

**15th ANNUAL ERIC C. HUGO MEMORIAL GOLF TOURNAMENT**

**EMERALD LAKE GOLF CLUB**

**9750 Tournament Drive, Matthews, NC 28105**

**April 13, 2025 (Sunday), 10:00 AM Shotgun Start**

**RULES AND REGULATIONS**

**1) FORMAT:**

**4-PLAYER SCRAMBLE/CAPTAIN'S CHOICE**

**2) RULES:**

- a) All male players 18 years old and above must play from the **WHITE** tees.
- b) All seniors (65 years old and over) and all females must play from the **RED** tees.
- c) Each player of the team will hit from their respective/designated tee boxes. Play should continue from the location of the best ball rather than playing each player's ball. After the team/captain decides which shot to use, mark the spot and all players will play the next shot within one club length from the marked location, but not closer to the hole. This procedure is repeated until the ball is in the hole.
- d) If the selected shot is played from a hazard, sand trap, rough, second cut of rough, fairway or fringe of the green, the ball will be placed within one club length of the selected shot. However, it must remain in the hazard, sand trap, rough, second cut of rough, fairway or fringe of the green.
- e) When the team's best ball is in the green, mark the spot and each player will putt within one putter-head but not closer to the hole.
- f) Maximum score per hole is **DOUBLE BOGEY**. Pick up your ball and proceed to the next hole.
- g) Fill out score card with the appropriate number of strokes per hole. (Example: If you make 4 strokes in a hole, then mark "4" in your score card).
- h) Official score cards must be submitted to score officials. **MUST BE SIGNED BY SCORER and ATTESTED BY ONE OF THE PLAYERS IN EACH FLIGHT.**
- i) Out-of-bounds, unplayable lie, unplayable lateral hazard, balls in the water or lost shall be given a **one stroke penalty**. Ball must be dropped from the point of entry and not closer to the hole. Allowed time to find lost balls is 2.0 minutes maximum.
- j) In the event of a tie in score, a hole's number will be drawn at random (by means of random number generator) and the team recording the lowest score on that hole will be declared the winner. In the event the score is still tied, a random hole number will again be generated by the generator until tie is broken.

**3) MULLIGANS:**

- a) Players can purchase mulligans. Each mulligan cost **\$5.00**.
- b) Each mulligan can be used in any shot, except for the longest drive and closest to the pin holes.
- c) Each mulligan can also be used in putting.
- d) NOTE: Mulligans cannot be used to subtract team scores.

**4) THE LONGEST DRIVE IS ON HOLE NO. 17.** The ball must be in the fairway (not first cut).

**5) THE CLOSEST TO THE PINS ARE ON HOLE NOS. 7 and 16.** The ball must be in the green.

**6) THE STRAIGHTEST DRIVE IS ON HOLE NO. 12.** A drive whose ball is on the line or closest to the line is the winner regardless of the distance.

**7) EMERALD LAKE LOCAL RULES:**

***Local Resident's Yards*** – If your ball ends up in a resident's yard, which is not out of bounds, you **MUST** take one club length **FREE RELIEF** back onto the golf course from the point of entry.

**8) SAFETY:**

- a) It is the responsibility of each player to always observe extreme caution and safety during the play. Any player horse-playing or doing any other unsafe act that endanger or may cause any damage or injury to the player, other players and the facility will be disqualified from the tournament.

**9) WAIVER & RELEASE:**

- a) Each player shall release, absolve and hold harmless the Emerald Lake Golf Club, committees, volunteers and sponsors from all injury, loss, or other damage caused for any reason whatsoever to the players, guests, and relatives; before, during and after the tournament.
- b) Each player shall further assume all risks and hazards incidental to the conduct of the activities, including transportation to and from the event.