

EMGA 2026 Vic Kregel Championship Rules

TOURNAMENT SPECIFIC:

This is a two-round individual stroke play tournament.

The Championship Flight will play from the White tees only. Players in all other flights will play from their declared tees as indicated on the scorecard.

Ties are NOT retained for the Kregel. If there is a tie after the second round for the gross score in the Championship flight, we'll have a sudden death playoff starting on Blue course hole 18, then hole 10, continuing this rotation until there is a winner. Other ties will be broken by Countback (last 9, last 6, last 3, last holes).

Scoring: We'll be using the Golf Genius Mobile Scoring app and a paper scorecard. **Enter only GROSS scores.** One foursome member will enter the gross scores for all four players on the GG app. A different foursome member will enter gross scores for all four players on the paper scorecard. **At the end of the round, the foursome will compare the scores in Golf Genius app with the scores on the paper scorecard to validate the scores are correct on both cards. Two foursome members must sign the paper scorecard.**

If a player picks up on a hole, record an "X" for that hole. **If a player posts an "X" on any hole, that player will receive a DNF (Did Not Finish) for the Kregel,** but will still be eligible to compete for skins and closest-to-the-pin. The Kregel rounds qualify for both the Ike Cup and Ringers. Recording an "X" on either round will make that round ineligible for Ike Cup qualification.

Players in the non-Championship flights receive 100% of their course handicap for Net scoring.

GENERAL:

KEEP UP WITH THE GROUP AHEAD OF YOU. A group is out of position when it arrives at the tee of a par 3 and the group in front has departed the tee of the next hole or arrives on the tee of a par four or par five and the group in front has left the green. **If you have an open hole in front of you, you are behind, even if the group behind you is not pushing--please pick up your pace.**

USGA rules and Eisenhower local rules apply to include **only 3 mins to look for a lost ball, with the stroke and distance penalty applied if the ball is not found.** The EMGA Board has elected to not use the EGC alternate lost ball local rule for any of its events so if in doubt, please play a provisional.

Rangefinders: **Rangefinders must be set to distance only.** The settings for slope, wind, or anything other than distance must be disabled.

Ground Under Repair is GUR only if it is marked by the course. HAVE FUN and play well!