

First Annual Ramstein Ryder Cup

Official Rules, Draft Procedures & Competition Format

Event Dates: September 16–20 (*tentative*)

Competition Days: September 17–19 (*tentative*)

Location: Scottsdale, Arizona

Golf Course: Troon North Golf Club

Commissioner: Jason Dousharm

Event Organizer: Daylene Koch

1. Event Purpose and Spirit

The Ramstein Ryder Cup is a team golf competition created to build an annual tradition centered on:

- Competitive but fair play
- Team camaraderie
- Sportsmanship
- Pace of play
- Clear and consistent rules

This is the **First Annual Ramstein Ryder Cup**. All players are expected to support both the competition and the long-term success of the event.

2. Event Leadership and Authority

Event Leadership

- **Commissioner:** Jason Dousharm
- **Event Organizer:** Daylene Koch

Commissioner Authority

The Commissioner has final authority on:

- Player tier classification (A / B / C)

- Official rules interpretation
- Final rulings when captains cannot agree
- Final approval of the official rules packet

Event Organizer Role

The Event Organizer supports:

- Event logistics and coordination
- Rules of packet distribution and communication
- Scorecard/standings collection support
- Welcome Day and awards presentation logistics
- Rulings coordination support with players/captains/Commissioner

Important Neutrality / On-Course Decision Rule

Because the Commissioner and captains are also players, they may not always be available (or neutral) to make immediate rules for all matches.

Therefore:

- Each match group is responsible for making good-faith rulings in real time using this packet.
- If a dispute cannot be resolved immediately, the match continues, and the issue is noted on the scorecard.
- The Commissioner/Event Organizer will resolve the issue after the hole/round.
- If the dispute involves the Commissioner's own match, the Commissioner should avoid acting as the sole on-course decider and use the Event Organizer plus non-involved players/captains for support.

3. Event Schedule Overview (Sept 16–20) (*Tentative*)

September 16 – Welcome Day / Captain Naming / Draft (*Tentative*)

- Travel and check-in
- Team captains announced/named
- Player tier classifications confirmed (A / B / C)
- Draft order determined
- Player draft conducted
- Tier Pairing Day selected by captains (*see Section 10*)
- Rules review and final format confirmation
- Captains will prepare and submit pairings for all three competition days in advance (Days 1–3), subject to approved exceptions for absence/injury/substitution

- Pairings sheets finalized for Days 1–3
- Team photo / kickoff meetup (optional)

September 17 – Competition Day 1 (*Tentative*)

- 3 matches' total
- 18 points per match
- 54 total points available for the day

September 18 – Competition Day 2 (*Tentative*)

- 3 matches' total
- 18 points per match
- 54 total points available for the day

September 19 – Competition Day 3 (*Tentative*)

- 3 matches' total
- 18 points per match
- 54 total points available for the day
- Awards / Trophy Presentation at the rental location (after play)

September 20 – Departure Day (*Tentative*)

- Departure / checkout
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4. Teams and Player Tiers

Player Tier Definitions

- **Players A:** strongest / lowest-handicap players
- **Players B:** mid-level players
- **Players C:** higher handicap / developing players

Team Roster Size and Composition

Each team roster will consist of:

- **2 A Players**
- **2 B Players**
- **2 C Players**

Total: 6 players per team (including captain)

5. Player Tier Classification (Commissioner Authority)

Player tier classifications (A / B / C) will be assigned by the Commissioner (Jason Dousharm) before the Welcome Day draft.

Classification Factors (Examples)

Classifications may be based on:

- Official handicap (GHIN), if available
- Recent scores / scoring average
- Current consistency and playing ability
- Competitive impact on match/team formats
- Commissioner's knowledge of player skill level

Captain Input (Optional)

The Commissioner may consult captains for input, but final classifications are made in the interest of overall event fairness.

Classification Finality

- Tier classifications should be announced before the draft begins.
 - Once the draft begins, classifications are final unless the Commissioner determines a correction is necessary due to a clear error.
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6. Captains and Team Responsibilities

Team Captains

Each captain is responsible for:

- Participating in the Welcome Day draft
- Setting pairings
- Verifying match scores
- Helping enforce pace of play and sportsmanship
- Resolving minor rules questions with the opposing captain (when available and not conflicted)
- Ensuring pairings comply with:
 - No Repeat Partner Rule
 - Tier Pairing Day Requirement
 - Like-for-Like Pairing Matchups (see Section 10)

Captain Limit on Rule Changes

Captains may not make mid-round changes to core event rules unless required for safety or course conditions.

7. Draft Procedure (Welcome Day)

Draft Format

- Captains are announced
- Draft order is determined (coin flip, random draw, etc.)
- Captains draft players to complete rosters
- Final rosters are confirmed before pairings are set

Draft Administration

- The Commissioner oversees the draft process
 - The Event Organizer assists with tracking selections
 - Any roster issue must be resolved before the draft is finalized
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8. Competition Format and Total Points (Revised)

Match Structure Per Day

There are 3 matches per competition day.

Each match is worth:

- 18 points (one point available per hole, 18 holes)

Daily Total Points

- 3 matches x 18 points per match = 54 points per day

Event Total Points (3 Competition Days)

- Day 1 = 54 points
- Day 2 = 54 points
- Day 3 = 54 points

Total event points:

- 162 total points

Winning Team

The team with the most cumulative points after Day 3 wins the Ramstein Ryder Cup.

9. Daily Match Formats (Finalized)

Day 1 – 2-Man Scramble Match Play

- 3 matches' total
- Each match is 18 holes
- Each match is worth 18 points

Day 2 – 2-Man Alternate Shot Match Play

- 3 matches' total
- Each match is 18 holes
- Each match is worth 18 points

Alternate Shot Tee-Off Rule (Revised):

- Before the round begins, the captain/players must choose which player tees off on:
 - Odd-numbered holes, and
 - Even-numbered holes
- This must be declared before the round starts and followed for the full round.

Day 3 – 2-Man Best Ball Match Play

- 3 matches' total
 - Each match is 18 holes
 - Each match is worth 18 points
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10. Partner Rotation, Pairings, and Matchup Restrictions

This section is critical to fairness and must be followed by both captains.

A. No Repeat Partner Rule

- No two players on the same team may be partnered together more than once during the official competition rounds.
- Each player should have a different partner each day whenever reasonably possible.

B. Tier Pairing Day Requirement (AA / BB / CC Day)

One (1) official competition day must be designated as the Tier Pairing Day.

On the Tier Pairing Day, each team must field:

- A/A
- B/B
- C/C

and those pairings must play against the same pairing type:

- A/A vs A/A
- B/B vs B/B
- C/C vs C/C

C. Tier Pairing Day Selection

- The Tier Pairing Day may be Day 1, Day 2, or Day 3.
- Captains must select it before Competition Day 1 begins.
- If captains cannot agree, the Commissioner will decide.

D. Like-for-Like Pairing Matchups (All Competition Days)

To ensure equal competition by pairing type, matchups must be like-for-like across teams.

Required examples:

- BB vs BB
- BC vs BC
- AB vs AB
- AC vs AC
- CC vs CC
- AA vs AA

E. Advance Pairings Requirement

Captains must set the planned pairings and matchup types for all three competition days during the Welcome Day captain meeting.

Pairings may only be changed later due to:

- absence
- injury

- substitution
- weather/course format change
- Commissioner-approved exception

F. Pairing Integrity Rule

No pairing may be matched against a different pairing type unless:

- Both captains agree due to absences/substitutions/logistics, and
- The Commissioner approves the exception.

G. Exceptions

If a late absence, injury, substitution, or other issue makes compliance impossible:

- Both captains may approve of a one-time exception before play begins
- Commissioner approval is required

11. Hole-by-Hole Scoring (Match Play Points)

Scoring Per Hole (Per Match)

- Win hole = 1 point
- Tie (halve) = 0.5 points to each team
- Lose hole = 0 points

Per Match Total

- 18 holes = 18 total points available per match

Per Day Total

- 3 matches \times 18 points = 54 points available per day

Score Confirmation

- Opposing teams should confirm hole results as play continues
- Final match score must be confirmed at round completion

12. Scorekeeping and Official Match Cards (Revised)

Opposing Team Scorekeeping Rule (No Self-Scoring)

To improve transparency and fairness:

- Each team keeps the score for the opposing team
- Teams should not keep their own score
- Match cards should be cross-checked at the end of the round

Scorekeeping Requirements

Each match should track:

- Hole-by-hole results (win/loss/halve)
- Match point total (out of 18)
- Relief uses (if relief options are active for B/C players)
- Any dispute/ruling notes

Official Results

A match result becomes official when:

- Both teams verify the scorecard
- Both sides confirm the point total

13. Skill-Based Relief Options for B/C Players (Captain-Controlled)

Because B and C player quality may vary by year and by roster, relief-related rules for B/C players are subject to captain approval before competition begins.

Commissioner/Captain Flexibility Rule

The captains (with Commissioner oversight) may determine whether B/C relief options are:

- used as written,
- modified, or
- turned off for the event based on player quality and fairness.

These decisions should be finalized during Welcome Day and announced before Day 1.

Optional “Play It as It Lies” Setting for B/C Players

Captains may choose to require B and/or C players to play the ball as it lies (no movement relief) for the event or for designated formats, if both captains agree and the Commissioner approves.

This option exists because some B/C players may be strong enough that added relief is not needed.

14. Relief Use Limits (Per Round) (*If Relief Is Active*)

Official Default Relief Limits

- B Player: up to 3 relief uses per round
- C Player: up to 5 relief uses per round
- A Player: no relief uses

Carryover

Unused reliefs do not carry over to later holes or later rounds.

Tracking

Relief uses should be tracked on the scorecard.

15. Relief Use Conditions and Restrictions (Placement Only)

General Relief Conditions

1. Relief must be announced before the ball is moved
2. Relief is placement only (not a throw)
3. Distance is measured from original ball position
4. Balls must remain in bounds unless you use the OB rule (Section 16)
5. Relief may not be used retroactively after a stroke is made

Relief Restrictions

Relief may not be used to:

- Cross a penalty area/hazard (unless otherwise agreed as a specific event modification)

- Move from bunker to fairway
- Create an obviously unfair advantage outside the intent of the rule

Note: Moving a ball from out of bounds to in bounds is handled under the OB Event Rule (Section 16) and is allowed with the applicable OB procedure/penalty.

Surface Restrictions (Default)

Unless captains agree otherwise before play:

- Relief may not move a ball onto the green from off the green
- Relief should remain in the same general area when possible

B-Player Specific Direction Rule

If B-player relief is active:

- 6-foot relief
- Left or right only (lateral)
- Not nearer the hole

C-Player Specific Direction Rule

If C-player relief is active:

- 20-foot relief
- Left or right only (lateral)
- Not nearer the hole

16. Out of Bounds (OB) – Event Rule (Captain-Controlled by Player Quality)

Because player quality can vary significantly within A/B/C tiers, the specific OB penalty structure is subject to captains (with Commissioner oversight) before the event begins.

OB Pace-of-Play Rule (Always Applies Unless Explicitly Changed)

To maintain pace of play, the event will use a lateral OB procedure (placement) instead of stroke-and-distance, unless a different procedure is announced before Day 1.

OB Penalty Structure (To Be Set Before Day 1)

Captains and Commissioner will confirm the OB penalty model based on roster quality.

Recommended default model (if adopted):

- A Players: lateral relief + 2 penalty strokes
- B Players: lateral relief + 1 penalty stroke
- C Players: lateral relief + 0 penalty strokes

OB Relief Procedure (Revised)

- Ball may be brought from out of bounds to in bounds using the OB event procedure
- Ball is placed at or near the point where it last crossed OB (or nearest practical point agreed by the group)
- Placement should be made in a reasonable lateral relief area
- Placement must not be nearer the hole unless both teams agree due to hole layout/safety
- Group should make a quick, good-faith determination to preserve pace

OB + Normal Relief Interaction (B/C Players)

If a B or C player uses the OB event procedure:

- The player may then apply their normal tier relief distance (if active and if they have uses remaining), subject to the rules for that tier:
 - B Player: up to 6 feet lateral
 - C Player: up to 20 feet lateral
- This remains subject to captain-approved relief settings for the event

OB Rule and Relief Use Tracking

The OB ruling itself does not automatically consume a player's normal B/C relief use unless captains specifically adopt that modification before the event.

17. When Relief May Be Used (*If Relief Is Active*)

Relief may be used:

- Before a stroke
- On any competition hole
- Only by the eligible player tier (B or C)
- Only if the player has remaining relief for that round

Relief may not be used:

- After a stroke has been made from that position

- To replay a poor shot outcome
 - In violation of any event restriction in this packet
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18. Tees, Mulligans, and Gimmies

Tees

- All players must use the designated event tees assigned before play.

Mulligans

- No mulligans during competition rounds.

Gimmies / Concessions (Revised)

- No automatic gimmies
- Putts should be holed unless conceded by the opposing side
- Tap-ins may be mutually conceded if the ball is within the leather

“Within the leather” means the putt is short enough to be conceded by mutual agreement using the putter-length leather standard.

19. Rules Hierarchy

If there is a conflict between rules, apply them in this order:

1. Ramstein Ryder Cup Official Rules (this document)
 2. Course local rules
 3. USGA Rules of Golf (as practical for friendly competition)
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20. Pace of Play Standards

Pace Expectations

- Keep up with the group ahead

- Be ready to hit when safe
- Limit delays and long discussions

Pace Rules

- Ready golf encouraged (except where match order matters)
 - Ball search limit: 3 minutes
 - Groups should make quick, good-faith rulings and move on
 - Unresolved issues should be noted and reviewed after the hole/round
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21. Disputes and Rules Questions (Revised for Playing Captains/Commissioner)

Dispute Resolution Process

1. Discuss immediately within the match group (before next shot if possible)
2. Opposing sides attempt a good faith ruling using this packet
3. If unresolved, note the issue and continue play
4. After the hole/round, Commissioner/Event Organizer reviews and confirms ruling

Conflict / Participation Rule

If a captain or the Commissioner is involved as a player in the disputed match:

- they should not act as the sole decision-maker for that dispute
- use opposing players/captain and Event Organizer support for neutrality
- final administrative ruling remains with the Commissioner, if necessary, after review

Finality Rule

If a score is agreed and the next hole has started, that score is generally final unless there is a clear scoring mistake.

22. Sportsmanship and Conduct

- Respect partners, opponents, and course staff
- No cheating, intentional mis-scoring, or abusive behavior
- Friendly trash talk is fine; personal attacks are not
- Competing hard, keep it fun

Alcohol may be consumed if legal and safe, but behavior that disrupts play, pace, or sportsmanship is not acceptable.

23. Overall Event Tiebreaker (After Day 3) – Finalized

If the teams are tied after all competition days, the winner will be determined in this order:

1. Most points won on Day 3
2. Scorecard playoff (“Card Off”) from Day 3, using:
 - Back 9
 - Back 6
 - Back 3
 - 18th hole
3. If still tied:
 - Co-Champions, or
 - Captains putting contest (if both teams agree)

No on-course playoff hole is required for the First Annual event.

24. Weather Delays, Shortened Rounds, and Cancellations

If weather affects play, captains and the Commissioner may:

- Delay and resume
 - Count completed holes only
 - Halve remaining holes by agreement
 - Compress format
 - Reduce total event points proportionally if needed
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25. Absences, Late Arrivals, and Substitutions

Late/Absent Players

Captains may:

- Reconfigure pairings
- Use a substitute
- Modify match format by mutual agreement

Substitutes

Allowed only if:

- Both captains approve
 - Substitute is assigned a fair tier classification (A/B/C)
 - Commissioner approves substitution and tier assignment
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26. Awards and Trophy (Revised)

The winning team is awarded the Ramstein Ryder Cup.

Trophy / Presentation Timing

- Awards and trophy presentation will be held on Day 3 at the rental location after competition play is completed.

Traveling Cup Tradition

- The Ramstein Ryder Cup is a traveling trophy awarded to the winning team captain for possession until the next annual event.
- The winning captain is responsible for returning the cup in good condition for the following year's competition.

Champion Captain Keepsake (Recommended)

Because captains may travel by air, the event may also provide a small keepsake item (flight-friendly) for the winning captain to keep permanently (for example: commemorative coin, mini trophy, plaque, or engraved item).

27. Rule Changes and Future Years

- No mid-round rule changes except for safety/weather reasons

- Future changes should be discussed after the event and documented
- This First Annual rule set becomes the baseline for future Ramstein Ryder Cups