

Rules of Play

The 2012 – 2015 USGA Rules of Golf shall govern all play. Supplemental rules of play will be provided (if needed) at each site.

Playoff Procedure

Time and weather permitting, ties for first place in two-day events will be decided by a hole-by-hole sudden death playoff. All other ties will be decided by a scorecard play-off using the USGA recommended method of matching scorecards. The order in determining scorecard play-offs will proceed as follows:

1. Best score for the last nine holes
2. Best score for the last six holes
3. Best score for the last three holes
4. Hole-by-Hole scores starting on the final hole and working backwards

All Tour members involved in a hole-by-hole sudden death playoff or scorecard playoff for 1st Place will receive an invitation to participate in the Tour Championship.

Tour Player of the Year Points System

Points will be awarded in each event based on the player's gross score placement within their own Division. Points will be awarded to non-members that play in eligible events, but only Tour members are eligible for the Tour Championship. The tie breaker system will be used to award 1st Place points in every event. In the event of a tie for any other place, points will be split among those players involved in the tie. While there is no limit on the number of events that each participant may enter, Player of the Year Points will be based solely on the 10 best placements plus the Tour Championship placement. The point system structure has been slightly modified for 2015.

Spring and Summer Series Events (Top 10 Places)

100, 85, 70, 60, 50, 40, 30, 20, 10, 5

Regional Events and Fall Classic (Top 10 Places)

180, 140, 100, 70, 60, 50, 40, 30, 20, 10

Tour Championship (Top 15 Places)

300, 240, 190, 150, 120, 100, 80, 60, 50, 40, 30, 25, 20, 15, 10

KY Junior PGA Championship Qualifier and KY Junior Amateur (Bonus Points)

+75 for finishing as Champion

+50 for finishing in Top 5

+25 for finishing in Top 10

NOTE: Bonus points are not considered part of the event limit.