

MNGC Weekday League Rules:

Effective: June 18, 2025

- A. Minimum Skill Level:** Beginning January 1st, 2023; all NEW members must carry an average 18-hole score of 99 or better. This translates to approximately 9 points in the Par Points game or approximately a 27 GHIN handicap index.
- B. Pace of Play:** Each team should finish a round within 4 hours. Play ready golf. USGA Rules state a player should 'make the stroke in no more than 40 seconds after they are able to play' (i.e. the ahead fairway/green is clear). Stay focused, be out of the cart and ready before it is your turn, keep your routine short, use carts effectively (i.e. drop a player at their ball and proceed to your own), be aware if you are falling behind the group ahead of you, etc.
- C. Preferred Lies (Playing the Ball Up):** With the exception of hazards, bunkers or greens, a player may 'roll' the ball one club length to improve lie. Ball must remain in the same cut of grass. No 'fluffing' or twisting the grass, 'bumping' the turf, using the edge of a divot, etc. to artificially create a better lie.
- D. Unplayable Lies:** A player may NOT use the Preferred Lies rule (C) to improve an unplayable lie. If a ball rests where a player cannot take a swing at the ball (under a bush, against a tree, edge of the water, etc.) the player may take a drop within two club lengths of the nearest point of relief, incurring a one stroke penalty.
- E. Hazards/Penalty Areas (water, bunkers, areas defined by red lines, tall fescue, tall 'natural areas', etc.):** All hazards/penalty areas are in play and shall be observed. The lie of a ball cannot be improved in these areas without incurring a one-stroke penalty. Follow USGA rules when taking a drop.
- F. Water Hazard Drops:** Follow one of the 3 options defined in USGA rules for dropping the ball. a.) 'stroke and distance', hit another ball from original spot; b.) 'back on the line' relief by dropping a ball on a line that keeps the entry point between the dropped ball and the hole; c.) drop a ball within two club lengths of where the ball crossed the hazard line (not where the ball ultimately landed in the water). A one stroke penalty applies to each of these options. (Note: On Legends #18 the drop area, denoted by a plaque on the opposite side of the water near the cart path, may be used.)
- G. Bunkers:** Balls must be played as they lie. Balls resting in a footprint may be rolled a few inches. (Remember, per USGA Rules, a player may choose to take a drop out of a bunker, incurring a 2 stroke penalty. The previous lie in the sand must be kept on a line between the new drop and the hole.)
- H. Lost Balls** (Please limit search time to 3 minutes.)
 - a. Lost In a Hazard or Out of Bounds: Player must take proper drop (two club lengths max) and incur a one stroke penalty.
 - b. Lost In The Fairway or Rough : (Known as The Leaf Rule.) Player, with concurrence of a teammate, shall place a ball approximately where it was assumed to be lost and play on without a penalty.
- I. Putting:** Generous gimmies create an unfair advantage. Players must putt out unless the entire ball is clearly inside the leather, no more than **24 inches**.
- J. Hole #10 of Champions:** This hole will be considered a par 5 for Green and Blue tee players with the exception of Scrambles and 2-Low Net games.
- K. League Website:** The online tools used to manage information and bookings have annual fees. Each member will be expected to pay a nominal fee each November to cover the expenses for the following year. (As an example, the 2022 fee was \$10 per player. Payable to Bill Miles.)

Our Games:

Par Points: Played every Monday, Wednesday, and Friday (except as noted below).

Par Points is a Modified Stableford scoring system that is designed to create a level playing field for players of all ability levels. Points are awarded on each hole in the following fashion: bogey (1 point), par (2 pts), birdie (4 pts), eagle (8 pts) and double eagle (16 pts). Each round every player has an established number of points they must 'pull' based on previous performance. How they finish a round in relation to their established points is their score for the day. For example, if Fred starts his round with a previously established Par Points average of 15, pulling 17 points would make him +2 for the day while pulling 11 points would make him -4 for the day. Earned points for individual players are combined into team scores. Individual Par Points averages will be adjusted after each round in which the Par Points game is played. A player's Par Points will increase/decrease by 1 if their score is +/- 2 or +/- 3. The players Par Points will increase/decrease by 2 if their score is +/- 4 or more. (Maximum points assigned to a player shall be no more than 32.) No point adjustments will be made unless a minimum of four players played in a Par Points match.

Scramble: Played on the first Monday of each month.

The Scramble is played as a traditional scramble with the following modifications:

1. Players will have a minimum number of tee balls based on the following criteria:
 - a. Foursomes: Each player's tee ball must be used at least **three** times during the round.
 - b. Threesomes: Each player's tee ball must be used at least **four** times during the round.
 - c. Teams with a Blue Tee Player: Each player's tee ball must be used at least **four** times during the round, regardless of team size.
2. For players using the blue tees, their tee ball can be used a max of 6 times in a foursome and 8 times in a threesome. However, blue tee players can, as an option, utilize the green tees and their tee ball can be used more often than the maximums.
3. If the match consists of both threesomes and foursomes, the threesomes will alternate a 4th shot between the group members on each hole (i.e. Player A plays two balls for the entire 1st hole, Player B plays two balls for the entire 2nd hole, etc.) The alternate shot does not apply if ALL teams are threesomes.
4. We utilize 'bogey is your friend' in the Scramble. The max score allowed on a hole is a bogey.

Best Two Net Score: Played on the third Monday of each month.

Team score will be determined using the two lowest NET scores for a threesome or foursome. The following guidelines will be utilized:

1. Players will utilize their handicap as listed on the MNGC Weekday Golf League website (not GHIN) to determine their net score for each hole. (Handicaps may also be calculated based on the players current PAR points)
2. A player must "hole out" for their score to count. No assumed or maximum score limit.
3. The two lowest NET scores will be listed for each team on each hole, and these will be utilized to determine the team score in relation to par.
4. If the match consists of both threesomes and foursomes, the threesomes will utilize a player's score twice on each hole, rotating every third hole. (i.e. Player A's score will be used twice on the 1st hole, Player B's score will be used twice on the 2nd hole, Player C's on the 3rd hole, back to Player A for the 4th hole, etc. Rotation must be consistent and last for the entire round.

Entry Fee & Pot Payouts: All matches have a \$6 entry fee per player. At the beginning of the round each player will provide their team's scorekeeper with the entry fee. Payouts will occur in the Tavern at the end of each match. In all game types (listed above) the pots will be divided into thirds and paid to the winners of the Front Nine, Back Nine and Overall. In the event there are more than 3 teams AND one of those teams wins everything (the Front Nine, Back Nine and Overall) the pot will be split with 75% going to the winning team and 25% going to the team with the second-best Overall score.

Selecting Teams: The smart phone app, Team Shake, will be used to select the teams. This program allows us to randomly pair players for Par Points matches. For the Scramble and Best Two Net Score matches, teams will be selected from A-B-C-D players. The random selection may appear at times to overload a team, but it comes out even over the long term.

Recommended Tee Boxes:

We have developed recommended tee boxes based on the individual player's age. Based on MNGC recommendations we feel these tees are a good fit for our group. Members are always welcome to play a longer set of tees. Moving to a shorter set will be allowed with Rules Committee approval. The boxes recommended by age are:

White Tees: ages 64 and under

White/Gold Combo Tees (Legends Only): Optional for players 60-64

Gold Tees: ages 65-74

Green Tees: ages 75-84

Blue Tees: ages 85+