

Local Rules and Information Sheet

FORMAT: 36 holes, Four-Ball stroke play. The Championship and Master Divisions will play GROSS while the Net Division will use 85% of the player's adjusted course handicap (per World Handicap System Policy). The Champions will come from the Championship Flight.

PLAYOFF: A tie for the Championship will be decided by a playoff on the course immediately following completion of the final round. A tie for the Master and Net Division Champions will be decided by a scorecard playoff according to the USGA format found in the Rules of Golf.

TOURNAMENT CONDITIONS: All play is governed by the Rules of Golf, the MGA Rules Card, Notice to Competitors, Entry Blank and the following local rules. NOTE: Disregard any and all local rules printed on the local scorecard.

TEES: CHAMPIONSHIP DIVISION will play *MGA BLUE* tee markers. MASTERS/NET DIVISION will play *MGA WHITE* tee markers.

PACE OF PLAY: The MGA Pace of Play policy posted on the Championship webpage is in effect. Please make sure you maintain position with the group in front of you on the course at all times. In order that all play may finish, we ask and expect your cooperation.

PRACTICE ON PUTTING GREEN OF HOLE LAST PLAYED: Prohibited per MGA Rules & Information Sheet. <u>*Penalty: General Penalty at the next hole*</u>.

OUT OF BOUNDS: Boundaries are defined by white stakes and the edges of public roads bordering the course. A ball going out of bounds and coming to rest on another part of the course is still out of bounds.

PENALTY AREAS: When stakes and lines are used to mark a red or yellow penalty area, the stakes *identify* the Penalty Area while the lines *define* the margin. Wooded areas surrounding the course and large fescue areas are treated as part of the general area.

GROUND UNDER REPAIR: In addition to areas circled by white lines, the following areas are considered ground under repair:

- 1. Ball lying in a cultivated flower or shrubbery bed.
- 2. Ball lying in a sod seam of an area of un-marked new sod *(Interference for lie of ball and area of intended swing only)*

WOOD CHIPPED AREAS: These are part of the General Area from which free relief is not available. However, individual wood chips are loose impediments and may be moved as long as it does cause the ball to move.

FESCUE & HEAVILY TREED AREAS: Fescue and heavily treed areas are part of the General Area from which free relief is not available. **NOTE: RIDING GOLF CARTS MUST REMAIN OUT OF THESE AREAS.**



DROPPING ZONES: Dropping zones are provided as an <u>additional</u> option on hole #11 for a ball that comes to rest in the yellow penalty area.

GHIN POSTING – Scores <u>*will not*</u> be posted to GHIN for handicap purposes.

ELECTRONIC/DIGITAL SCORING: Official scoring will be done through the **Golf Genius** mobile scoring app. One person will be responsible for scoring for each side. Once scores are complete, player and marker must certify through the scoring app. Please report to the **SCORING AREA** immediately upon the completion of your round.

SCORING AREA: The Scoring Area is in the Tournament Office located inside the main level of the Clubhouse. Scores become "official" once all players of a side leave the scoring area or if they have not arrived at the scoring area within 15 minutes of completing play.

RULES COMMITTEE: Doug Hoffmann (Chair) – (612) 964-4249 Bob Boldus – (952) 201-5670