

Welcome to The Slammer Tour!

Key info and tips for rookies.

The Slammer Tour is designed to be both fun and competitive, so please, don't ever lose sight of that. We all love to win but hey, this isn't the PGA Tour!

The Rules of Golf

The rules are important for maintaining a level playing field and knowledge of the rules is your own responsibility. That said, nobody knows everything and most of us learn something new every time we play, so if you're ever unsure, just ask your playing partners for their opinion.

Three Levels of Rules

Golf Canada rules of match-play golf apply, except for local course rules and the Slammer Tour rules as outlined on slammertour.com. These Slammer Tour "relaxed rules" take precedence, followed by local course rules and then Golf Canada rules.

No Out-Of-Bounds / Stroke & Distance Penalties

The Tour does not use stroke and distance penalties for shots that go out-of-bounds, or are lost. Everything is played as a hazard, so instead of re-hitting from the original spot, you take a drop at the point of entry to the trouble area and incur a one-stroke penalty. You are never allowed to go back and hit again on the Slammer Tour, nor do you need to have a provisional ball in play.

Format & Rankings

The format on the Slammer Tour is match-play. We still keep track of scores but rankings are based on the results of matches. If you beat someone above you, you take their spot on the ladder and they move down below you. Match-play is great because even high-handicappers can beat the top players if they happen to have a great game.

Match-Play Format

In match-play, you win, tie or lose each hole until you run out of holes and a winner is declared... unless of course it ends up in a tie. Unlike stroke play where scoring is based on the total number of shots for the entire round, the Slammer Tour plays on a hole-by-hole basis. If you par the first hole, for example, and your opponent bogies it, you're "one up". Beat them again on hole #2 and you're "two up". If, for example, you are "three up" but there are only two holes left to play, you win the match!

Challenges

By default there are automatic matches among everyone in a group, except in the case where Slammers are two or more divisions apart. If you are two divisions below another Slammer, you can opt-in to a match but there are no matches if two people are three or four divisions apart. Each match has five bones riding on it so come prepared to lose but ready to win!

Feedback

We want your feedback, good or bad, so please email comments to info@slammertour.com.

Pace-of-Play

Nobody likes a five or six hour round, so we have a few special rules to keep things moving and fun. You have 30 seconds to hit your shot once you arrive at your ball so be ready to go when it's your turn. Eight is the maximum score on a hole (Slammie Max), and all eights are equal, except in the case of an infraction that results in loss-of-hole (i.e., hitting the wrong ball), in which case the player scores nine. If you hit your ball out of bounds, you drop a ball at the point of entry and take a one-stroke penalty.

Stick Handling & Fluffing

You get "preferred lies" in your own fairway, meaning you may stick-handle the ball within 12-inches no closer to the hole. But, don't even touch your ball if you're in the rough, woods, hazard or an adjacent fairway. You must play it as it lies when off your own fairway, or you will lose the hole.

Mulligans & Gimmes

There's no such thing as a mulligan on the Slammer Tour, but we are generous when you putt one close — as is customary in match-play. Anything inside of two feet must be conceded by ALL opponents and anything inside a foot is an automatic gimme. If any opponent doesn't think it is inside two feet and it is not conceded then it must be putted. Gimmes can be any length as long as all three opponents agree. Gimmes never apply, however, if the putt is for an eagle, birdie or to clinch a "doggie".

Drops, Hazards & Penalty Strokes

We do adhere as much as possible to the standard Rules of Golf. Drops from hazards (point of entry) and unplayable lie drops, for example, must be carried out according to the rules and such drops will cost you one stroke.

Doggies & Skins

Whoever sticks their ball closest to the hole on each par three, and doesn't three-putt or worse, wins a "doggie" if they've entered this optional contest. We also have an optional "skins game" where you can win bones if you get the lowest score on a particular hole. Each side game is five-bones, payable to the Doggie Master before teeing off.

Protect Your Ball — And Yourself

Get yourself (or borrow) a magic marker and mark your name on your ball so there's no doubt whose ball it is. If you accidentally hit the wrong ball, you lose the hole... and that's no fun!



Be sure to review all of the rules at slammertour.com.

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