Sunday, September 25 8:00 a.m. \& 1:30 p.m. Shotguns

## Local Rules

DO NOT PLAY BY RULES ON THE HOST CLUB'S SCORECARD: The Local Rules listed below apply.

## FORMAT:

Holes 1-6: Alternate Shot - One player tees off on the odd holes, and the other player tees off on the even holes, regardless of who played the last stroke on the previous hole.
Holes 7 - 12: Scramble - Two-person team format. On each hole, each player tees off, then the team chooses the best shot, and both play the second shot from that location and again choose the best shot. Play continues in this manner until the hole is completed. The first ball to be holed is considered the score for the team. Do not tap in until your partner has taken an attempt at the putt.
Holes 13-18: Four-Ball - Two-person team format with each player playing her own ball. On each hole, the lower score of the two partners is the TEAM score for the hole.

Out of Bounds: Defined by white lines, stakes and boundary fences. If both stakes and lines are used to define the boundary, the stakes identify the boundary, and the line defines the boundary. Stakes used to define or identify a boundary are considered Boundary Objects, so they may NOT be removed, and you don't get free relief from them. NOTE: A ball going out of bounds on one part of the course and coming to rest on another part of the course remains out of bounds.

Penalty Areas: Penalty areas are marked as either red or yellow. When stakes or flags and lines are used to mark penalty areas, the stakes or flags identify penalty areas, and lines define them. Wooded areas surrounding the course are defined as penalty areas. All native areas (fescue) and brush/unmaintained areas are red penalty areas. The edge of the penalty area is defined by the rough cut line.

Ground Under Repair: Defined by white lines. French drains and cultivated flower and shrubbery beds on the course are ground under repair even if not so marked. If your ball comes to rest in one of these areas, you must take GUR relief by dropping a ball in a relief area that is one-club length and is NO closer to the hole - with NO Penalty.

Obstructions: All irrigation control boxes, shelters, and artificially-surfaced cart paths, including worn areas which are immediately attached to the cart paths.

No Practice Putting: Between the play of two holes, a player must not (1) make any practice stroke on or near the putting green of the hole last played, or (2) test the surface of that putting green by rubbing the putting green or rolling a ball.

Accidental Movement of a Ball on Putting Green - There is no penalty if the player or another player accidentally moves the player's ball or ball-marker on the putting green. The player or the person who moved it must replace the ball on its original spot or place a ballmarker to mark that original spot. Rule 13.1d.

Dropping Zone: Hole 16, next to the green, left side. It is an additional option for a ball that does not carry the penalty area.
Tee Markers: MGA Red Tee Markers
Official Mobile Scorecard: One player per group will need to enter scores using the mobile USGA TM app. After completing your final hole, please come to the scoring area after to verifying your scores (verbal verification will be your official signature).

Committee: The Committee is Rachel Blauert, Joel Comstock, and Karen Spruth. If you have any Rules questions, please call (952)-3453961.

Awards \& Tie-Breaking Procedure: Gift certificate awards will be handed out after all play has finished for your shotgun.. Once awards have been handed out, the round is completed and final. Any ties will be decided by matching scorecards according to the USGA format found in Section 5A of the the Committee Procedures of the Rules of Golf. If the tying players have the same score for the back nine (1018), the winner is determined on the basis of the last six holes (holes 13-18), last three holes (holes 16-18) and finally the eighteenth hole. If still tied, the winner will be determined by chance. There are no on-course playoffs.

