

# Highfields Golf and Country Club

## Inner Club Bylaws



Rev. No.	Date of Revision	Summary of Changes
0	March 15, 2019	Initial Document
1	June 14, 2020	Added Pace of Play/Withdrawing, revised conduct policy, clarified 2-day events/GHIN posting, added new Magill Cup format
2	September 1, 2020	Revised Playoffs and Magill Cup Sections
3	July 30, 2022	Revised Sections on Maximum Handicap, Handicap Allowances, Shootout; Added Guests
4	March 28, 2023	Changed playoff format, added Golf Genius, Member-Member changes
5	March 13, 2024	Changed Sweeps points, clarified side pool payouts, removed Match Play Tee rule, revised Playoff Points to better align with new Sweeps Points, changed Member-Member to 3-month lookback.
6	February 2, 2025	Revised language on app accuracy, limited max strokes per hole to no more than one, modified indexes for tee assignment.
7	June 30, 2025	Revised index to play from Black Tees to align with Club Championship - 5.3 index.

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## **I. Mission Statement**

The Highfields Inner Club ("I.C." or "IC") exists to promote camaraderie among recreational golfers by sponsoring organized, competitive golf for its members. The only requirement for membership in the I.C. is to have a GHIN Index in accordance with the bylaws herein. Membership fees are set by, and paid to, the management of the course. An elected board establishes a schedule of events, sets prize awards, and makes the decisions allowed under the USGA Rules of Golf.

## **II. Governing Board**

### **A. Board Composition**

- 1. Number of Members:** The Inner Club Board ("ICB" or "Board") is comprised of 7 members elected by the Inner Club membership. Elections are held annually.
- 2. Length of Term:** Each Board member is conferred a 3-year term. The terms of the 7 members are staggered such that a minimum of 2 new members will be elected each year. Board members may not serve consecutive terms, and must sit out one (1) year before seeking re-election. The only exception is if no one seeks election to replace the open seat(s), the out-going Board member(s) can opt to extend one (1) year. If this occurs, the seat the following year will be a 2 year appointment

### **B. Election of Board Members**

- 1. Nomination Deadline:** The Pro Shop will solicit self-nominations 2 weeks prior to the Inner Club Banquet. All I.C. members that wish to seek election to the Board must inform the Pro Shop in writing no later than 6:00 PM on the Sunday prior to the Inner Club Banquet. The Pro Shop will then distribute via email the list of nominees on the Tuesday prior to the Inner Club Banquet.
- 2. Casting Ballots:** In-person voting will take place on the Sunday of the Inner Club Banquet. All I.C. members not attending the banquet may submit their vote either via email or in-person at the Pro Shop in the week leading up to the banquet.
- 3. Notification of Results:** The new Board Members will be announced at the conclusion of the Inner Club Banquet.

### **C. Board Meetings**

- 1. Meetings / Quorum:** The Board will meet a minimum of once each off-season to discuss any updates to these Bylaws and set the schedule for the upcoming season, and as necessary in-season to address IC issues and/or member concerns. A minimum of 4 ICB members must be present at a meeting to have a quorum.
- 2. Motion Passed:** A minimum of two-thirds of the members present is needed to pass a motion at any meeting. Please refer to Section VII for requirements to amend the Bylaws set forth in this document.

### **D. Requests/Complaints Made to the IC Board**

For any IC Member concerns to be considered, they must be submitted in writing (email or text) directly to an ICB member. To allow for this, the ICB email addresses will be made available to the IC Membership. Although any IC Member can discuss any matter with the Pro Shop or any Board Member informally, to be considered and acted upon by the entire ICB, a formal request must be made in writing (email or text). The ICB will alert the Pro Shop to any concerns made, if it is deemed necessary and so warranted.

## E. Player Discipline

Breaches of these Bylaws and/or the USGA Rules of Golf, Rule 1, may result in disciplinary action handed down by the Inner Club Board. Complaints made to the Board regarding player conduct will be investigated by the Board, which will include a meeting with the offending player(s), to determine the appropriate course of action. If the Board finds merit in the complaint, and it is deemed serious enough for formal action, it will issue a letter to the offending player, outlining the nature of the complaint and reminder of the Player Expectations noted below. Penalties for successive incidents will be cumulative, as follows:

- a. First Letter – Warning
- b. Second Letter – Suspension for two (2) weeks of Inner Club play.
- c. Third Letter – Suspension for 1-year of date of the letter

In the event the offense is extreme, the Board reserves the right to issue an appropriate measure of disciplinary action beyond what is stipulated above, including, but not limited to, immediate expulsion from the Inner Club.

## III. Player Expectations

### A. USGA Rules

1. **Procedure:** All Inner Club competitions will be played under the USGA Rules of Golf, and the Local Rules outlined below. Players are expected to adhere to the Rules of Golf, and to protect the field by notifying fellow competitors of rule breaches committed by both themselves and other members of their playing group (USGA, Rule 1). Any player who is uncertain on procedure in a particular situation is encouraged to ask their fellow group members prior to addressing their ball. If there is a difference of opinion that cannot be resolved within the group, the Pro Shop should be contacted for consultation before proceeding with play. If the Pro Shop cannot be reached or does not have enough information to render a decision, a player may play two balls in. However, the player must declare which ball they intend to score with prior to any further shots being played (USGA Rule 20.1.c(3)). Players are limited to 3 minutes to search for a ball before it becomes lost. (Rule 18.2) If there is any doubt a ball hit may not be found within the allotted time a provisional ball is encouraged.
2. **Player Withdrawals:** Any player that withdraws, for any reason, prior to completing all 18 holes, is deemed to be disqualified. Their score will be posted to GHIN according to USGA procedures. Should the player's team finish in the money, the player will not receive any prize money unless the other members of the team direct the Pro Shop to do so. When a player withdraws from a team event, the remaining team members will play short-handed and will not be given a blind-draw. No sweeps points will be awarded to the player withdrawing. Players that withdraw in team events for reasons other than injury or family emergency will be subject to discipline.
3. **Local Rules:** In addition to the Local Rules listed on the Highfields public scorecard, the Inner Club also utilizes the following Local Rules:
  - a. Out of Bounds: When a player's ball is known or virtually certain to be out of bounds, in lieu of re-hitting from the original spot or playing a provisional, for two (2) penalty strokes, the player may take relief by dropping the original ball or another ball in the relief area. The relief area is defined by a line from Point A being the point where the ball last crossed the edge of the of the course boundary to go out of bounds to Point B, a point on the fairway, no more than 2 club lengths from the fairways edge, where the point on the fairway is no closer to the hole than the Point A.

- b. **Preferred Lies:** Preferred lies will be utilized any time a round begins as Cart Path Only. A player may mark his ball location and take free relief from their own fairway and any part of the general area cut to fairway height or less on the hole being played. Preferred lies will also be utilized in any bunker regardless of the hole being played. The relief area must be within one club length from the original spot and no closer to the hole.

## **B. Scorecards and Electronic Real-Time Scoring**

1. **Player's Responsibility:** A player must report his/her score to the designated group scorekeeper as it was made promptly after play is completed on a particular hole. It is also the responsibility of all players to be aware and cognizant of their playing partners/opponents scores as part of their responsibility to protect the field during play. The player must verify their score against the card at the end of the round.
2. **Paper Scorekeeper's Responsibility:** A scorekeeper is responsible for recording the correct gross score on each hole, and in part must be aware of the game of the day.
3. **Electronic Scorekeeper's Responsibility:** Although anyone in the foursome that has logged into Golf Genius can enter scores, one person shall be designated to enter the scores electronically for the entire group. This person should be someone other than the person keeping the paper scorecard to minimize the chance of the same error being recorded on both.
4. **Electronic Scorekeeping Accuracy:** Electronic scorekeeping is expected to be accurate and timely to maintain the integrity of the competition. Scores should be entered by the scorekeeper following the conclusion of a hole and before teeing off on the next. Any deliberate attempt to disguise the true score for any member(s) in the foursome will result in discipline per USGA, Rule 3 - Competition. It is recommended that the scorecard and app are checked throughout the round and at a minimum the conclusion of each 9 holes.
5. **Submitting Scorecards:** Scorecards are to be reviewed, signed (by 2 players), and delivered to the pro shop (scoring table) immediately following completion of the round. Prior to submission to the Pro Shop, the scorecard must be checked to confirm that it matches the electronic version. Each player in the group is responsible for ensuring that their hole-by-hole scores are accurate prior to submission. If a scorecard does not match the electronic version once it is signed and submitted, the individual, 2 or 4 person team will receive a 2 stroke penalty assessed against the signed scorecard. Incorrect scores on a signed scorecard will be assessed penalties as outlined by the USGA, Rule 3 - Competition. If a score was updated in the app over the course of the round, it is important that you double check by logging out and logging back in, then reviewing against the leaderboard. Please make sure you report any issues to the pro shop when turning in the scorecard.

## **C. Choice of Tees**

Prior to each IC Member's first round of the season, players must inform the Pro Shop which set of tees they will play from. Each player is allowed to change tees once during the season (this is regardless if they qualified for a match play event from a different tee). The exception is if the game is to be played by a specified set of tees or a member is moving due to handicap index requirements. .

## **D. Conduct**

All IC members are expected to be respectful towards the course, staff, fellow IC Members, and the general public while on the premises. Club throwing, excessive foul language, or other behavior regulated by USGA Rule 1.2 may be subject to discipline by the IC Board (Section II.E). Any misconduct that takes place following submission of all scorecards is considered outside the scope of the Board's oversight on conduct, and will be addressed by Highfields staff.

## **E. Pace of Play**

All golfers are expected to play “ready golf” and maintain a pace of 4 hours, 21 minutes for their group. Penalties may be assessed in accordance with USGA Rule 5.6.

## **IV. Player Eligibility**

### **A. USGA Handicap**

- 1. New Members:** Any player joining the Inner Club without a GHIN handicap must play as a social member (not for any form of prizes and no entry fee required for play) until a temporary GHIN handicap is established by posting five (5) 18-hole scores. With an official Massachusetts Golf Association (MGA) handicap, a member may enter any event, though the Board may require a minimum number of rounds to be played in the I.C. before entering certain tournaments.
- 2. Maximum Handicap:** The maximum GHIN index allowed to join the Inner Club is 21.8 Existing members of the Inner Club whose index rises above 21.8 will be allowed to remain in the Inner Club and participate in the daily game but will have to do so from the green tees. An existing member whose handicap rises above 25.9 may only play as a social member until his/her handicap is 25.9 or lower. To play from the gold tees, one must have an Index of 17.4 or below. To play from the black tees one must have a handicap index of 5.3 or below. In no event will a player receive more than 1 stroke per hole.
- 3. Handicap Maintenance:** The Pro Shop will enter all scores into GHIN and will maintain a list of tee choices for all IC Members. If a player notices that the Pro Shop has made an error in assigning tees, it is the player’s responsibility to alert the Pro Shop prior to the start of the round. Failure to do so may result in disqualification from the daily game.

### **B. Annual Dues**

Annual Inner Club dues are set by the Pro Shop, and must be paid by the player prior to his/her first Inner Club round of the season. The dues will be announced by the Pro Shop in the weeks leading up to the start of the season. No member can sign up for the year until any outstanding balance from the prior year is settled with the Pro Shop.

### **C. Tournament Sign-Up / Cancellations**

- 1. Sign-Up Deadline:** Sign up for all Inner Club play must be made by responding to the automated emails by Tuesday 11 PM of the week in which you wish to play. Players that try to sign up after the deadline will only be allowed to play if space allows. If no space is available, the player will be placed on a waiting list, and will be notified as soon as practicable if he/she has been entered into the field. Automated emails from the Pro Shop through Golf Genius will be sent a minimum of three (3) weeks in advance of each event.
- 2. Cancellations:** Cancellations must be received by Pro Shop staff no later than 24 hours prior to your scheduled tee time. The Pro Shop recognizes that emergencies come up and those must be reported as soon as practical. Mist and drizzle are not emergencies and players should proactively (no later than 24 hours) make choices based on their desire to play in those conditions. At the discretion of the Pro Shop, anyone who does not cancel by the cancellation deadline may be assessed the normal greens fee rate, and will be expected to pay that amount before playing their next Inner Club round. The pro shop will notify the IC Board of cancellations received within the 24 hour window. Late cancellations force undue hardship on the Pro Shop to reconfigure groups impacting the experience for all members. Violation of the cancellation policy will be subject to discipline by the IC Board (Section II.E)

3. **Tee Time Requests:** Requests for early/late tee times should be kept to a minimum. This will provide the Pro Shop greater flexibility in creating equitable teams when the daily game is a 4-man game, or 2-man computer draw.
4. **Posting of Tee Times:** Saturday tee times will generally be available on Fridays after 3:00 p.m. and Sunday tee times will generally be available Saturdays after 12:00 p.m.
5. **Round Registration:** Players MUST report in at the pro shop desk a **minimum of 10 minutes** prior to their scheduled tee time to pay the daily game fee. Failure to do so may result in loss of tee time.

#### D. Daily Game Fee

1. **Fee Amount:** Entry fees for all Inner Club competitions will be set by the current Board. The fee for “regular” events in 2025 will be \$20. The collected fees are broken out as follows: \$2 per player is allocated towards Hole-in-One insurance; \$1 per player is allocated towards the Highfields Skin; a total of \$40 is allocated to the two Closest-to-the-Pin contest winners (\$20 per hole, except on days when the field is smaller, where prize may be reduced to allow for bigger prize pool to the daily winners); the remainder is divided in two, with half being distributed to the winners and the other half collected by the Pro Shop and awarded as Pro Shop Credit to the winners.
2. **Majors:** Tournaments classified as “Majors” will be noted in **bold** on the Inner Club Schedule. These tournaments may require an additional entry fee.
3. **Optional Side Pools:** Some events are noted as having Optional Side Pools (Member/Member and Mini Member/Member). Those not opting to join the side pool are still eligible to participate in the standard daily game.
4. **Payment of Fees:** All players must pay the daily fee, and any optional side pool fees, prior to their round. No exceptions

#### V. Sweeps and Tournament Play

##### A. Schedule

1. **Inner Club Season:** Competitions will be held every weekend and holidays (as noted in the schedule) from the start of play in the spring until the last playable weekend in the fall. The schedule is comprised of varied formats in individual, 2-man, and 4-man games.
2. **Inclement Weather:** On days where inclement weather reduces the number of members participating, the daily game will be altered as follows:  
Less than 20 players: 2-man game (blind draw - pulled at end of round)
3. **Official Event:** There must be a minimum of 12 players that tee off on a given day for that event to be considered an official Inner Club event. If there are less than 12 players, there will still be a daily game fee and prize pool, however, sweeps points are not awarded, and Closest-to-the-Pins will be eliminated.

##### B. Tournament Qualifications

Tournaments noted below have the following qualifications:

**Member/ Member -White Tee:** Must have played a minimum of three (3) I.C. rounds (having played any tees) in the current season in order to be eligible to participate.

**Member/Member – Gold Tee:** Must have played a minimum of five (5) I.C. rounds (having played any tees) in the current season in order to be eligible to participate.

*Inner Club members that wish to play in a Member/Member without the minimum number of rounds played and have an extenuating circumstance can submit a request for exemption from the minimum rounds requirement to the board. A request must be made a minimum of 1 week in advance.*

*Requests received within 1 week will not be considered.*

**Club Championships:** The Club Championships are not IC events and are run by the Pro Shop. The Pro Shop may have requirements for minimum rounds to be played in the current year to be able to participate.

### C. Handicap Allowances

1. **USGA Rules of Handicapping:** Course Handicaps will factor in allowances as permitted by USGA Rules of Handicapping.
2. **Individual Stroke Play Events:** All individual events will be played at 95% Course Handicap.
3. **Team Stroke Play Events:** Unless otherwise noted on the schedule, all 2-man and 4-man team events will be played at 85% Course Handicap.
4. **Match Play:** Individual Match Play events will be played at 100% Course Handicap, and 4-ball Events will be played at 90% Course Handicap. Strokes will be allocated off the lowest Playing Handicap, who will play at scratch.
5. **Member-Member Events (White Tee and Gold Tee):** The handicap index to be used for these events will not be the player's current handicap index, but rather the lowest handicap index for each player from the last 3 months.
6. **Two-Day Events:** When 2-day events are played, Saturday scores will be posted to GHIN as normal, and Sunday handicaps will reflect the new Handicap Index.

*In no event will a player receive more than 1 stroke per hole*

### D. Winner's Payouts

1. **Cash Prizes:** Prize money is awarded to the top 25% of the field, rounded to the nearest whole dollar amount, with incrementally higher payouts for each higher place achieved in the daily game. Each prize is distributed as 50% cash/50% Pro Shop Credit.
2. **Pro Shop Credit:** Pro Shop Credit is distributed to winners in the same amounts as the Cash Prize noted above. Closest to the Pin prizes are paid in Pro Shop Credit only.
3. **Mini Member-Members:** The side pool is cash-only and paid to the top 3 finishers (50%/30%/20%).
4. **Match Play Winners:** The fees collected during the respective qualification rounds will be paid out to the Final 4 in the Individual Match Play (60%/20%/10%/10%) and to the Finalists for the 4-Ball Match Play (75%/25%), as cash-only prizes. For all rounds prior, each winning player will receive his and his opponents daily fee, less the money from each fee allocated towards the Hole-in-One insurance, Highfields Skin and Closest-to-the-Pin, with half in cash and half in Pro Shop Credit.
5. **Payouts:** Cash prizes will be available in the Pro Shop the day following the tournament. The Pro Shop maintains a ledger of the Pro Shop Credit (and is viewable on your receipt when you pay your greens fees).
6. **TIES:** Will be broken for daily games following USGA card off procedures avoiding de minimis payouts.

### E. Sweeps Points

Sweeps Points are tabulated for the entire season during the "sweeps period" noted on the schedule. These are used for qualification into certain events towards the end of the season, as noted below.

1. **Appearance Points:** 10 points are awarded for each Inner Club round played.
2. **Daily Winner Points:** Winning players receive the cumulative total of their cash prize and Pro Shop Credit in Sweeps Points (this also applies for Match Play Events). Closest-to-the-Pin winners also receive Sweeps Points in the same amount as their Pro Shop Credit prize. Side pools do not factor into Sweeps Points.



3. **Weekend Limits:** There are no weekend limits. All points earned for cashing on multiple days of a weekend will be counted towards sweeps points.
4. **Match Play:** The final payouts to the winners/finalists/semi-finalists noted in (Section V.D.4) above will be counted as Sweeps Points.
5. **Blind Draw:** If you are selected as a Blind Draw you will not receive sweep points for the blind draw, but will receive cash prize/pro shop credit payouts as noted in Section D.

#### **F. Highfields Skin**

The “Highfields Skin” is included with each daily entry fee. Prior to the start of play, the Pro Shop will draw a hole at random which is the “skin” hole for the day. If there is an outright low net score on this hole, the player wins the pot. If not, the pot rolls over to the next day. Skins are tabulated based on the strokes received in the daily game. Prize is awarded in pro shop credit.

#### **G. Closest to the Pin**

Closet-to-the-Pin contests are held during each official Inner Club round. There will be one on the front 9 and one on the back nine. The contests will be rotated on the par 3's each weekend.

#### **H. Hole in One**

A player making a Hole in One in any official Inner Club event will receive a Pro Shop Credit of \$1,000 (one-thousand). Hole-in-One winner may receive a 1099 tax form. All Hole in One must be attested by at least one other golfer in the group.

#### **I. Match Play Events**

1. **Qualifying:** Qualifying for Individual and 4-Ball Match Play (“bracket-style” single elimination tournaments) will be held early in the season. The defending champions in both events receive automatic qualification. Cost to qualify is \$10/person for each qualifying round, and must be paid prior to play. If a player/team elects an additional attempt at qualifying the round prior will be discarded and the score will be recorded for the new attempt. Each player/team may attempt to qualify up to three times.
2. **Seeding:** The top 31 Individuals and top 15 2-man teams will round out the qualification and be seeded in order of finish behind the defending champion after all qualifying rounds are complete. Brackets are set up so that the top two seeds could not possibly meet until the final round (should both advance that far), none of the top four can meet prior to the semifinals, and so on.
3. **Match Scheduling:** The schedule indicates the deadline for which a match in a given round must be played. Matches may be played on weekends (or if agreed upon weekdays) prior to the deadline date indicated on the schedule. If a player/team cannot play by the deadline day, and no other day prior to the deadline day can be agreed upon by the opponent(s), the player/team must forfeit the match, if an extension is not granted by the Board. In order to receive the win by forfeit, the player (s) must play on deadline weekend (for team events both members on the same day)..
4. **Extensions:** The Board may grant an extension for a match to be played if it feels both opponents made a good-faith effort to schedule the match well in advance of the deadline, but will only do so where it will not impact future rounds. In any case, no more than one (1) week will be granted for an extension. Requests for extension must be made in writing.
5. **Forfeits:** The player forfeiting the match will be responsible for paying the winner \$20 (that would have been paid had the match been played). In addition, the winner by forfeit will receive 42 points for winning the match (32 for the win and 10 for appearance), unless that person wins a greater amount of points during the daily game played on the match deadline day.

6. **Score posting to GHIN:** Scores in match play events will be posted to GHIN by the Pro Shop. For any hole that a player starts but does not finish, the most likely score should be recorded (see USGA Rules of Handicapping Rule 3.3 for details). Any holes not played due to completion of the match will be scored as net par in accordance with USGA Rules of Handicapping.
7. **Tees:** Players will play their match(es) from their current assigned set of tees, regardless of the tees that were played during the qualifying event(s).

## **J. Highfields Cup**

1. **Format:** The Highfields Cup is a 2-day, individual quota event.
2. **Side Pool:** There is a mandatory \$10 side pool for those competing in the 2-day event. The side pool will be divided by the top 3 finishers (50%/30%/20%).

## **K. Club Championships**

1. **Format:** The Club Championships are an individual medal, 2-day event, that is flighted by Handicap Index, and run by the Pro Shop. It is not an Inner Club event. It is a gross score event with the exception of the D-Flight, which is net, and Senior Flight, which is both a gross and net event.
2. **Daily Game:** During the Club Championships and the Club Championship Preview, the daily game will be a single individual medal net event comprising all IC members from all flights.
3. **Tees Played:** The Championship Flight will be played at the tees determined by the Pro Shop. Flights A and B are played from the gold tees, and Flights C, D, are played from the white tees. The Senior Flight is played from the white tees, however green tees are allowed for those that need to play those tees to not exceed 1 stroke per hole.
4. **Flight Cut-offs:** The Pro Shop will set the cut-offs for each flight.

## **L. Highfields Playoffs**

1. **Format:** The Highfields Playoffs is a 3-round, multiple-weekend, individual medal play event. The Top 50 Sweeps Points earners through the weekend prior to the first playoff round qualify for the Playoffs. On the days of the playoff events, normal daily prizes will be awarded for each round from the daily fee, and the game is open to those that did not qualify for the playoffs.
2. **Entry Fee / Prize Pool:** There is a \$10 entry fee for all playoff participants, due at the time of each player's first Playoff Round. This prize pool will be distributed to the Top 3 Players in the Final Playoff Standings (60%/30%/10%).
3. **Playoff Points:** All Sweeps Points accrued through the weekend prior to Round 1 carry into Round 1 of the Inner Club Playoffs (1 Sweeps Point = 1 Playoff Point). Sweeps Points earned during Playoff Events DO NOT count as Playoff Points. Playoff Points are awarded by order of finish in all playoff rounds in accordance with the schedule below. In cases of ties, the points are added together and divided by the number of finishers at that position (i.e. 3 players tie for 2<sup>nd</sup> place – the points for 2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> are added together and divided equally between the 3 players).

Place	Pts	Place	Pts	Place	Pts	Place	Pts	Place	Pts
1 <sup>st</sup>	1500	11 <sup>th</sup>	210	21 <sup>st</sup>	129	31 <sup>st</sup>	80	41 <sup>st</sup>	45
2 <sup>nd</sup>	900	12 <sup>th</sup>	195	22 <sup>nd</sup>	123	32 <sup>nd</sup>	75	42 <sup>nd</sup>	42
3 <sup>rd</sup>	570	13 <sup>th</sup>	180	23 <sup>rd</sup>	117	33 <sup>rd</sup>	71	43 <sup>rd</sup>	39
4 <sup>th</sup>	405	14 <sup>th</sup>	171	24 <sup>th</sup>	111	34 <sup>th</sup>	66	44 <sup>th</sup>	36
5 <sup>th</sup>	330	15 <sup>th</sup>	165	25 <sup>th</sup>	107	35 <sup>th</sup>	63	45 <sup>th</sup>	33
6 <sup>th</sup>	300	16 <sup>th</sup>	159	26 <sup>th</sup>	102	36 <sup>th</sup>	60	46 <sup>th</sup>	32
7 <sup>th</sup>	270	17 <sup>th</sup>	153	27 <sup>th</sup>	98	37 <sup>th</sup>	57	47 <sup>th</sup>	30
8 <sup>th</sup>	255	18 <sup>th</sup>	147	28 <sup>th</sup>	93	38 <sup>th</sup>	54	48 <sup>th</sup>	29
9 <sup>th</sup>	240	19 <sup>th</sup>	141	29 <sup>th</sup>	89	39 <sup>th</sup>	51	49 <sup>th</sup>	27
10 <sup>th</sup>	225	20 <sup>th</sup>	135	30 <sup>th</sup>	84	40 <sup>th</sup>	48	50 <sup>th</sup>	26

4. **Cutdowns:** The Top 35 in Playoff Points after Round 1 are eligible for Round 2 (this may include some that did not play in Round 1). The Top 20 in Playoff Points after Round 2 are eligible for the Final Round.
5. **Final Round Eligibility:** To be eligible to play in the Final Round, a player must have played in one (1) of the first two (2) Playoff Rounds.
6. **Final Round Starting Strokes:** After Round 2, each player's Playoff Points are removed, and each player is assigned starting strokes based on their placement in the standings, as follows:

Place	Starting Strokes
1 <sup>st</sup>	-5
2 <sup>nd</sup>	-4
3 <sup>rd</sup> to 5 <sup>th</sup>	-3
6 <sup>th</sup> to 10 <sup>th</sup>	-2
11 <sup>th</sup> to 15 <sup>th</sup>	-1
16 <sup>th</sup> to 20 <sup>th</sup>	0

7. **Final Playoff Standings:** Final Playoff Standings are determined by adding the Starting Strokes to the net scores of each player in the final round.
8. **Playoffs Sudden-Death:** After adding the starting strokes, should there be a tie for first place, all players tied will have a sudden death playoff, starting on the 1<sup>st</sup> tee. Strokes will be allocated off the lowest handicap, who will play at scratch.

## M. Shoot-Out

1. **Qualifying:** A Shoot-Out will be held towards the end of the season for the Top 10 Sweeps Points earners, following the daily game. If somebody inside the Top 10 cannot participate, #11 will be invited to play. If multiple people cannot participate, #12 will be invited, and so on, until a field of 10 is set.
2. **Format:** All 10 players tee off on Hole 1, and the player with the highest net score is eliminated before moving on to Hole 2. If multiple players have the highest net score, a chip-off determines who is eliminated. This continues until one player remains after 9 holes.
3. **Prizes:** The winner of the Shoot-Out has their following year annual dues waived. The runner-up has one-half of their annual dues waived the following year.

## N. Member-Member Events

Two higher-stakes (\$200/team side pool) 2-day tournaments are played, one from the White Tees and one from the Gold Tees. In these events, the side pool is allocated to the top 3 overall finishers on a predetermined graduated scale. In addition, 20% of the side pool is carved out for team net skins. The skins are tabulated each day, and all skins for the two days will be paid out the same. Skins are tabulated using

the handicap strokes given to each player that day. For the purposes of the skins pool only, any handicap strokes received on par 3's will be reduced to half-strokes.

## **O. Magill Cup**

The Magill Cup was founded to create a team event for the Inner Club and named in honor of Highfield's first family, the Magills. In recent years, it has also served to honor John Magill's legacy.

The format is being reimagined for 2025. Details will be updated in the schedule once finalized.

## **VI. Miscellaneous Items**

### **A. End-of-Year Banquet**

Towards the end of each season, a Banquet will be held at Highfields to reward the players of the Inner Club, hand out awards to the major winners, and announce the IC Board election results.

### **B. Use of Pro Shop Credits**

Pro Shop credits must be used prior to the end of the calendar year in which they were earned. Credits may not carry over to the following year. All pro shop balances must be settled at this time as well.

### **C. Guests**

As a means to grow the Inner Club, members may bring a guest to play, as follows:

1. **During Sweeps Points** - A guest will be allowed to play one time, outside of the majors, and may join the daily game, provided that they have an established GHIN, but only as an alternate, such that he/she does not take a tee time away from an IC Member.
2. **After Sweeps Points** - After the Sweep Points Period ends in September, there will be no limit on the number of times a guest can play, and does not need to be an alternate.

### **D. Items Not Covered in this Document**

Any in-season issue not covered by this document will be discussed and ruled upon by the Inner Club Board as it comes up. The Board reserves the right to implement any rule changes effective immediately or to be tabled for the following season.

## **VII. Amendments**

These Bylaws may be amended at any meeting of the IC Board, provided there are two-thirds of such members of the Board present, and that due notice of the proposed amendment has been given to all Board members prior to the call of the meeting.