



DC Metro Golfweek Amateur Tour
Local Policies

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Tour Policies

Membership Fee/Benefits

The DC Metro Golfweek Amateur Tour annual membership fee for 2017 is \$95.00 and includes:

- Ability to play in any Golfweek event nationwide
- USGA Handicap
- 1 Year subscription to Golfweek Magazine
(if you are already a subscriber, an additional year will be added to your subscription)
- 2017 Tour hat
- 2017 Tour bag tag
- Practice round discounts at selected tournament courses

Memberships can be refunded within 5 days after the membership is purchased. Tour hat/bag tag cannot be returned once purchased and will be deducted from the refunded membership fee.

Tour Etiquette & Behavior

Each member of the DC Metro Tour is expected to respect not only the game of golf, but also their playing partners and fellow Tour members. Unacceptable behavior will include but is not limited to: swearing, club throwing, excessive slow play and harassment of other people (Tour members or golf course staff). Should a member threaten this protocol and expectation, a warning will be issued. Repeat offenders will be asked to resign their membership. Respect the game and the Tour.

Tournament Fees

Each tournament requires a tournament payment. Each tournament fee includes golf with carts, warm-up range balls and a flighted prize pool designation. In addition, each fee includes an administration fee that is used to administer the tournament.

Tournament Prizes

For each tournament, a portion of the player's tournament fee will be placed towards the flight player pool. The value of the portion differs for each tournament and is determined on the number of participants in each flight. Prize pools may vary on the day of the tournament from announced prizes due to late entries and withdrawals. The GWAT adheres to the USGA Rules of Amateur Status in that no single prize shall exceed \$750.00. Cash prizes will not be given. All prizes will be in the form of Edwin Watts gift cards.

Tournament Trophies

The winner from each flight will receive a trophy or plaque.

Tournament Policies

Tournament Registrations, Payment and Tee Times

Only GWAT members may participate in GWAT tournaments and events (with the exception that members can bring guests, see policy below).

All tournament registrations must be done online through the website. Each tournament registration ends one week prior to the event. This is done at the request of the golf course. We often need to pay for tee times a week in advance, therefore it is important to get entry fees into the system ASAP. Most of the courses accept one week as an acceptable window for the Tour Director to guarantee tee times.

Tournament fees can be made online via credit card. A player will not be added to the field if they have not paid the tournament registration fee online.

We welcome your registration for all events as soon as possible. Many members register for all of the events that they plan to play in for the season at the same time they complete their membership application. When we receive event registrations, please remember you will not be added to the field until you pay the associated tournament fee.

Tee times will be posted on the GWAT web page on the Thursday evening prior to the event. If you do not receive your tee time information, please call the Tour Director. The course will also have the pairing sheet, but calling the Tour Director is the best and quickest solution.

Tournament Cancellations and No Shows

Due to recent events, we are changing our refund policy immediately. The new policy is as follows:

Tournament Cancellations and No Shows

All withdrawals from a tournament must be done no later than one (1) week before the tournament. If a player withdraws from a tournament more than one week prior to the tournament, a refund will be applied but the funds will be held on account to be used at a future event. In the case that a player does not play in another tournament, a refund will be issued at the end of the season.

If a player withdraws from a tournament with less than a week before the tournament, the player will only receive a refund if a replacement player is found. The replacement player has to be from the same flight as the player who canceled.

If a replacement player cannot be found, a partial refund can be obtained only if the course does not charge the Tour for your place in the field. The amount of the refund will be the tournament fee less any amounts paid towards prize pools, trophies or other tournament

items. In the case that a player does not show for a tournament or event, no refund will be given, and the player's ability to play in future events may be revoked.

Scoring & Scorecards

For all events, there will be one (1) scorecard per foursome. At the beginning of the round, BEFORE players tee off, please check the scorecard to verify all the player information is correct. In the event that a piece of information is incorrect, please note it on the scorecard and adjustments can be made at the turn or at the end of the round to avoid slowing down play. (Please note this assumes that the information is not material to the tournament such as an incorrect handicap or wrong set of tees. An incorrect flight designation is material to the tournament and warrants immediate correction).

At the end of the round, please review the scorecard with your playing partners. Please circle birdies and eagles, no other markings please. Please sign and attest scores and turn in the scorecard as quickly as possible (i.e. BEFORE YOU GO TO YOUR CAR). A scorecard will be considered final and submitted once it is given to the scoring table with four (4) signatures.

If a player submits a signed card with a lower score on a particular hole than the actual score, the player will be disqualified from the tournament. It is crucial that all players come to agreement BEFORE the scorecard is submitted.

In the event of an on-course rules issue, please locate and obtain a ruling from the host course professional or Tour Director before completing your scorecard.

Once the final scores are tabulated and the trophy has been presented to the tournament champion, the tournament is considered final and closed.

Tiebreakers

All 1st place ties will go to sudden death playoff on the course.

All other ties will be broken by a scorecard playoff.

- 1st tiebreak is back nine total score
- 2nd tiebreak is the last 6 holes total score (#13-#18)
- 3rd tiebreak is the last 3 holes total score (#16-18)
- 4th tiebreak is #1 handicapped hole
- 5th tiebreak is #2 handicapped hole
- If a tie remains after 5th tiebreaker, players will remain tied and split any prize amounts.

Caddies & Spectators

Caddies are not permitted on Tour unless the tournament course provides them in lieu of carts. Spectators are welcome to come and watch tournaments; however each course has different guidelines for spectators. It is not guaranteed the course will allow spectators and it is the responsibility of those who wish to follow the action to check with the Tour director before the tournament to receive course instructions and rules.

Pace of Play

Our goal is to play our round of golf in **4:30**, and that means we need to play **Ready Golf**. This means playing ready golf and/or continuous putting which are both allowed in stroke play. Keep in mind there are no penalties under the Rules of Golf for violating order of play (10-2).

Each group is on the clock, literally. We will have a timer recording finishing times for each group. The timer stops when the scorecard is turned in. ANY GROUP that finishes outside of 15 minutes from the group in front of them will be penalized. **Each player in the slow group will be penalized 2 strokes!** Consider yourself warned and on the clock now, no exceptions. Help make the day enjoyable for everyone, don't be the cause of slow play.

Additional Rules/Guidelines

- Players can card no more than a triple bogey on any given hole. (Players must pick up for after a triple bogey). There is no limit to the number of triple bogies that can be carded in a round.
- Players that are repeatedly penalized for slow play will be asked to leave the Tour.
- Players must always hit a provisional ball when a ball goes into an area where it may be lost or out-of-bounds. If you are unsure of the outcome of your ball and think it “may be” out, play a provisional ball.

Guest Policy

Each member is allowed to invite (and be paired with) a single guest. This privilege is extended to all members and may be exercised at any local tournament. We hope that you will choose to invite a potential new member, but if you have a visitor in town for the weekend and want to play golf in a Tour event, you may invite this guest providing you:

1. Pay the regular event entry fee for this person plus \$10.
2. Identify this person on a GWAT membership application as your guest.

Your guest will be paired with you for the day and may be included in the proper handicapped flight for prizes (even if you are playing in a different flight). Please note that if your guest wishes to participate in tournament prizes, then said guest will be required to produce a current (and verifiable) handicap index at time of registration. Guest players will not be able to accumulate points and the standings for the tournament will be adjusted as if the guest was not

part of the field. A guest will have the option to join the Tour and receive DC Metro Cup points, but must do so before the scores are submitted to the National Office.

It is even more crucial that you meet our timetables for advance event registration when you have a guest. Appearing at a tournament with a guest not only makes the GWAT look less than organized, but may also result in our not being able to get your guest on the course.

Weather Guidelines

Simply put, if the course allows us on the course, we play. Bad weather is not in and of itself good reason for discontinuing play. However, per Rule 6.8.a (II), a player may discontinue play if he/she believes there is danger from lightning.

Any delays or canceling a tournament will be determined by the golf course and their staff. If a course becomes unplayable during a tournament, the tournament may be declared official if at least nine (9) holes have been played.

If a tournament is cancelled, a make-up date will be announced as soon as one is determined.

Refunds will not be issued, but rather applied to the scheduled make-up date or the next available tournament. The choice will be up to the player, however it must be conveyed to the Tour Director in written fashion (email will suffice).

Distance Measuring Devices

Rangefinders and GPS units are permitted for tournament play assuming the units do not adjust for slope and/or wind direction and speed. These models cannot be used in tournament play: Bushnell 1600 Slope Edition, Leupold GX-2, Callaway idTECH, Opti-Logic InSight GT. This is not a complete list and any device that may be in question can and will be inspected by Tour Officials.

Square Grooves

GWAT DC Metro will allow square grooves in 2017 and will follow the USGA guidelines to allow square grooves to be used in tournament play until 2024. **Starting in 2024, square grooves will not be allowed for tournament play.**

Anchoring Putters

Starting in 2016, anchored putters will not be allowed for tournament play.

The GWAT Tour Director will always be the final decision on all Tour matters.

Flight Movement

The DC Metro Tour will implement the following LOCAL Rule for flight movement:

Player moving into a higher flight (From B Flight to A Flight)

When a player's AGT index drops below the current flight index level, the player will automatically be advanced into the new flight. Once promoted, GWAT will transfer 75% of the points the player accumulated in their previous flight to the new flight as long as it does not exceed a tie for 5th place in the point standings in the new flight. Once a player has been promoted to a new flight, he/she must continue play in the new flight until his/her handicap becomes validated (see below).

Player moving into a lower flight (From A Flight to B Flight)

If a validated player's index rises into the range of the next flight bracket, they may choose to retreat a flight. Players who wish to move flights must request so by notifying their Tour Director. For all requests the following schedule will be in effect for flight movements:

- May 31
- June 15
- June 30
- July 15
- July 31

After July 31, players will not be able to move to a lower flight, no exceptions. Players will bring 100% of their points they have accumulated to their new flight, but will not exceed a tie for 5th place in the point standings.

Example: Rob's GWAT index after the May 11th tournament rises to 21. Rob requests to move to the D Flight immediately. In accordance with the schedule his movement request will be reviewed and if approved he will be placed in his new flight on May 31st.

Index Validation:

New Member - A player's AGT Tour Index is "validated" once five (5) Tour rounds have been posted.

Existing Member - If a member is a prior year's member, his/her handicap index will be validated with fifteen (15) Tour rounds posted.

Un-validated players whose index rises into the range of a lower flight may request the local Tour Director review their placement. Tour Directors will consider whether sufficient performance data is available to determine that a player is currently in a flight above the level of his/her playing potential. Players should be aware that moving down a flight with fewer than seven (7) scores in the system is a volatile position and a good round in their new "easier" flight could cause them to move back to their original flight with a reduction in points.

Local Tour: Scoring out of flight

Tour flighting is based on a performance index system that groups together players of roughly similar potential ability. In order to maintain the integrity of each flight, the Tour Director retains

the right to promote a player into a higher flight should a member return a single round score that indicates their actual playing potential exceeds the general ability of their current flight. The probability of an A or B flight player scoring four (4) strokes below his/her tour index is approximately 130 to 1. The same is true for a C or D flight player scoring five (5) strokes below his/her tour index. Therefore, when players post "once in a lifetime" scores the result will be reviewed. This will happen for A & B flights when a single round score is four (4) strokes or more below the flight bracket; for C & D flights five (5) strokes or more (course rating plus low range of the flight index bracket). If warranted, Tour Directors must immediately promote the player to the next higher flight. Tour directors will consider player performance history on tour and off (if available) in deciding whether this round is truly a great personal achievement or an indication that the player's potential warrants immediate movement to a more advanced flight. This promotion will be referred to as a "battlefield" promotion and will take place immediately at the tournament site.

DC Metro Cup Points Transfers

If an AGT player misses tournaments for their local tour, they will have the option to attend up to three (3) non-local other AGT events and apply those points to the DC Metro Cup points race. The DC Metro season will be comprised of 12-14 tournaments and members cannot accumulate more than the number of tournaments scheduled worth of points.

The following guidelines will apply to transfer of points for events outside of a player's home tour:

- 80% of away points to their local tour points total, if the flight contains 8 or more players
- 60% of away points to their local tour points total, if the flight contains 5 to 7 players
- 40% of away points to their local tour points total, if the flight contains 2 to 4 players
- If a player is the sole competitor in the tournament event, no points can be transferred.
- **Two-Day tournaments can only be made up/replaced with other Two-Day tournaments**
- **One-Day tournaments can only be made up/replaced with other One-Day tournaments**
- **Only one (1) major can be transferred per season**
- **The DC Metro Championship cannot be replaced with a make-up major from another tour city.**
- **Players can play in events and "bank" points (assuming they will be not be able to participate in their home tour events). HOWEVER a declaration of intentions MUST be made prior to playing in the "banked" event. *Example: Rob will not be able to play in the Sep 7th DC Metro Tour event, he instead travels to Milwaukee and intends to play in the Aug 17th event and transfer points. Before he plays on Aug 17th, Rob must notify the DC Metro Tour Director of his intentions to transfer points in order to receive his transfer.***
- **Point transfers cannot occur once the final event of the local tour season has been played.**
- **Once a player reaches the number of tournaments in the DC Metro season, no more points will be issued. Players will not be able to replace tournaments (and points earned) once the maximum number of tournaments have been played.**

Optional Tournament Games

These games are optional and must be paid for in cash at time of registration on the day of the event.

Flight Skins (\$10) (birdies or better)

- This game will only apply to whoever enters this game in your flight. If 20 players are in your flight and all enter, the pot will be \$200.
- If you score the lowest score (birdie or better) in your flight on any hole during the tournament, you will win cash.
- The winners are determined as soon as every player in your flight turns in their signed score card.
- If there are no skins for a given tournament, the pot will be carried over to the next tournament.

Super Skins (\$10) (birdies or better)

- This game will apply to any player in the tournament; it is open to all flights. If 100 players are in the tournament and all enter, the pot will be \$1000.
- If you card the lowest score (birdie or better) on any of the 18 holes during the tournament, you will win cash.
- The winners are determined as soon as every player in the event turns in their signed score card.
- If there are no skins for a given tournament, the pot will be carried over to the next tournament.

Closest to the Pin (\$10)

- This game will apply to any player in the tournament; it is open to all flights. If 100 players are in the tournament and all enter, the pot will be \$1000.
- Make sure you only write on the marker if you have joined this optional game.
- The winners are determined as soon as every player in the event turns in their signed score card.

Hole in One Pool (\$1)

What's better than acing a par 3? How about getting paid for it! The pool will carry over from tournament to tournament until one lucky golfer wins the prize pool. The starting balance in 2017 is \$1,925.

Optional Games FAQs:

Why is the Tour Director involved?

With five flights teeing off over several hours, players find it difficult to manage a side bet that is event-wide. The Tour Director holds the bets and calculates prizes as a convenience to the players. It is the player's pool. We do not keep any of the prize pool, 100% is paid back to the winners.

Normally how many skins are made?

Typically, there are less than five skins per event.

What happens if no skins are made?

The pool is carried over to the next event if no skins are made.

Will receiving cash (from a Skins game) hurt my amateur status?

USGA rules about amateurs not receiving cash apply to tournament prizes, not side bets. Since the skins and pins pools are side bets between players, your status will not change.

A tip on how to win skins...

Seldom will more than one player birdie the first hole.

DC Metro National Championship Qualifications

Top ten (10) point winners from the Champ/D flights and the top fifteen (15) point winners from A/B/C flights each qualify for the Golfweek Amateur Tour National Championship.

At least four (4) tournaments must be played on the DC Metro Tour schedule.

National Championship information will be communicated with Tour members as it becomes available.

DC Metro vs. TBA “Ryder Cup”

Top four (4) point winners from each of the five flights qualify for the event to be held at some point during the season. The additional roster will be completed with captain picks. The goal would be to bring a team of 25 players from each side.

- Champ Flight – 3 Qualifiers and 1 Captain Pick
- A Flight – 4 Qualifiers and 1 Captain Pick
- B Flight – 4 Qualifiers and 1 Captain Pick
- C Flight – 4 Qualifiers and 1 Captain Pick
- D Flight – 4 Qualifiers and 1 Captain Pick