

83rd Anniversary Wellshire Four-Ball Tournament

Format and Rules of Play
September 5th-7th, 2026



Terms of Completion/Local Rules

The current Rules of the USGA and W4B rules Sheet govern play. The following Local Rules and Terms of Competition supersede any conflicting provisions on the W4B Rules Sheet. The Local rules of the host course are not in effect. The 'Rules Committee' whose decision is final, shall settle all rules questions & disputes.

Time of Starting: The official clock is with the starter

Format: Two-person Best Ball over 54 holes of gross stroke play (unless shortened by the committee). Teams will be placed into 10 flights after Sunday's round. The first two rounds, your team will play against the field. The final round will be team against flight.

Flights & Ties: In the event of a 2-day tie for flighting, ties will be decided by the Modified USGA method to determine ranking. Ties for the winner in the Championship flight will have a sudden death playoff for the Overall Tournament Champion. For all other flights, ties for the winner will be determined by scorecard playoff, decided by the Modified USGA method for breaking ties. (using the last round played scorecard: 18 holes score, last 9, last 6, last 3, last hole, flip of a coin).

Tees: Tee times are posted online, it is the players responsibility to be at the tee at your assigned time, failing to do so will result in disqualification. (Rule 5.3a) All Teams/Flights will tee from the Bronze tee markers for the entire tournament with the

****Exceptions:** All Senior men 62 and older can play from the Gold Tees (must play from the same tees for the entire tournament). All Women will play from the Black Tees for the entire tournament.*

Hole Locations, Rules, Notice: Players can obtain via the QR code for each round or on the golf genius tournament page.

Scoring Area: Players must return their scorecards immediately after the completion of their round or may be disqualified without refund of the entry fee.

Players Responsibilities

Rules Issues / Questions: Rules Phone number **720-865-0440** is on the Scorecard.

- Call the rules number for a Rules Official [Provide Hole #, Location, and Issue] or
- Play a Second Ball Under Rule 20.1c(3); player must identify which ball they want to score with before proceeding and report play of 20.1c(3) at scoring or disqualification.

Pace of Play:

- The standard is **"keep up with the group in front of your group!"** If your group is out of position, you may be "timed" or "put on the clock" without warning"

- Play a *Provisional ball* for any ball that may be *Out of Bounds* or lost outside a *Penalty Area*.
- On all Par 4 and Par 5 holes, players should play **"ready golf"** until they reach the *Putting Green*.
- Searching longer than 3 minutes for a ball may result in an additional penalty under Rule 5.6b

Distance Measuring Devices (DMD's): Electronic measuring devices are permitted if the device only measures distance. Other features must be deactivated before beginning play.

Discontinuance of Play: The optional condition in Model Local Rule *J-1 is in effect:

- One prolonged blast of a siren or air horn signals a dangerous situation. All players must immediately discontinue play. A Player should mark their Ball's location with 3 tees. Failure to discontinue immediately may result in Disqualification.
- All practice areas are closed during any suspension for dangerous conditions. Players must not resume play or practices until permitted by the Committees.
- In the event that a round is canceled due to weather the competition will be shortened to the number of 18-hole rounds completed for scoring and awards.

*Thanks for your participation for
83 wonderful years!*

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The Course

Out of Bounds (OB): Defined by white stakes and ropes and painted white lines, perimeter fences, or the golf course edge of the curbing of a perimeter street, parking lot or sidewalk. The Driving Range, Maintenance building and yard, and the First Tee Area are OB. White Painted lines between property fences will also determine Out Of bounds on holes, #5, #6, #7 and #8.

INTEGRAL OBJECTS: Wire or similar wrappings around young trees; retaining wall and pilings located in *Bunkers*.

Red Penalty Areas: Defined by freshly painted red line.

No Play Zones (NPZ) Drop Zones (DZ): None. Native areas are part of the course with no relief.

Ground Under Repair (GUR): Areas enclosed by white lines, exposed rocks in closely mown areas cut to fairway height or less, newly sodded areas, if the lie of the ball is effected by sod seams and French drains in General Area. Bare and thin grass areas are not GUR unless marked by The Committee. Mulch and wood chips are loose impediments. Relief from all cart paths (cement, dirt, gravel, and stones extending from cart paths) will be permitted.

Power lines and poles: Rule E-11 is in effect: If your golf ball hits a power line or pole on the course, the stroke must be re-played without penalty.

Contests

1. There are Closest to the Pin Contests on all Par 3's for all three days. Each winner will receive a Gift Certificate in the Golf Shop. These contests are for all players, there will not be separate contests for men and women.
2. Skins will be offered for all three days as a package, you must sign up for all three days at registration on Saturday. You may not get into the skins after the first day. Skins for rounds 1 and 2 will be against the field. Skins for round 3 (Monday) will be paid within flights. The skins are not paid to both male and female players but to the lowest score on the hole.

Rules Committee

Angel Macias, Tournament Coordinator

Timm Walsh Head Operator

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