

Rough Riders Golf Club

RULES

Updated for the 2026 Season

USGA Rules apply except for below.

- You can roll the ball one foot in any direction, no closer to the hole, except when in a hazard. Improvement of cut of grass is not allowed. You can improve your lie, but not your position.
- Gimmes within the grip of the putter are allowed for putts going for par or worse, with the head of the putter being at the edge of the cup nearest to you.
- When your ball comes to rest in a spot in a bunker that has not been maintained (foot print, washout, etc) you are allowed to lift the ball, rake the area, and place the ball in its original location.

Double par max score.

- You need to validate your closest to the pin. Before you mark your distance on the marker for a par 3, you need to make par (two putt) or better.
- On lost ball/out of bounds we do not go back to the tee and hit again. The USGA states that it is a two shot penalty and a drop between a line that goes from where you think the ball ended to a point two club lengths into the fairway, on an arc no closer to the hole.
- Any allegations of cheating will be handled by the Rough Riders Board. The board for 2026 is Dave Demarest, Joe Fermane, Ray Klotz, Andrew Miller and Robert Miller.

ATTENDANCE AND WEATHER

- If you can not make a date, let Robert Miller (609)-457-2364 know ASAP so an alternate can be placed. Make sure to have notifications on for your WhatsApp or text messages from him. Letting anyone else know or posting on FB is not an acceptable method of calling out of an event. We try to fill all spots so our pots can be as large as possible.
- If there is rain, and it is within an hour of Egg Harbor Township, we show up at the course ready to play. The only exception is if the course is already closed due to weather or said it is walking only and that will be communicated. Rain-outs will be handled by playing the following Sunday, at the same course, if possible.
- If a guarantee is asked for by the course, and you either no-show or cancel too close to the event, you will be responsible for the greens fee. You will always be told if this is the case, but it is on the member to reach out if uncertain and what the time frame is.

POINTS AND CLUB CHAMPIONSHIP

- Season long points chase will be used to determine handicap percentage used on first day of Club Championship. Full handicap will be used on second day of Club Championship.
- Points per event will be awarded as follows: 1st – 20, 2nd – 16, 3rd – 12, 4th – 10, 5th – 8, 6th – 6, 7th – 5, 8th – 4, 9th – 3, 10th – 2, 11th or worse – 1. A pin won will earn 1 point.
- Points for Match Play event will be awarded as follows: 1st – 20, 2nd – 10, 3rd – 5, 4th – 1
- Handicap percentage used for first day of the Club Championship will be as follows: Place 1-4 – 100%, place 5-8 – 80%, place 9-12 – 60%, place 13-16 – 40%, place 17-20 – 20%, place 21 or worse – 0%.
- The Club Championship will not be in the same location/area within a three year period.

PRIZES

- The top two or three highest placed players or teams will be paid out every event. This will be at the discretion of Dave Demarest.
- 50/50 raffle will be held at the Club Championship and paid out same day.
- Hole in one pot payout will be paid at following event.
- Golden Jacket will be awarded to winner of The Memorial.

DUES AND TREASURY

- Annual dues will be \$100 plus a \$50 deposit towards your weekly dues in the club championship.
- The deposit to stay for the full four day club championship will be \$100.
- \$20 Weekly dues: \$11 for points, \$6 for pins, \$2 for year-end 50/50, \$1 for hole-in-one pot. This is paid to Dave Demarest.
- Optional \$10 Birdie Pot. This is paid to Dave Demarest. An eagle counts as three birdies in the pot.
- Optional \$25 Skins Pot. This is paid to Joe Fermane.
- RRGCL ledger sheet will be available for view at any point at the request of a full dues paying member. RRGCL ledger sheet contains all expenditures from the establishment of the league.

FORMATS

Rough Riders Stableford

The Rough Rider Stableford format is a modified stroke play tournament that is played as a 2-man team event using a points system in which the goal is to gain the highest score. Teams have a total handicap, the team with the lowest combined handicap starts at 0, and the other teams get points ahead based on their handicap. The team with the highest point total takes the pot.

- Eagle: 8 points
- Birdie: 4 points
- Par: 2 points
- Bogey: 1 point
- Double Bogey or Worse: 0 points

Match Play

Match play is a hole-by-hole competition where the golfer who makes the best score on the individual hole wins that hole. The player who wins the most holes throughout the match is the winner. In match play you are going up against your opponent in head to head competition.

Stroke Play

Stroke play is an 18 hole cumulative score competition where the golfer with the best overall score after 18 holes wins. In stroke play you are going up against the course and trying to outplay your

fellow competitors.

Better/Best Ball

A Better/Best Ball tournament involves teams of 2, 3, or 4 golfers and can be played as match or stroke play. Each team member plays their own ball throughout the round. After each hole, the lowest score from each team member is the score for that team on the hole. For instance, on a par 4 for team 1 golfer A makes a 5 while golfer B makes a 4 and team 2 golfer C makes a 3 while golfer D makes a 6; so team 1 would use golfer B's score of 4 and team 2 would use golfer C's score of 3. The team with the lowest best ball score at the end of 18 holes wins. Strong players, low handicappers or scratch golfers, could play individually against a 2 or 3 person team playing best ball. With larger teams of 3 or 4 golfers you can play 2 Best Balls format, where you take the top two scores from the team members after each hole as the team score.

Scramble

Scramble tournaments involve teams of 2, 3, or 4 golfers. In a Scramble tournament each team member tees off on every hole. After the initial tee shots, the team selects the best shot out of their teammates and then each team member plays their next shot from that spot. This continues throughout the rest of the shots on the hole including putting. A player is allowed to place the ball within one club length of the spot of the best shot, but not nearer to the hole. The scramble is often played as stroke play event with the team with the lowest cumulative score after 18 holes winning.

Alternate Shot (Foursome)

Alternate Shot format involves teams of 2 golfers. Players from each team alternate shots on each hole throughout 18 holes. Teammates alternate who hits the tee shot on each hole. For instance team 1 with golfers A & B: on hole 1 golfer A tees off, B hits 2nd shot, A hits 3rd shot, then B putts it in, and then on hole 2 B tees off, A hits 2nd, and so on.

Four Ball

Four Ball format is played with teams of two and uses a better ball scoring method. It can be played as either match play or stroke play. Each golfer plays their own ball during the entire match. For match play, at the end of each hole the golfer with the lowest score wins the hole for their team, earning a point. The team with the most points at the end of the round wins. An example: after hole 1, for team 1 player A

scored 5 and player B scored 6, for team 2 player C scored 4 and player D scored 5. Player C has won hole 1 for team 2, earning their team a point. For stroke play, the team's score on each hole is that of the lowest scoring team member. The team with the lowest score at the end of the round wins.

Skins Game

The Skins Game format can be played individually or as teams. For a Skins Game each hole is worth a skin. The golfer with the lowest score on a hole wins the skin. If two or more players tie then no skin is awarded, instead the skin is carried over to the next hole. The player who earns the most skins at the end is the winner. Additionally you can also award skins for achievements on each hole such as: a 'Greenie' for landing a tee shot onto the green, 'Sandies' for a sand save, 'Woodies' for saving par after hitting a tree, and 'Arnies' for making par without hitting the fairway. You can add your own variations as well.

Shamble

A Shamble format tournament can be played with teams of 2, 3, or 4. In a Shamble each golfer tees off on every hole. The team then selects their best drive and each team member plays their second shot from there. After the second shot each golfer plays their own ball for the remainder of the hole. For example, players A & B are on a team, both A & B tee off, A hit the better drive so they select to take their second shot from A's spot, both A & B hit from A's spot, and play their own balls throughout the rest of the hole.

Stringball

Instead of handicap strokes, each player is allocated one foot of string for every shot of his/her handicap. Each player can move the ball by measuring the distance moved and cutting that amount from the ball. You can use the string to remove your ball from hazards, get it out of a difficult lie or to hole out. If you like you can offer the option to gain one foot of string for each birdie scored. Remember to take your scissors!

Pink Ball

In teams of three or four, each player plays their own ball and one plays the pink ball. The pink ball score plus the best of the other three counted for each hole. The lowest aggregate score and the lowest pink ball score take the money.

Texas Scramble

Players play in groups of three or four. All drive and then select the best shot and mark it. Everyone then hits the next shot from this point. Repeat procedure with each shot until you hole out. This event is played off handicap and if you do not have special tables, add all the teams member's handicaps together and divide by ten. Deduct the handicap from the final total.

Bloodsome Scramble

As per Texas scramble but the worst shot is selected. Beware, as everyone has to hole out for a hole to

be completed.

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Bisque

Players can nominate to take their handicap strokes at any time. Strokes must be nominated before playing the hole. Can be used to liven up matchplay, strokeplay or stableford events.

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Money Ball or Lone Ranger

Known by a variety of names such as Money Ball, Lone Ranger, Pink Ball, or Yellow Ball. It is played with teams of four, on each hole one team member is designated to use the 'Money Ball.' The money ball position is rotated throughout the round; so player A starts with it at the 1st hole, B on the 2nd, C on the 3rd, D on the 4th, and then back to A on the 5th, etc. Some tournaments may in fact designate a special ball, like a colored ball, as the money ball. For Money Ball, the team takes two scores per hole to count towards the team score, one of which must be the score of the golfer using the money ball. So each hole the team's score will be that of the money ball player and the lowest score of the other three. The team with the lowest total team score at the end of the round wins.