



National Veterans Golden Age Games

Golf

INSTRUCTIONS TO ATHLETES & RULES

1. Competition numbers must be worn. (Front and Back)
2. You may not be assisted or coached in the competition area.
3. Golf Cart, three golf balls and tees will be provided.
4. Competitors must provide their own golf gloves, golf shoes and additional golf balls.
5. Play will consist of 18 holes for 55-79; 9 holes for 80+
6. If a competitor is unavailable to complete the round, a withdrawal is necessary.
7. Golfers must have prior golfing experience, having played on a regular basis for the past year.
8. Each player will compete individually within his/her age group and gender divisions.
There is no handicapping of scores.
9. Competitors will play in groups of no more than 4 competitors will be grouped in similar age categories as much as possible.
10. A "shotgun" start will signal players to begin play.
11. Players in each age group will play the same holes
12. Players will begin each hole from the following tee boxes:
 - a. White – Men 55-79
 - b. Red – Women
 - c. Gold – Men 80+
13. Speed of play will be strictly enforced for all competitors.
14. A stroke will occur any time a player positions him/herself to hit the ball and takes a swing at the ball.
15. Special Rules;
 - a. Winter Rules: A ball may be moved 1 club length in any direction in the fairway or rough, but NOT toward the hole. However, a ball in the rough must be played from the rough. It cannot be moved to the fairway. A ball in the sand trap must be played where it lies.

b. Water Hazards: (A ball in the water or inside the red/yellow hazard stakes) if you cannot play your ball, drop a ball outside the hazard near the point it entered the water and begin play. Take 1 penalty stroke.

c. Maximum Strokes Per Hole: In order to speed up play, the maximum score on a hole will be double bogey. Once a player reaches double bogey, he/she is to pick up the ball and wait for the others in the group to finish the hole.

d. Out of Bounds: Usually marked by white stakes. Player takes 1 stroke penalty but no loss of distance. Drop a ball in play approximately at the point the ball went out of bounds.

e. Lost Balls: Take no more than 5 minutes to look for a ball. If not found, place a ball where you think the ball should have been found. Take 1 stroke penalty.

f. Putts: All putts must be putted.

16. Places will be awarded based on best score.

17. Medals will be awarded based on age division.

18. Resolving ties: In the event there is a tie at the end of the round for low score in an age group, a score card tiebreaker will be used to break that tie.