



*The Constitution of  
Golf*

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# Section 1: Introduction

## 1.1 Purpose

The Constitution of Golf establishes the governing framework for all Concrete Classic–sponsored events and sanctioned competitions conducted under its authority. This Constitution defines the structure of Golf Operations, competitive governance, rules enforcement, tournament formats, and financial oversight to ensure fairness, consistency, and continuity across all events.

## 1.2 Scope & Applicability

This Constitution governs all Concrete Classic–sponsored events, including the Concrete Classic tournament, the Cemented Classic tournament, and any other sanctioned events or rounds conducted under this Constitution.

Unless otherwise specified, all provisions of this Constitution apply equally to all sanctioned events, tournaments, and rounds.

Where specific rules, formats, or procedures differ between tournaments, such distinctions are explicitly identified within the applicable sections.

## 1.3 Definitions

For purposes of this Constitution, the following definitions apply:

### *The Concrete Classic*

The primary multi-day golf tournament conducted annually under this Constitution, featuring team-based and individual competitive formats as defined in Section 5.1.

### *The Cemented Classic*

A Concrete Classic–sanctioned tournament conducted in parallel with the Concrete Classic, consisting of individual net stroke-play competition across multiple rounds, as defined in Section 5.2.

### *Sanctioned Event*

Any tournament, round, or competition conducted under the authority of this Constitution and approved through the governance structures defined herein.

### *Sanctioned Round*

A round of golf played under the authority of this Constitution that is eligible for ranking updates, scoring application, or prize consideration, subject to the conditions outlined in Section 5.

### *Cross-Tournament Play*

Any round or competition in which participants from the Concrete Classic and Cemented Classic compete together under a shared format. Unless otherwise specified, cross-tournament play shall be governed by the overarching Concrete Classic rules.

### *Golf Operations*

The administrative and operational authority responsible for planning, logistics, execution, and financial oversight of Concrete Classic–sponsored events, as defined in Section 2.1.

### *Competition Committee*

The governing body responsible for competitive integrity, rule interpretation, enforcement, eligibility standards, and ownership of the official ranking formula, as defined in Section 2.2.

### *President of Golf Operations*

The primary executive authority of Golf Operations and steward of this Constitution, as defined in Section 2.1.2.

### *Vice President of Golf Operations*

The operational authority responsible for execution of the Cemented Classic, as defined in Section 2.1.3.

### *Secretary of the Treasury*

The officer responsible for financial management, accounting, and prize preparation and distribution as defined in Section 2.1.5.

### *Secretary of Competition*

The officer responsible for side-game oversight, ranking execution, and supplemental competitive administration as defined in Section 2.1.6.

### *Ranking Formula*

The method by which player rankings and handicaps are calculated, owned by the Competition Committee and executed by the Secretary of Competition, as defined in Section 3.

### *Trip Funds*

Funds collected for shared expenses related to Concrete Classic–sponsored events, excluding voluntary side-game buy-ins and personal wagers.

### *Voluntary Side Games*

Optional competitions funded exclusively through voluntary buy-ins and governed by Section 4.6.1.

### *Personal Wagers*

Private bets between individuals that are not governed, sponsored, or managed under this Constitution, as defined in Section 4.6.2.

## 1.4 Interpretation

This Constitution shall be interpreted in a manner that preserves competitive fairness, prevents unintended advantage, and aligns with the stated intent of each provision. Where ambiguity exists, interpretation authority rests with the Competition Committee in accordance with Section 2.2.

# Section 2: Concrete Classic Governance

## 2.1 Golf Operations

Golf Operations governs the operational structure, planning, logistics, and administrative execution of Concrete Classic-sponsored events and sanctioned tournaments under this Constitution.

### 2.1.2 President of Golf Operations

The President of Golf Operations serves as the primary executive authority of Golf Operations and is responsible for the overall governance, structure, and continuity of all Concrete Classic-sponsored events under this Constitution.

The President of Golf Operations holds primary operational authority over the Concrete Classic and oversees the application and stewardship of this Constitution.

The President of Golf Operations retains overarching governance authority for the Cemented Classic under this Constitution while delegating day-to-day planning, execution, and administration of the Cemented Classic to the Vice President of Golf Operations.

All operational officers and appointed operational positions operate under the direction and oversight of the President of Golf Operations.

All decisions made by the President of Golf Operations are governed by and subject to the voting structure outlined in Section 2.1.4 (Voting Structure for Golf Operations).

### 2.1.3 Vice President of Golf Operations

The Vice President of Golf Operations serves as the primary operational authority for the Cemented Classic and is responsible for the planning, execution, and administration of the Cemented Classic tournament.

The Vice President of Golf Operations operates within the overall Concrete Classic trip structure but does not hold day-to-day operational authority over the Concrete Classic tournament itself.

The Vice President of Golf Operations is responsible for executing prize distributions for the Cemented Classic using prize funds prepared by the Secretary of the Treasury.

The Vice President of Golf Operations operates under the direction and oversight of the President of Golf Operations, with authority limited to the scope of the Cemented Classic unless otherwise delegated.

All decisions made by the Vice President of Golf Operations are governed by and subject to the voting structure outlined in Section 2.1.4 (Voting Structure for Golf Operations)

### 2.1.4 Voting Structure for Golf Operations

Decision-making authority within Golf Operations shall be governed by a weighted voting structure shared between the President of Golf Operations, the Competition Committee, and the Secretary of the Treasury, as applicable.

#### *General Voting Structure*

The Competition Committee shall collectively hold the minimum equal voting interest necessary to constitute a majority (greater than fifty percent (50%)), allocated equally among Committee members using whole-number percentage voting interests, in accordance with Section 2.2.4.

The President of Golf Operations shall hold the remaining voting interest, expressed as a whole-number percentage, necessary to total one hundred percent (100%), except where otherwise specified for financial matters.

### *Matters Subject to Golf Operations Voting*

Unless otherwise delegated or governed by the Competition Committee, the following matters shall be subject to the Golf Operations voting structure outlined in this section, including but not limited to:

- Addition or removal of Golf Operations officer positions
- Removal of the Vice President of Golf Operations or Secretaries
- Games played and competitive formats not otherwise reserved to the Competition Committee
- Point distributions and payout structures
- Room assignments and lodging logistics
- Captain selections
- Course selection and tee-time assignments
- Allegations of wrongdoing related to the Head of the Competition Committee

This list is illustrative and does not limit the scope of matters subject to Golf Operations voting.

### *Financial Matters*

For financial matters only, the Secretary of the Treasury shall hold a fixed twelve percent (12%) voting interest.

The remaining voting interest for financial matters shall be allocated between the President of Golf Operations and the Competition Committee in accordance with the general voting structure described above, provided that the Competition Committee collectively maintains a majority voting interest.

### *Applicability*

This voting structure governs all decisions made under Golf Operations unless overridden in accordance with Section 2.2.5.

## **2.1.5 Secretary of the Treasury**

### *Purpose*

The Secretary of the Treasury is responsible for managing all financial transactions related to Concrete Classic-sponsored events, including entry fees, budgeting, accounting, voluntary side games, and prize distributions. The Secretary of the Treasury operates under the oversight of the President of Golf Operations and holds a fixed twelve percent (12%) voting interest on financial matters as defined in Section 2.1.4.

For the Cemented Classic, the Secretary of the Treasury is responsible for preparing prize funds, while execution and distribution of Cemented Classic prizes shall be carried out by the Vice President of Golf Operations.

#### *Financial Authority & Execution*

##### *Standard Transactions*

- Entry fee collection
- Standard prize payouts
- Approved side-game funds
- Routine operating expenses within the established or approved budget

The Secretary of the Treasury has full authority to independently manage routine financial transactions as listed above. Such transactions do not require additional approval from the President of Golf Operations or the Competition Committee.

##### *Non-Standard Transactions*

- Unexpected or extraordinary expenses
- Special budget reallocations
- Sponsorship allocations
- Discretionary or unplanned spending

Any financial decision that materially deviates from the planned or approved budget shall require approval from the President of Golf Operations prior to execution.

#### *Financial Dispute Resolution*

If the Secretary of the Treasury and the President of Golf Operations are unable to reach agreement on a financial decision, the matter shall be resolved by vote using the financial voting structure outlined in Section 2.1.4. A majority decision under that structure shall determine the outcome, subject to the Competition Committee's unanimous override authority under Section 2.2.5.

#### *Financial Transparency & Account Controls*

All funds associated with Concrete Classic-sponsored events shall be held in a checking account designated exclusively for such events.

- At least two voting members must maintain access to the account at all times.
- Any voting member may request a transaction history or accounting summary at any time.

### *Current Account Holders*

- Jake Willis
- Garrett Gusloff

### *Current Secretary of the Treasury*

- Garrett Gusloff (2024–Present)

## 2.1.6 Secretary of Competition

The Secretary of Competition is responsible for approving, coordinating, administering, and overseeing the execution of all approved side games and supplemental competitions conducted in conjunction with Concrete Classic-sponsored events.

The Secretary of Competition approves all proposed side games and oversees execution regardless of whether the proposal originates from the Secretary of Competition or another participant.

The Secretary of Competition coordinates with the Secretary of the Treasury to determine available funds for side games, facilitates buy-ins where applicable, and distributes side-game winnings.

The Secretary of Competition is responsible for maintaining and executing the official ranking system in accordance with the formula established by the Competition Committee and shall update rankings after every sanctioned round played in any tournament governed by this Constitution [in which participants play their own ball under uniform stroke-play conditions].

The Secretary of Competition does not possess authority to modify official rules, formats, ranking formulas, or Competition Committee rulings.

Removal of the Secretary of Competition is subject to the voting structure outlined in Section 2.1.4.

## 2.1.7 Appointed Operational Positions

The President of Golf Operations may appoint additional operational positions as necessary to support the planning, execution, and administration of Concrete Classic-sponsored events.

Appointed operational positions operate under Golf Operations, do not carry independent voting authority, and serve at the discretion of the President of Golf Operations.

### *Food & Hospitality Coordinator*

The Food & Hospitality Coordinator is responsible for organizing all food and hospitality logistics for Concrete Classic-sponsored events, ensuring meals are covered, costs are balanced, and purchasing is centralized and trackable.

Responsibilities include:

- Establishing cooking groups and identifying who is responsible for preparing major meals.
- Coordinating shared food contributions from non-cooking participants and ensuring funds are used exclusively for food-related expenses.
- Assigning responsibility for purchasing shared items and coordinating reimbursement or direct payment through designated trip accounts.
- Managing ordered group meals and ensuring such meals are paid from shared food funds rather than individual payments.
- Maintaining basic accounting records for food expenses and retaining notes on shortages or excess for future planning.

Current Food & Hospitality Coordinator:

Jeremy Flint

### *Offseason Events Coordinator*

The Offseason Events Coordinator is responsible for organizing casual, offseason, or non-primary golf rounds intended to maintain engagement outside of primary tournaments.

Responsibilities include:

- Planning and coordinating informal or casual group rounds.
- Ensuring that any offseason event designated as a sanctioned event meets participation requirements, including open invitation to all eligible members and attendance by a minimum of eight (8) participants.
- Ensuring all sanctioned offseason events comply fully with this Constitution.

Current Offseason Events Coordinator:

Jeff Peterson

### *Squabbit Liaison*

The Squabbit Liaison is responsible for providing technical and administrative support for the Squabbit platform used in connection with Concrete Classic-sponsored events.

Responsibilities include:

- Assisting with platform setup, troubleshooting, and administrative support.
- Coordinating with participants to resolve technical issues related to event tracking or scoring within the platform.

All platform control, authority, and final decision-making related to Squabbit remain with the President of Golf Operations unless explicitly delegated.

**Current Squabbit Liaison:**

Caleb Billings

Appointed operational positions may be added, modified, or removed by the President of Golf Operations as operational needs evolve.

## 2.2 Competition Committee

### 2.2.1 Purpose & Authority

The Competition Committee exists to protect the fairness, consistency, and integrity of competition. The Competition Committee is responsible for knowing, understanding, interpreting, and enforcing this Constitution and all rules governing competitive play.

The Committee holds authority over:

- Rules of play
- Competitive formats
- Eligibility standards
- Competitive enforcement
- Ownership of the official ranking formula

The Competition Committee does not oversee logistics, scheduling, hospitality, or financial execution.

### 2.2.2 Decision-Making Authority

Competition Committee decisions shall be made by vote in accordance with the voting structure outlined in this section.

### 2.2.3 Dispute Resolution

The Competition Committee serves as the final authority on all competitive disputes arising from sanctioned events. All rulings issued by the Competition Committee are final unless otherwise provided within this Constitution.

### 2.2.4 Competition Committee Voting Structure

Each member of the Competition Committee shall hold an equal voting interest expressed as a whole-number percentage. The voting interest assigned to each member shall be the lowest whole-number percentage necessary such that the Competition Committee collectively holds greater than fifty percent (50%) of the voting authority. The President of Golf Operations shall hold the remaining voting interest necessary to total one hundred percent (100%), except where otherwise specified for financial matters under Section 2.1.4.

### 2.2.5 Override Authority

If the Competition Committee unanimously disagrees with any decision, action, or determination made by Golf Operations, the Committee's unanimous decision shall override the Golf Operations decision. This override authority applies without limitation and represents the highest authority under this Constitution.

### 2.2.6 Selection & Removal of Members

Competition Committee members shall be selected and removed by Committee vote in accordance with this Constitution.

### 2.2.7 Current Competition Committee Members

- Austin Willis – Head of the Competition Committee
- Tom Seaborg
- Andy Terry
- Troy Seaborg
- Ryan Johnson

## Section 3: Concrete Classic Ranking System

### 3.1 Purpose

The Concrete Classic Index (CCI) is the official ranking and handicap system governing all Concrete Classic-sponsored events. The purpose of the CCI is to produce the fairest possible competitive handicap by balancing:

- Proven performance under Concrete Classic tournament conditions
- Current playing form outside the main event
- Demonstrated long-term scoring potential

The CCI intentionally prioritizes Concrete Classic tournament rounds while incorporating non-tournament performance and a player's demonstrated scoring ceiling. This structure reflects the principle that performance under true tournament pressure is the strongest predictor of competitive outcomes.

## 3.2 Data Sources & Inputs

All inputs to the CCI consist of slope and course-rating adjusted differentials exported directly from the Squabbit Golf application.

No additional normalization, subjective adjustment, or discretionary modification shall be applied to exported differentials.

## 3.3 Time Windows

The CCI uses the following rolling time windows, measured from the most recent recorded round:

### *Recent Window*

- Last seven hundred fifty (750) days
  - Used for Tournament Average (T) and Non-Tournament Form ( $F_{50}$ )

### *Ceiling Window*

- Last one thousand eight hundred twenty-five (1,825) days
  - Used for the Ceiling Index (CI)

## 3.4 Round Classification

Each sanctioned round is classified as one of the following:

### *Tournament Round (T)*

A round played during the official Concrete Classic tournament or Cemented Classic tournament.

### *Non-Tournament Round*

A sanctioned round played outside the official Concrete Classic or Cemented Classic tournaments.

Round classification is determined at the time of entry and is not subject to retroactive reclassification.

## 3.5 Ranking Components

The CCI is composed of three variables.

### 3.5.2 Tournament Average (T)

#### *Definition*

Tournament Average measures performance under true Concrete Classic tournament pressure.

#### *Calculation*

- Select all Tournament Rounds (T) within the last 750 days
- Compute the arithmetic average of the associated differentials

If a player has no Tournament Rounds within the last 750 days, Tournament Average is considered missing.

### 3.5.3 Non-Tournament Form ( $F_{50}$ )

#### *Definition*

Non-Tournament Form measures current scoring form while minimizing the impact of casual rounds, outliers, or intentional manipulation.

#### *Calculation*

- Select all sanctioned non-tournament rounds within the last 750 days
- Sort differentials from lowest (best) to highest (worst)
- Select the best fifty percent (50%) of rounds, rounding up if necessary
- Compute the arithmetic average of the selected subset

If a player has no non-tournament rounds within the last 750 days, Non-Tournament Form is considered missing.

### 3.5.4 Ceiling Index (CI)

#### *Definition*

The Ceiling Index measures demonstrated scoring potential over a meaningful historical window.

### Calculation

- Select all sanctioned rounds (tournament and non-tournament) within the last 1,825 days
- Identify the three (3) lowest differentials
- Compute the arithmetic average of those values

If fewer than three rounds exist, the Ceiling Index is calculated using all available rounds.

The Ceiling Index is always defined for players with recorded history and does not require an indicator flag.

### 3.6 Indicator Flags

To ensure fairness when players lack specific types of rounds, the following indicator flags are used:

- $I_T = 1$  if the player has at least one Tournament Round within the last 750 days; otherwise 0
- $I_F = 1$  if the player has at least one non-Tournament Round within the last 750 days; otherwise 0

### 3.7 Concrete Classic Index (CCI) Formula

Let:

- $T$  = Tournament Average
- $F_{50}$  = Non-Tournament Form
- $CI$  = Ceiling Index
- $w_T, w_F, w_C$  = component weights
- $I_T, I_F$  = indicator flags

*The Concrete Classic Index is calculated as:*

$$CCI = \frac{w_T \times T + w_F \times F_{50} + w_C \times CI}{w_T \times I_T + w_F \times I_F + w_C}$$

*Behavior*

- If all components exist, the CCI is a weighted blend of  $T$ ,  $F_{50}$ , and  $CI$
- If Tournament Average is missing, its weight is removed from the denominator
- If Non-Tournament Form is missing, its weight is removed
- If both are missing, the CCI defaults to the Ceiling Index alone

## 3.8 Adopted Weighting Model

*The official weighting model for the CCI is:*

- Tournament Average (T): fifty-five percent (55%)
- Non-Tournament Form ( $F_{50}$ ): fifteen percent (15%)
- Ceiling Index (CI): thirty percent (30%)

*This weighting reflects the guiding principles that:*

- Concrete Classic performance is the strongest predictor of future success
- Ceiling captures meaningful competitive upside
- Non-tournament rounds provide context without enabling sandbagging

## 3.9 Recalculation Timing

The Concrete Classic Index shall be recalculated as follows:

- After the completion of the first two tournament rounds of each Concrete Classic
- The updated CCI shall be used for all remaining tournament rounds and final-round pairing logic
- For Cemented Classic tournaments and sanctioned rounds, the CCI shall be recalculated after each sanctioned round in which participants play their own ball

New or first-time participants are incorporated automatically using the same formula and weighting model.

## 3.10 Authority & Execution

The Competition Committee retains ownership of the ranking formula.

The Secretary of Competition is responsible for executing the formula, publishing updated rankings, and ensuring timely recalculation in accordance with this Section.

No discretionary adjustment, manual override, or ad hoc modification of the CCI is permitted outside the processes defined in this Constitution.

## 3.11 Supersession

This formula replaces all prior ranking, averaging, or handicap methods previously used for Concrete Classic-sponsored events.

## Section 4: Rules & Exceptions

### 4.1 General Rule Adherence

All Concrete Classic-sponsored events are governed by the Rules of Golf as established by the USGA, except where specific modifications have been adopted by the Competition Committee. Players are responsible for understanding and adhering to both USGA rules and any Concrete Classic exceptions outlined in this document.

### 4.2 Concrete Classic Rule Modifications & Clarifications

The following rule modifications apply to all Concrete Classic-sponsored events:

#### 4.2.1 Stroke Play Requirement

All strokes count. The use of mulligans or “breakfast balls” is not permitted.

#### 4.2.2 Holing Out

A ball is not considered holed unless it comes to rest within the hole.

- If a ball strikes the flagstick and does not come to rest in the hole, it must be played from its new location.
- A ball may only be conceded as holed if it qualifies as a gimme putt under these rules.

#### 4.2.3 Tournament Tees

- Players aged sixty (60) or older at the start of the tournament or sanctioned event will play from one tee forward of the designated tournament tees.
- Players aged sixty-five (65) or older at the start of the tournament or sanctioned event will play from two tees forward of the designated tournament tees.
- For the Concrete Classic, age-based tee relief outlined above shall be the only permitted basis for forward tee play.
- For the Cemented Classic tournament and Cemented Classic-sanctioned rounds, tournament leadership may designate additional forward tee accommodations based on handicap, skill level, or pace-of-play considerations, provided such accommodations are established prior to the event and communicated to all participants.
- For any round in which the Concrete Classic and Cemented Classic participate in shared or cross-tournament play, the overarching Concrete

Classic teeing rules shall govern, and all participants shall compete within a single designated tee structure.

#### 4.2.4 Bunker Conditions

The Competition Committee will determine whether bunker conditions allow for free relief before the start of each round.

- If relief is granted, all bunkers will be considered Ground Under Repair, and players must proceed under Nearest Point of Complete Relief guidelines per USGA Rule 16.1.
- If the Competition Committee determines that bunkers allow for free relief, then no bunkers are to be played for that round—all players receive free relief from bunkers.

#### Unplayable Sections Within a Bunker

- If bunkers are in play but certain areas within a bunker are deemed unplayable, players may take free relief from those areas under USGA Rule 16.1.
- Relief may be taken inside the bunker at the Nearest Point of Complete Relief, or players may take full relief outside the bunker with a one-stroke penalty per standard USGA unplayable ball rules, unless the Competition Committee deems the entire bunker unplayable.

#### 4.2.5 Ball Identification

Each player must use a ball with a unique identifying mark to avoid uncertainty regarding ownership.

- A player who cannot positively identify their ball may incur penalties under applicable USGA rules.

#### 4.2.6 Gimme Putts

A putt is deemed holed if it lies within a 35-inch putter length from the cup.

- To be considered holed, a 35-inch putter must physically touch both the ball and the hole before the ball is picked up.
- Gimme putts are not permitted in the following situations:
  - Scramble formats (where teammates play from the same location).
  - Any putt for a score under par (birdie or better).

### 4.2.7 Ball Placement & Lie Improvement

A ball may be rolled and placed up to six inches from its original location, provided it remains in the same condition of play.

- A ball may not be moved from rough to fairway, from a penalty area to general play, or from an unplayable lie to a more favorable one.
  - This does not apply when a player is taking relief.
- Players may rake and place their ball within six inches in a bunker.
- This rule does not apply on the putting green.
- A player may substitute a ball between strokes as long as it is placed at the original location.
- A ball may not be moved from a less desired condition to a more desired condition (e.g., from water to land).

### 4.2.8 Dropping a Ball

Unless otherwise stated, all areas will be treated as red penalty areas for relief purposes.

- Out of bounds (white stakes) requires a drop with a one-stroke penalty but does not require returning to the original location (stroke and distance is not required).
- Par 3 Drop Zone – On all par 3 holes, the forward-most tee box may serve as a drop zone anytime after initial tee shot.
  - The drop zone shall follow USGA teeing ground dimensions (two club lengths behind tee markers).
  - Players may not tee up a ball when using the drop zone.
  - No additional drop zones shall be recognized, regardless of course signage.

### 4.2.9 Lost or Unplayable Ball in Non-Maintained Areas

A ball that is lost or declared unplayable in bounds shall be treated as outlined below when located in a non-maintained area.

For purposes of this rule, non-maintained areas include native grass, fescue, weeds, or any area not intended to be played from, even if such areas are in bounds and not marked as penalty areas.

#### *Ball Lost in Non-Maintained Area (One-Stroke Penalty)*

When a ball is lost and it is known or virtually certain that it entered a non-maintained area in bounds:

### 1. Point of Entry

- The reference point shall be the last point where the ball crossed from a maintained playing area (fairway or maintained rough) into the non-maintained area.

### 2. Relief Options

- The player shall take relief using penalty-area relief options with a one-stroke penalty:
  - Lateral relief, or
  - Back-on-the-line relief

### 3. Out of Bounds Protection

- Relief shall not require or force the player to drop out of bounds when the ball was last known or virtually certain to be in bounds.

Stroke-and-distance relief is not required under this section.

#### *Ball Found in Non-Maintained Area*

A player may attempt to play the ball as it lies.

If the player declares the ball unplayable, the player may take relief under one of the following options, each for a one-stroke penalty:

- Standard unplayable-ball relief (one club-length from the ball's location, no nearer the hole), or
- Back-on-the-line relief from the ball's location, or
- Stroke-and-distance relief

If the player instead elects to treat the ball as lost under Section A (for pace-of-play or practical reasons), relief shall be taken from the point of entry.

#### *Competitive Equity Clause*

A player shall not be penalized more severely for finding a ball than for losing a ball in the same non-maintained area.

This section replaces stroke-and-distance relief for lost balls in non-maintained areas and supersedes standard unplayable-ball relief procedures only as specifically outlined above.

## 4.3 Non-USGA Formats & Scoring

### 4.3.1 Official Use of Squabbit for Tournament Management

The Squabbit App is the official platform for scorekeeping, tee time scheduling, and tournament communication.

### *Required Use*

Score Entry: All players must enter scores into Squabbit immediately after each hole to ensure real-time accuracy.

- Tee Times & Notifications: Players must check the app for tee times and updates, as all tournament communications will be sent through Squabbit.
- Score Accountability: Every player is responsible for ensuring the correct scores are entered for themselves and their group.

### *Compliance & Enforcement*

- Score Verification: Scores entered into Squabbit are final—discrepancies must be reported immediately.
- Score Changes: Once a round is completed, scores cannot be changed unless done by a Squabbit administrator and a Competition Committee member is notified.
  - All score corrections must be requested and approved before the next round begins.
  - If foul play is suspected or proven, corrections can be made at any time.
- Technical Issues: If a player is unable to enter scores due to Squabbit malfunctions, connectivity issues, or app crashes, they must keep a paper scorecard until the issue is resolved and ensure it is correctly entered once the app is available.

### **4.3.2 Scramble (Non-USGA Team Format)**

A Scramble is a team-based format where all players hit a shot, the best shot is selected, and all players play from that spot. This continues until the hole is completed.

#### *Rules for Scramble Play*

1. Every player on a team hits a shot from the tee box.
2. The team selects a ball from one player they want to use.
3. All players then hit their next shot from that location.
  - Every shot must be hit from a spot no more than one club length, attached to the original location, and no closer to the hole.
  - The ball placement must remain in the same condition (e.g., a ball in the rough must stay in the rough, a ball in a bunker must stay in the bunker).
4. Once a player hits a shot, the team cannot change their ball selection.
5. No player may hit a shot until every player has attempted the previous shot.
  - A player cannot advance to the next shot until all teammates have played from the previous location.

- If a player hits a shot before all teammates attempt the previous shot, the team must continue play from that new location, even if other players did not get to hit.
  - Example: If Player A sinks a putt before Players B, C, and D attempt their putt, the hole is complete, and the team must take that score—those players lose their chance to attempt the putt.
6. On the Green:
- Teams must mark the selected ball, and all players must putt from the exact same spot.
  - No gimme putts—the hole is not complete until a ball is holed.

### 4.3.3 Stableford Scoring (Modified from USGA)

Stableford is a points-based scoring system where players earn points for their performance on each hole instead of counting total strokes.

#### *Concrete Classic Stableford Scoring System*

- Double Eagle → 20 points
- Eagle → 5 points
- Birdie → 3 points
- Par → 1 point
- Bogey → 0 points
- Double Bogey → -1 point
- Triple Bogey → -2 points
- 4+ Over Par → -4 points
- 5+ Over Par → -8 points

## 4.4 Course-Specific Rules

Each course hosting a Concrete Classic-sponsored event may establish additional local rules (e.g., cart path relief, designated drop zones).

- The Competition Committee will communicate any course-specific rules before the start of play.

## 4.5 Rule Enforcement & Appeals

Competition Committee members are empowered to serve as on-course rules resources during play. Players are expected to consult a Competition Committee member when a rules question arises.

Competition Committee members are empowered to make rulings based on the Rules of Golf, the intent of the applicable rule, and the prevention of unfair competitive advantage.

If a ruling cannot be confidently determined by the consulted Competition Committee member, the player and committee member may consult another Competition Committee member. If necessary, the Head of the Competition Committee may be consulted for clarification.

Any dispute regarding a ruling must be addressed before the start of the next hole. If committee review is required, such review shall occur at the conclusion of the round.

## 4.6 Side Games, Betting & Unofficial Play

### 4.6.1 Voluntary Side Games (Concrete Classic-Sponsored Events)

All side games conducted during Concrete Classic-sponsored events must be voluntary and open to all participants.

Voluntary side games shall not use trip-allocated funds. If trip funds are used for any game, contest, or payout, all participants are automatically included and the game shall not be considered voluntary.

All voluntary side games must be proposed, approved, and finalized prior to the event or round in which they are played. No voluntary side game may be introduced or modified once play has begun.

Each proposed voluntary side game must include:

- Game format and rules
- Entry fee amount and payout structure
- Full participant list

Approval of voluntary side games is required regardless of whether the game is proposed by the Secretary of Competition or another participant.

The Secretary of Competition shall approve and oversee the execution of all approved voluntary side games, including score verification and payout administration. The Secretary of the Treasury shall facilitate the collection, holding, and distribution of voluntary side-game funds as required.

Participation in voluntary side games is limited to players who affirmatively opt in.

## 4.6.2 Betting Within Official Events

All wagers between individuals are permitted but are not officially sponsored or governed by the Concrete Classic. The Secretary of the Treasury will not manage funds for personal bets. These wagers fall outside of itinerary voting and are considered private arrangements.

### *Transparency Clause*

While personal bets are allowed, players are encouraged to communicate them to their playing groups to ensure transparency and avoid gameplay disputes.

## 4.6.3 Unofficial Games & Unregulated Betting

### *Games Outside the Itinerary*

Any games played outside the official itinerary or not approved through itinerary voting are considered unofficial. These games are not governed by Concrete Classic rules and will not use the Treasurer for funds. Unofficial games cannot interfere with or delay the official Concrete Classic itinerary and will be policed by the Competition Committee.

### *Unregulated Bets*

Players are free to organize private games and bets outside official rounds, with the following understanding:

- These games are independent of the Concrete Classic.
- The group assumes no responsibility for fund management or dispute resolution.
- Participants must handle payouts and disagreements privately.

## 4.7 Essential USGA Rules and Definitions from USGA Rulebook

### Definitions (Fundamental Way of Dealing with Issues on Trip)

#### ***Nearest Point of Complete Relief***

The reference point for taking free relief from an *abnormal course condition* (Rule 16.1), dangerous *animal* condition (Rule 16.2), *wrong green* (Rule 13.1f) or *no play zone* (Rules 16.1f and 17.1e), or in taking relief under certain Local Rules (**Our Rules, i.e. bunkers not in play**). It is the estimated point where the ball would lie that is:

- Nearest to the ball's original spot, **but** not nearer the *hole* than that spot,
- In the required *area of the course*, and
- Where the condition does not interfere with the *stroke* the player would have made from the original spot if the condition was not there.

Estimating this reference point requires the player to identify the choice of club, *stance*, swing and *line of play* he or she would have used for that *stroke*.

The player does not need to simulate that *stroke* by taking an actual *stance* and swinging with the chosen club (**but** it is recommended that the player normally do this to help in making an accurate estimate).

The *nearest point of complete relief* relates solely to the particular condition from which relief is being taken and may be in a location where there is interference by something else:

- If the player takes relief and then has interference by another condition from which relief is allowed, the player may take relief again by determining a new *nearest point of complete relief* from the new condition.
- Relief must be taken separately for each condition, **except** that the player may take relief from both conditions at the same time (based on determining the *nearest point of complete relief* from both) when, having already taken relief separately from each condition, it becomes reasonable to conclude that continuing to do so will result in continued interference by one or the other.

## Rule 1 – The Game, Player Conduct and the Rules

### 1.2 Standards of Player Conduct

#### a. Conduct Expected of All Players

All players are expected to play in the spirit of the game by:

- Acting with integrity – for example, by following the Rules, applying all penalties, and being honest in all aspects of play.
- Showing consideration to others – for example, by playing at a prompt pace, looking out for the safety of others, **and not distracting the play of another player**.
- Taking good care of the *course* – for example, by replacing divots, smoothing *bunkers*, repairing ball-marks, and not causing unnecessary damage to the *course*.

There is no penalty under the Rules for failing to act in this way, **except** that the *Committee* may disqualify a player for acting contrary to the spirit of the game if it finds that the player has committed serious misconduct.

Penalties other than disqualification may be imposed for player misconduct only if those penalties are adopted as part of a Code of Conduct under Rule 1.2b.

#### **b. Code of Conduct**

The *Committee* may set its own standards of player conduct in a Code of Conduct adopted as a Local Rule.

- The Code may include penalties for breach of its standards, such as a one-stroke penalty or the *general penalty*.
- The *Committee* may also disqualify a player for serious misconduct in failing to meet the Code's standards.

### **1.3 Playing by the Rules**

#### **b. Applying the Rules**

(1) *Player Responsibility for Applying the Rules*. Players are responsible for applying the Rules to themselves:

- Players are expected to recognize when they have breached a Rule and to be honest in applying their own penalties.
  - ➤ If a player knows that he or she has breached a Rule that involves a penalty and deliberately fails to apply the penalty, the player is **disqualified**.
  - ➤ If two or more players deliberately agree to ignore any Rule or penalty they know applies and any of those players have started the *round*, they are **disqualified** (even if they have not yet acted on the agreement).
- When it is necessary to decide questions of fact, a player is responsible for considering not only his or her own knowledge of the facts but also all other information that is reasonably available.
- A player may ask for help with the Rules from a *referee* or the *Committee*, **but** if help is not available in a reasonable time the player must play on and raise the issue with a *referee* or the *Committee* when they become available (see Rule 20.1).

(2) *Accepting Player's "Reasonable Judgment" in Determining a Location When Applying the Rules*.

- Many Rules require a player to determine a spot, point, line, area or other location under the Rules, such as:
  - Estimating where a ball last crossed the edge of a *penalty area*,
  - Estimating or measuring when *dropping* or placing a ball in taking relief, or

➤ *Replacing* a ball on its original spot (whether the spot is known or estimated).

- Such determinations about location need to be made promptly and with care but often cannot be precise.
- So long as the player does what can be reasonably expected under the circumstances to make an accurate determination, the player's reasonable judgment will be accepted even if, after the *stroke* is made, the determination is shown to be wrong by video evidence or other information.
- If a player becomes aware of a wrong determination before the *stroke* is made, it must be corrected (see Rule 14.5).

### c. Penalties

(2) *Levels of Penalties*. Penalties are meant to cancel out any potential advantage to the player. There are three main penalty levels:

- *One-Stroke Penalty*. This penalty applies in both *match play* and *stroke play* under certain Rules where either (a) the potential advantage from a breach is minor or (b) a player takes penalty relief by playing a ball from a different place than where the original ball lies.
- *General Penalty (Loss of Hole in Match Play, Two-Stroke Penalty in Stroke Play)*. This penalty applies for a breach of most Rules, where the potential advantage is more significant than where only one penalty stroke applies.
- *Disqualification*. In both *match play* and *stroke play*, a player may be disqualified from the competition for certain actions or Rule breaches involving serious

## Rule 3 – The Competition

### 3.1 Central Elements of Every Competition

#### a. Form of Play: Match Play or Stroke Play

(1) *Match Play or Regular Stroke Play*. These are very different forms of play:

- In match play (see Rule 3.2), a player and an opponent compete against each other based on holes won, lost or tied.
- In the regular form of *stroke play* (see Rule 3.3), all players compete with one another based on the total score – that is, adding up each player's total number of strokes (including strokes made and penalty strokes) on each hole in all rounds.

Most of the Rules apply in both forms of play, but certain Rules apply in only one or the other.

## 5.6 Unreasonable Delay; Prompt Pace of Play

### b. Prompt Pace of Play

A *round* of golf is meant to be played at a prompt pace.

Each player should recognize that his or her pace of play is likely to affect how long it will take other players to play their *rounds*, including both those in the player's own group and those in following groups.

## 10.1 Making a Stroke

**Purpose:** Rule 10.1 covers how to make a stroke and several acts that are prohibited in doing so. A stroke is made by fairly striking at a ball with the head of a club. The fundamental challenge is to direct and control the movement of the entire club by freely swinging the club without anchoring it.

### a. Fairly Striking the Ball

In making a *stroke*:

- The player must fairly strike at the ball with the head of the club such that there is only momentary contact between the club and the ball and must not push, scrape or scoop the ball.
- If the player's club accidentally hits the ball more than once, there has been only one *stroke* and there is no penalty.

### d. Playing Moving Ball

A player must not make a *stroke* at a moving ball:

- A ball *in play* is "moving" when it is not at rest on a spot.
- If a ball that has come to rest is wobbling (sometimes referred to as oscillating) but stays on or returns to its original spot, it is treated as being at rest and is not a moving ball.

### Penalty for Breach of Rule 10.1: **General Penalty.**

In *stroke play*, a *stroke* made in breach of this Rule counts and the player gets **two penalty strokes**.

## 11.1 Ball in Motion Accidentally Hits Person or Outside Influence

**Purpose:** Rule 11 covers what to do if the player's ball in motion hits a person, animal, equipment or anything else on the course. When this happens accidentally, there is no penalty and the player normally must accept the result, whether favourable or not, and play the ball from where it comes to rest. Rule 11 also restricts a player from deliberately taking actions to affect where any ball in motion might come to rest.

This Rule applies any time a ball *in play* is in motion (whether after a *stroke* or otherwise), **except** when a ball has been *dropped* in a *relief area* and has not yet come to rest. That situation is covered by Rule 14.3.

### a. No Penalty to Any Player

If a player's ball in motion accidentally hits any person or *outside influence*:

- There is no penalty to any player.
- This is true even if the ball hits the player, the *opponent* or any other player or any of their *caddies* or *equipment*.

**Exception – Ball Played on Putting Green in Stroke Play:** If the player’s ball in motion hits another ball at rest on the *putting green* and both balls were on the *putting green* before the *stroke*, the player gets the **general penalty (two penalty strokes)**.

## **11.2 Ball in Motion Deliberately Deflected or Stopped by Person**

### **a. When Rule 11.2 Applies**

This Rule applies only when it is *known or virtually certain* that a player’s ball in motion was deliberately deflected or stopped by a person, which is when:

- A person deliberately touches the ball in motion, or

### **b. When Penalty Applies to a Player**

- A player gets the **general penalty** if he or she deliberately deflects or stops any ball in motion.
- This is true whether it is the player’s own ball or a ball played by an *opponent* or by another player in *stroke play*.

## **13.2 The Flagstick**

### **a. Leaving Flagstick in Hole**

(1) *Player May Leave Flagstick in Hole*. The player may make a stroke with the flagstick left in the hole, so that it is possible for the ball in motion to hit the flagstick.

The player must decide this before making the stroke, by either:

- Leaving the flagstick where it is in the hole or moving it so that it is centered in the hole and leaving it there, or
- Having a removed flagstick put back in the hole.

(3) *Limitation on Player Moving or Removing Flagstick in Hole While Ball Is in Motion*. After making a stroke with the flagstick left in the hole:

- The player and his or her *caddie* must not deliberately move or remove the *flagstick* to affect where the player’s ball in motion might come to rest (such as to avoid having the ball hit the *flagstick*). If this is done, the player gets the **general penalty**.

## **14.1 Marking, Lifting and Cleaning Ball**

This Rule applies to the deliberate “lifting” of a player’s ball at rest, which includes picking up the ball by hand, rotating it or otherwise deliberately causing it to *move* from its spot.

### **a. Spot of Ball to Be Lifted and Replaced Must Be Marked**

Before lifting a ball under a Rule requiring the ball to be *replaced* on its **original spot**, the player must *mark* the spot which means to:

- Place a *ball-marker* right behind the ball

If the spot is *marked* with a *ball-marker*, after *replacing* the ball the player must remove the *ball-marker* before making a *stroke*.

If the player lifts the ball without *marking* its spot, *marks* its spot in a wrong way or makes a *stroke* with a *ball-marker* left in place, the player gets **one penalty stroke**.

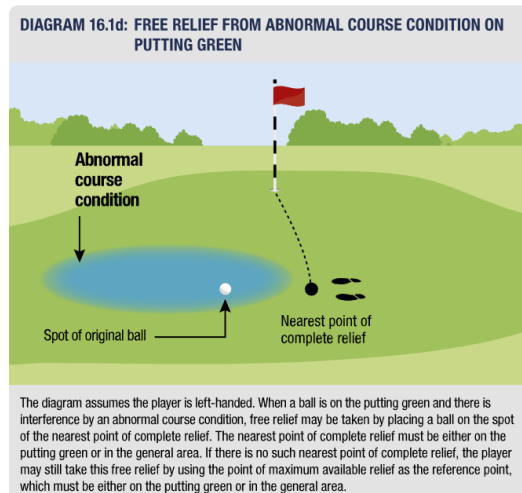
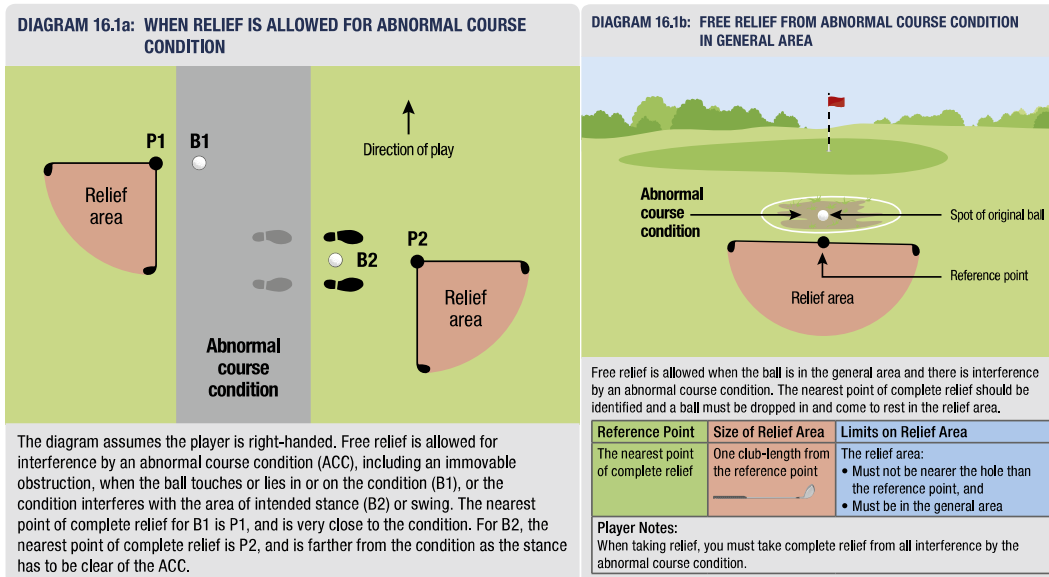
When a ball is lifted to take relief under a Rule, the player is not required to *mark* the spot before lifting the ball.

## 16.1 Abnormal Course Conditions (Including Immovable Obstructions)

### b. Relief for Ball in General Area

If a player's ball is in the general area and there is interference by an abnormal course condition on the course, the player may take free relief by dropping the original ball or another ball in this relief area (see Rule 14.3):

- Reference Point: The nearest point of complete relief in the general area.
- Size of Relief Area Measured from Reference Point: One club-length, **but** with these limits:
  - Limits on Location of Relief Area:
    - Must be in the *general area*,
    - Must not be nearer the *hole* than the reference point, and
    - There must be complete relief from all interference by the *abnormal course condition*.



## Rule 17 –Penalty Areas

**Purpose:** Rule 17 is a specific Rule for penalty areas, which are bodies of water or other areas defined by the Committee where a ball is often lost or unable to be played. For one penalty stroke, players may use specific relief options to play a ball from outside the penalty area.

### 17.1 Options for Ball in Penalty Area

A ball is in a *penalty area* when any part of the ball:

- Lies on or touches the ground or anything else (such as any natural or artificial object) inside the edge of the *penalty area*, or
- Is above the edge or any other part of the *penalty area*.

If part of the ball is both in a *penalty area* and in another *area of the course*, see Rule 2.2c.

#### b. Player May Play Ball as It Lies in Penalty Area or Take Penalty Relief

The player may either:

- Play the ball as it lies without penalty, under the same Rules that apply to a ball in the *general area* (which means there are no specific Rules limiting how a ball may be played from a *penalty area*), or

- Play a ball from outside the *penalty area* by taking penalty relief under Rule 17.1d or 17.2.

#### **d. Relief for Ball in Penalty Area**

If a player's ball is in a *penalty area*, including when it is *known or virtually certain* to be in a *penalty area* even though not found, the player has these relief options, each for **one penalty stroke**:

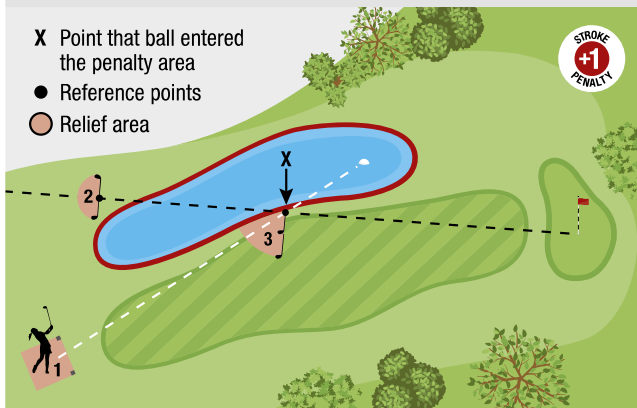
(1) *Stroke-and-Distance Relief*. The player may play the original ball or another ball from where the previous *stroke* was made (see Rule 14.6).

(2) *Back-On-the-Line Relief*. The player may *drop* the original ball or another ball (see Rule 14.3) in a *relief area* that is based on a reference line going straight back from the *hole* through the estimated point where the original ball last crossed the edge of the *penalty area*:

- *Reference Point*: A point on the *course* chosen by the player that is on the reference line and is farther from the *hole* than the estimated point (with no limit on how far back on the line):
  - ➤ In choosing this reference point, the player should indicate the point by using an object (such as a *tee*).
  - ➤ If the player *drops* the ball without having chosen this point, the reference point is treated as being the point on the line that is the same distance from the *hole* as where the *dropped* ball first touched the ground.
- *Size of Relief Area Measured from Reference Point*: One *club-length*, **but** with these limits:
  - *Limits on Location of Relief Area*:
    - Must not be nearer the *hole* than the reference point, and
    - May be in any *area of the course* except the same *penalty area*, **but**
    - If more than one *area of the course* is located within one *club-length* of the reference point, the ball must come to rest in the *relief area* in the same *area of the course* that the ball first touched when *dropped* in the *relief area*.

**DIAGRAM #2 17.1d: RELIEF FOR BALL IN RED PENALTY AREA**

- X Point that ball entered the penalty area
- Reference points
- Relief area

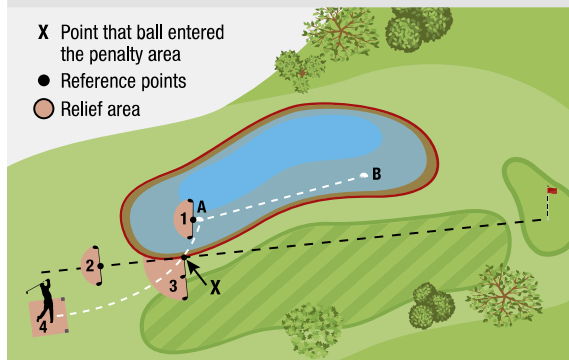


When it is known or virtually certain that a ball is in a red penalty area and the player wishes to take relief, the player has **three options**, each for one penalty stroke:

- (1) The player may take stroke-and-distance relief (see point (1) in Diagram #1 17.1d).
- (2) The player may take back-on-the-line relief (see point (2) in Diagram #1 17.1d).
- (3) The player may take lateral relief (red penalty area only). The reference point for taking lateral relief is point X, which is the estimated point where the original ball last crossed the edge of the red penalty area. The relief area is two club-lengths from the reference point, is not nearer to the hole than the reference point and may be in any area of the course, except the same penalty area.

**DIAGRAM #1 17.2a: BALL PLAYED FROM PENALTY AREA COMES TO REST IN SAME PENALTY AREA**

- X Point that ball entered the penalty area
- Reference points
- Relief area



A player plays from the teeing area to point A in the penalty area. The player plays the ball from point A to point B. If the player chooses to take relief, for one penalty stroke there are **four options**. The player may:

- (1) Take stroke-and-distance relief by playing the original ball or another ball from a relief area based on where the previous stroke was made at point A (see Rule 14.6 and Diagram 14.6) and is playing his or her 4th shot.
- (2) Take back-on-the-line relief by dropping the original ball or another ball in a relief area based on a reference line going straight back from the hole through point X, and is playing his or her 4th shot.
- (3) Take lateral relief (red penalty area only). The reference point for taking relief is point X, and the original ball or another ball must be dropped in and played from the two club-length relief area, and the player is playing his or her 4th shot.
- (4) Play the original ball or another ball from the teeing area as that was where he or she made the last stroke from outside the penalty area, and is playing his or her 4th shot.

If the player selected option (1) and then decided not to play the dropped ball, the player may take back-on-the-line relief or lateral relief in relation to point X, or play again from the teeing area, adding an additional penalty stroke for a total of two penalty strokes, and would be playing his or her 5th shot.

**(3) Lateral Relief (Only for Red Penalty Area).** When the ball last crossed the edge of a red penalty area, the player may *drop* the original ball or another ball in this lateral relief area (see Rule 14.3):

- **Reference Point:** The estimated point where the original ball last crossed the edge of the red penalty area.

*Size of Relief Area Measured from Reference Point: Two club-lengths, but with these limits:*

- *Limits on Location of Relief Area:*

- Must not be nearer the *hole* than the reference point, and
- May be in any *area of the course* except the same *penalty area*, **but**
- If more than one *area of the course* is located within two *club-lengths* of the reference point, the ball must come to rest in the *relief area* in the same *area of the course* that the ball first touched when *dropped* in the *relief area*.

**See Committee Procedures, Section 8; Model Local Rule B-2** (the *Committee* may adopt a Local Rule allowing lateral relief on the opposite side of a red *penalty area* at an equal distance from the *hole*).

## **18.2 Ball Lost or Out of Bounds: Stroke-and-Distance Relief Must Be Taken**

### **a. When Ball Is Lost or Out of Bounds**

(1) *When Ball Is Lost*. A ball is *lost* if not found in three minutes after the player or his or her *caddie* begins to search for it.

If a ball is found in that time but it is uncertain whether it is the player's ball:

- The player must promptly attempt to identify the ball (see Rule 7.2) and is allowed a reasonable time to do so, even if that happens after the three-minute search time has ended.
- This includes a reasonable time to get to the ball if the player is not where the ball is found.

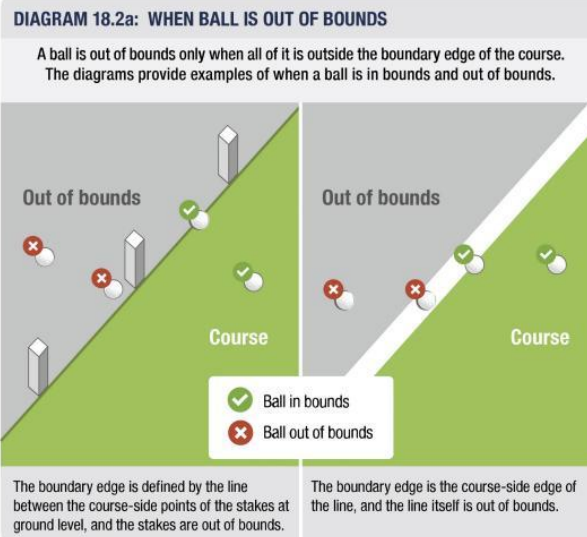
If the player does not identify his or her ball in that reasonable time, the ball is *lost*.

(2) *When Ball Is Out of Bounds*. A ball at rest is *out of bounds* only when all of it is outside the boundary edge of the *course*.

A ball is in bounds when any part of the ball:

- Lies on or touches the ground or anything else (such as any natural or artificial object) inside the boundary edge, or
- Is above the boundary edge or any other part of the *course*.

A player may stand *out of bounds* to play a ball on the *course*.



## Rule 22 – Foursomes (Also Known as Alternate Shot)

### 22.1 Overview of Foursomes

*Foursomes* (also known as Alternate Shot) is a form of play involving *partners* (in either *match play* or *stroke play*) where two *partners* compete as a *side* by playing one ball in alternating order on each hole.

Rules 1-20 apply to this form of play (with the *side* playing one ball being treated in the same way as the individual player is treated), as modified by these specific Rules.

A variation of this is a form of *match play* known as Threesomes, where an individual player competes against a side of two *partners* who play alternating shots under these specific Rules.

### 22.2 Either Partner May Act for Side

As both *partners* compete as one *side* playing only one ball:

- Either *partner* may take any allowed action for the *side* before the *stroke* is made, such as to *mark* the spot of the ball and lift, *replace*, *drop* and place the ball, no matter which *partner's* turn it is to play next for the *side*.
- A *partner* and his or her *caddie* may help the other *partner* in any way that the other *partner's caddie* is allowed to help (such as to give and be asked for *advice* and take the other actions allowed under Rule 10), **but** must not give any help that the other *partner's caddie* is not allowed to give under the Rules.
- Any action taken or breach of the Rules by either *partner* or either *caddie* applies to the *side*.

In *stroke play*, only one of the *partners* needs to certify the *side's* hole scores on the *scorecard* (see Rule 3.3b).

### 22.3 Side Must Alternate in Making Strokes

On each hole, the *partners* must make each *stroke* for the *side* in alternating order:

- One *partner* must play first for the *side* from the *teeing area* of all odd numbered holes, while the other *partner* must play first for the *side* from the *teeing area* of all even numbered holes.
- After the *side's* first *stroke* from the *teeing area* of a hole, the *partners* must alternate *strokes* for the rest of the hole.
- If a *stroke* is cancelled or otherwise does not count under any Rule (except when a *stroke* is made in the wrong order in breach of this Rule), the same *partner* who made the *stroke* must make the next *stroke* for the *side*.
- If the *side* decides to play a *provisional ball*, it must be played by the *partner* whose turn it is to play the *side's* next *stroke*.

Any penalty strokes for the *side* do not affect the *partners'* alternating order of play.

**Penalty for Making a Stroke in the Wrong Order in Breach of Rule 22.3: General Penalty.**

In *stroke play*, the *side* must correct the mistake:

- The right *partner* must make a *stroke* from where the *side* made the first *stroke* in the wrong order.
- The *stroke* made in the wrong order and any more strokes before the mistake is corrected (including *strokes* made and any penalty strokes solely from playing that ball) do not count.
- If the *side* does not correct the mistake before making a *stroke* to begin another hole or, for the last hole of the *round*, before returning its *scorecard*, the *side* is **disqualified**.

### 22.4 Starting the Round

#### a. Partner to Play First

The *side* may choose which *partner* will play from the first *teeing area* in starting the *round*, unless the Terms of the Competition say which *partner* must play first.

The *side's* *round* starts when that *partner* makes a *stroke* to start the *side's* first hole. **b. Starting Time and Starting Point**

Rule 5.3a applies differently to each *partner* based on who will play first for the *side*:

- The *partner* who will play first must be ready to play at the starting time and starting point, and must start at (and not before) that time.

- The *partner* who will play second must be present at the starting time either at the starting point or on the hole near where the ball played from the *teeing area* is expected to come to rest.

If either *partner* is not present in this way, the *side* is in breach of Rule 5.3a.

## 22.5 Partners May Share Clubs

Rule 4.1b(2) is modified to allow *partners* to share clubs, so long as the total number of clubs they have together is not more than 14.

## Rule 23 – Four-Ball

### 23.1 Overview of Four-Ball

*Four-Ball* is a form of play (in either *match play* or *stroke play*) involving *partners* where:

- Two *partners* compete together as a *side*, with each player playing his or her own ball, and
- A *side's* score for a hole is the lower score of the two *partners* on that hole.

Rules 1-20 apply to this form of play, as modified by these specific Rules.

A variation of this is a form of *match play* known as Best-Ball, where an individual player competes against a *side* of two or three *partners* and each *partner* plays his or her own ball under the Rules, as modified by these specific Rules. (For Best-Ball with three *partners* on a *side*, each reference to the other *partner* means the other two *partners*).

### 23.2 Scoring in Four-Ball

#### a. Side's Score for Hole in Match Play and Stroke Play

- *When Both Partners Hole Out or Otherwise Complete the Hole under the Rules.* The lower score is the *side's* score for the hole.
- *When Only One Partner Holes Out or Otherwise Completes the Hole under the Rules.* That *partner's* score is the *side's* score for the hole. The other *partner* does not need to *hole out*.
- *When Neither Partner Holes Out or Otherwise Completes the Hole under the Rules.* The *side* does not have a score for that hole, which means:
  - In *match play*, the *side* **loses the hole**, unless the opposing *side* already had conceded or otherwise lost the hole.

- In *stroke play*, the *side* is **disqualified** unless the mistake is corrected in time under Rule 3.3c.

## Section 5: Concrete and Cemented Classic Structure, Scoring & Prizes

The Concrete Classic and the Cemented Classic are distinct tournaments conducted under this Constitution. Both are multi-day competitions held in parallel and may include shared or cross-tournament formats as specified herein. Each tournament maintains its own scoring structure, prize allocation, and competitive determination of champions.

### *Competition Committee Ranking Updates*

The Competition Committee will provide rankings for each Concrete Classic-sponsored event in accordance with Section 3.3.

- For the Concrete Classic, rankings will be submitted:
  - Immediately prior to the trip.
  - After the conclusion of the Ryder Cup.
- For the Cemented Classic tournament and Cemented Classic-sanctioned rounds, rankings will be submitted:
  - Immediately prior to the trip.
  - After each sanctioned round in which a participant plays their own ball under the same conditions.

### *Payment Rules for the Concrete Classic Event*

#### Entry Fees:

- All participants must submit their entry fee before the deadline to attend.
- Failure to Pay by Deadline: If a participant fails to submit payment by the Secretary of the Treasury's deadline, their spot in the event may be forfeited.

#### Payout Structure:

- All payouts are predetermined and listed in the applicable tournament sections.

#### Refunds:

- Once paid, entry fees are non-refundable, except in cases approved by the Secretary of the Treasury and Committee.
- If a replacement player is found, the Secretary of the Treasury will make a best effort to recover the entry fee from the incoming participant, but no guarantee can be made.

#### Treasurer Oversight:

- The Secretary of the Treasury is responsible for handling all transactions, including entry fee collection and prize distributions for the Concrete Classic.
- The Secretary of the Treasury shall prepare prize funds for the Cemented Classic, and the Vice President of Golf Operations shall execute Cemented Classic prize distributions.

## 5.1 The Concrete Classic

### 5.1.1 Team Selection Process

#### *ABC-D Captains Selection*

- Captains are the bottom four in points from the previous year.
- A regular draft format is used, where the lowest-ranked captain (based on committee pre-trip rankings) selects first.
- If there is a tie for captain spots, a random name generator will decide the captains.
- The tie-breaking process must be conducted with all possible parties present and a committee member not in the running overseeing the process.

#### *Ryder Cup Captains Selection & Team Draft*

- The President of Golf Operations selects the captains, assuming he secures committee vote to push his selection over 50% approval.
- If the committee unanimously disagrees, their unanimous selection overrides and becomes the selection.
- Captains should be close in the official committee ranking if possible to maintain competitive balance.

#### *Team Selection Process*

- Captains select teams using a snake draft.
- The winner of a coin flip chooses one of three options:
  - Pick first in the draft (opponent then picks second and third).
  - Pick second and third (opponent then gets the first pick and control of matchups).
  - Defer picking entirely and instead choose whether to send out their pairings first or second for the morning matchups.
- If the coin flip winner defers picking entirely, they choose whether to send out their pairings first or second for the morning matchups.

## Matchup Selection Process

- The morning and afternoon matchup order is automatically determined, meaning the captain who sends out first in the morning will send out second in the afternoon.
- Matchups are put out in snake draft format, with singles going out last.

## *Ramble in the Scramble Captains Selection*

- Captains are the top four in points after the first three days of the Concrete Classic, prior to playing Ramble in the Scramble.
- Captains use a regular draft process to select their teams using a reverse rank order, where the lowest ranked golf selects first, regardless of points.
- If there is a tie for captain spots, a random name generator will decide the captains.
- The tie-breaking process must be conducted with all possible parties present and a committee member not in the running overseeing the process.

## 5.1.2 Games Played & Match Formats

### *Day 1 ABC-D*

- Players are divided into 4-man teams based on captain selections.
- The top 3 scores per hole count toward the team score.
- Stableford Scoring System used (Section 4.3.3):
  - Double Eagle → 20 points
  - Eagle → 5 points
  - Birdie → 3 points
  - Par → 1 point
  - Bogey → 0 points
  - Double Bogey → -1 points
  - Triple Bogey → -2 points
  - +4 Over Par → -4 points
  - +5 Over Par → -8 points

### *Day 2: Ryder Cup (Two Rounds)*

- The Ryder Cup format rules can be found in USGA rulebook.

### Morning Round: Fourball

- Captains decide all pairings and matchups per rules in 5.1.1.
- Morning Round: Fourball (Best Ball) Matches
- Four total matches, each worth 1 point.

### Afternoon Round: Foursomes (Alternate Shot) & Singles

- Foursomes (Alternate Shot) (3 matches, 1 point each)
- Singles (2 matches, 1 point each)

Total Ryder Cup Points: 9

### Tiebreaker Rules

- Captain's each select a 4-man scramble team.
- A 3-hole playoff of 4-man scramble using stroke play.
- A par 3, 4, and 5 combination is preferred.
- If still tied, sudden-death elimination.

### Day 3

#### Two-Man Scramble (Morning)

- Players are divided into two flights based on Committee Ranking and play a bracket-style tournament.
- Scramble Format
- Two flights (1-8 & 9-16) based on Committee Ranking.
- Pairings are determined by Committee Ranking, with:
  - 1 paired with 8
  - 2 paired with 7
  - 9 paired with 16
  - And so on...
- 9 hole match stroke play match:
  - First matchups are decided at random with a committee member present to oversee.
  - Winning pair move on to face the winner of the flight's other match in second 9 holes. Losing pairs do the same.
  - Winner of second 9 hole match amongst previous winning pairs places first, loser of that match places second. Winner of previous losing pairs match places third, and loser of both matches places fourth.
  - Each flight will have a first, second, third, and fourth place pair.

#### Six-Man Scramble (Afternoon) — Cross Tournament Play

- All players compete in a six-man scramble.
- 9 holes, stroke play.
- Team Pairings:

- First place in the top flight is paired with fourth place in the bottom flight and fourth place in the Cemented Classic standings.
- Second place in the top flight is paired with third place in the bottom flight and third place in the Cemented Classic standings.
- Third place in the top flight is paired with second place in the bottom flight and second place in the Cemented Classic standings.
- Fourth place in the top flight is paired with first place in the bottom flight and first place in the Cemented Classic standings.

#### *Day 4*

##### Ramble in the Scramble (Morning)

- Four 4-man teams play a scramble.
- Each hole teams submit two scores:
  - Three players play a traditional scramble.
  - The fourth player plays solo and submits an individual score.
- Captains decide who plays each hole individually as the odd man out:
  - Odd man out rotation (for 9 holes):
    - Player 1 plays solo on holes 1, 5, and 9
    - Player 2 plays solo on holes 2 and 6
    - Player 3 plays solo on holes 3 and 7
    - Player 4 plays solo on holes 4 and 8

##### Final Round (Afternoon)

- Eight two-man teams are created based on Committee Rankings.
- Teammates scores are added together for 18 holes of stroke play.
- Pairings are determined by ranking, with:
  - 1 paired with 16
  - 2 paired with 15
  - 3 paired with 14
  - And so on...

Foursomes are composed based on point standings, where:

- The highest point leaders are paired in the final group.
- The next highest leaders are in the third-to-last group, and so on.

### 5.1.3 Scoring System & Prize Distribution

#### *Points System*

ABC-D Format

- Winning Team → 50 points per player
- Second Place → 20 points per player

#### Ryder Cup

- Winning Team → 50 points per player

#### Two-Man Scramble (Both Flights)

- First Place → 75 points
- Second Place → 25 points
- Third Place → 15 points

#### Six-Man Scramble

- Winning Team → 25 points per player
- Second Place → 5 points per player

#### Ramble in the Scramble

- Winning Team → 25 points per player
- Second Place → 10 points per player

#### Final Round

- First Place → 102 points
- Second Place → 68 points
- Third Place → 46 points
- Fourth Place → 29 points
- Fifth Place → 19 points
- Sixth Place → 8 points

#### *Money Payouts & Prizes*

##### ABC-D Format

- \$25 per winning team member

##### Ryder Cup

- \$40 per winning team member

##### Two-Man Scramble

- \$50 per first-place player

##### Six-Man Scramble

- \$25 per winning team member

#### Ramble in the Scramble

- \$25 per winning team member

#### Final Round

- First Place → \$100 per player
- Second Place → \$25 per player

#### *Overall Concrete Classic Winners*

- First Place → \$250
- Second Place → \$125
- Third Place → \$75
- Fourth Place → \$50
- Fifth Place → \$30

## 5.2 The Cemented Classic

### 5.2.1 Overview of the Cemented Classic

The Cemented Classic is a three-round, 18-hole net stroke play tournament using handicaps as outlined in the official ranking formula. Players compete with a cumulative score, with an overall Cemented Classic champion determined in the same manner as a traditional PGA event (lowest total net score).

### 5.2.2 Tournament Structure

- The Cemented Classic consists of three (3) eighteen-hole rounds.
- All rounds are net stroke play.
- The overall standings are determined by cumulative net score across all three rounds.

### 5.2.3 Ranking & Handicap Application

- Player rankings include a handicap number.
- Rankings and handicap numbers are expected to be updated after each sanctioned round in which every participant plays their own ball under the same conditions.

### 5.2.4 Payment Rules, Payouts, and Prize Distribution

- Prize funds for the Cemented Classic shall be prepared by the Secretary of the Treasury.

- Prize distributions shall be executed by the Vice President of Golf Operations.
- Cemented Classic payout structure shall be determined prior to the event and published to participants before play begins.