined value of the Team's - Men's score plus the Ladies score.

Scoring Limits

- In consideration of speed of play for all athletes, a team must "pick up" their ball after reaching a stroke count of double par on any given hole and record that score. For example: For a hole with a par of FOUR, the maximum strokes allowed to be taken for that hole is EIGHT.
- A stroke is defined as is the forward movement of the club made with the intention of striking at and moving the ball; this movement counts as a stroke whether you make contact with the ball or not. However if a player checks/stops their downswing voluntarily before the clubhead reaches the ball the player has not made a stroke.

Tie Breaker

- If required, a tiebreaker will be a comparison of the total combined team scores on a Corporate Challenge Golf Coordinator's randomly pre-selected hole, and if required, by as many preceding selected holes as necessary to break the tie with the total lower team score being declared the winner. (e.g. Tiebreaker hole is the par 4 No. 2 hole; Team A scores 3 for the women and 4 for the men for a team total of 7, Team B scores 4 for the women and 4 for the men for a team total of 8. Team A wins the tiebreaker hole 7 to 8)

Corporate Challenge Points

- Each team that participates will receive 10 PARTICIPATION points.
- The top 6 teams in each division will be awarded CHALLENGE points as follows:
 - 1st place - 10 points (Gold)
 - 2nd place - 8 points (Silver)
 - 3rd place - 6 points (Bronze)
 - 4th place - 4 points
 - 5th place - 3 points
 - 6th place – 1 point
- Gold, Silver and Bronze medals will be awarded to the winning teams in each division.

Team Cancellation/No Show Penalty

Cancellations must be emailed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

LAST MINUTE CANCELLATION: (Within 48 hours of your event start time)

Teams that provide written notification (by email) that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.

Your assigned tee-off time is game time, any latecomers will not be allowed to participate.