

CHAPTER III OPERATING PROCEDURES AND RULES

A. OPERATING PROCEDURES:

1. MEMBERSHIP

MGA Members must be at least 18 years of age, meet minimum handicap requirements.

All new applicants **MUST** have an established USGA handicap of 36 or less before the application will be fully accepted. In the event he does not have an established USGA handicap, he must 'demonstrate' his ability of a 36 handicap, maximum, based on two (2) rounds of golf in the MGA at The Golf Club at Cypress Head. Once this is demonstrated, the new member's handicap will be indexed based on his lowest score of the two (2) rounds. The formula used to calculate this index will be 70% of the lowest score Handicap Differential. Once he has posted five rounds, the USGA Handicap Index Formula, Section 10-2 will be applied or a temporary computer trend handicap will be used.

While it is understood that the Men's Golf Association plays from the **WHITE** Tees, it is also recognized that there are extenuating circumstances that may allow a MGA Member to play from the **RED** Tees. This may include, but is not limited to a health condition, a temporary physical condition or the inevitable advancement of age. To allow all active MGA Members to continue to enjoy the full benefits of the MGA, the Executive Committee will consider written requests to allow a player to play from the **RED** Tees. The request will be reviewed by the Handicap and Tournament Committees with the results presented to the Executive Committee taking into consideration the players request, current handicap and members reason for the request. A player's increasing higher tournament scores **DOES NOT** necessarily mean the request will be granted. Furthermore, any shifting to the **RED** Tee will be reviewed at the beginning and throughout each season.

2. SIGN-UP

Sign-up for the next week's tournament will be from Thursday AM through Wednesday 9AM of the following week. MGA members must cancel by 9AM Wednesday the day before the tournament.

3. REGISTRATION

The normal play day is each Thursday. Tee time is 8:15 AM, with a shotgun start from the assigned tees. On the day of play, registration is from 7:00 AM-7:45 AM. If you fail to register before 7:45 AM, you might be replaced by an alternate. It's best to arrive at the course at least by 7:30 AM for registration. If you are signed up to play, but find that you will not be able to play, you **MUST** call and speak to a member of the Tournament Committee or Executive Board before

9AM on Wednesday.

After 9AM on Wednesday, a signer will call a member of the Executive Committee and talk with them to properly cancel and not be considered a **NO SHOW**. Calling the Pro Shop and informing an employee may not fulfill this requirement.

TARDY players, checking in at registration after 7:45 AM, will be handled by the Tournament Committee accordingly.

NO SHOW players may not be permitted to sign up for the next week's tournament. If deemed necessary, subsequent violations of NO SHOW will be dealt with correspondingly: 2nd NO SHOW - 2 weeks sanction, 3rd NO SHOW - 3 week sanction, 4th NO SHOW - suspension of membership without refund of membership dues. A member may submit in writing, within seven (7) days of the offense, a reconsideration of Sanction letter to the Executive Committee, wherein he states any "extenuating circumstances".

4. TOURNAMENT / PRIZES

All score cards in MGA play must be turned in by the scorekeeper immediately after each round. They must be CAREFULLY KEPT, SIGNED, ATTESTED TO, AND DATED. Each player's local club number must be shown on the card. For the sake of accuracy, a backup scorecard should always be kept and compared in your group.

Normal tournament fees will be \$6.00 which includes the closest to-the-pin (CTP) competition. Guests may also participate in the CTP competition for a \$1.00 entry fee. After a player pays the tournament fee for that week and unless the Tournament Committee cancels play, the tournament fee is forfeited.

For each MGA event, prizes will be awarded to twenty-five percent (25%) or more of the field.

The Tournament Committee may elect to change the format of the weekly tournament dependent on circumstances such as weather, low MGA attendance, etc.

The Handicap Committee reserves the right to manually adjust MGA Members handicaps based on "USGA Exceptional Tournament Scores (ETS) chart. This will not affect your GHIN handicap for golf events outside the MGA.

Most events are flighted based on the number of members playing, and are determined by handicap indexes and paired by the computer. Players must play with their assigned team or partner. If a particular flight is not equal to other flights due to format or handicap indexes, prize monies paid into that flight might be disbursed accordingly. The 25% or more payout rule will remain in effect.

During any MGA sponsored event where the MGA is giving its members free beer, and a member or members are fortunate enough to make a hole-in-one, that same day, each player will be rewarded \$100 in cash. If a member wants a beverage other than beer, he will ask the person or persons who made the hole-in-one to buy them a drink out of his \$100 prize money. No beverage will be served until the person or persons who made the hole-in-one arrives at the bar and informs the bartenders they may start serving the beer. There will be no carryovers under any circumstances.

In the event of weather concerns, the following will apply:

- If Cypress Head closes the course, Cypress Head will address the 'rain check' condition. The MGA will address the tournament fee (which will be carried over to the following week).
- The decision to cancel the tournament will be made by the majority of the Executive Committee present.
- If the MGA 'suspends play (no longer than 45 minutes) for weather during the round and the player leaves the course, the player will forfeit the tournament fee.

Members who fail to register and pay prize money prior to play will not be eligible to receive prize monies in the event they or their team wins.

5. MISC.

If a member violates Article II of the By-Laws, or acts in a manner detrimental to the purpose of the MGA and/or to the spirit of fair play, the Executive Committee has the right to review the matter, and with just cause, suspend the member **without refund of membership dues.**

Monies won in MGA events will be credited to the member's computer account, and will remain there while one remains a member or until spent. Winnings may be used for Pro Shop items, in the restaurant for food and/or drinks, or for practice balls. *If one decides not to renew his membership for the next golf year which begins on October 1st, he will have until the following March 31st to use the funds in his account. If he fails to do so, his account will be closed and any remaining balance will revert back to the MGA account.* In the event of a member's death, his family will be notified of any existing balance, giving them the option of using it, leaving it in the account or receiving a refund.

Members should repair all holes made by divots with sand, repair ball marks, and operate carts in a safe manner.

All members will be provided with a green MGA identification card that contains three numbers:

MGA # - Used by the pro shop staff to credit winnings to your account or when making a purchase from your account.

GHIN # - Number used for posting scores either online
(www.ghin.com) or at other golf courses.
LOCAL # - Used to enter scores at terminal in the pro shop.

**B. RULES GOVERNING PLAY DURING MGA
SPONSORED EVENTS:**

USGA, LOCAL and the following MGA rules will govern play during all MGA events.

1. The ball will always be played down unless announced otherwise, and everything must be putted out in accordance with that day's tournament format. Lie improvement is a rule violation subject to penalty (ball to be lifted for identification must be done according to USGA Rule 12.2). If playing conditions warrant, the MGA may elect to play the ball "up" or allow "rolling the ball over" in your own fairway. You may move your ball no more than the length of the MGA scorecard and must remain in the same playing environment (fairway, fringe or rough), but no closer to the pin. This does not apply when the ball is in a hazard.

2. If a ball is suspected as being lost, a provisional ball should be played to speed-up play. If a provisional ball is not played and a player does not find his ball, through the green, he must go back and replay the next shot from the previous spot where the original ball was played with a stroke penalty.

3. If you believe your ball may not have cleared a water hazard (i.e. holes #s 3, 4, 8, 9, 14, 15, 17), to speed-up play, you may play a provisional ball from the same spot as the original ball. If the original ball is found outside the hazard, you 'must' play the original ball. If your ball is found inside the hazard, you have the option of playing the original or provisional ball. If a ball is deemed unplayable in areas other than those previously described, see USGA Rule 28 for proper procedure.

4. Most of the water hazards, wooded and Environmentally Sensitive Areas (ESA) around the golf course have been marked as water hazards or lateral water hazards (All conservation land is marked No Hunt).

All ground or water within the margin of a water hazard marked with a "Yellow Line" or a lateral hazard marked with a "Red Line" or red stakes is part of a water hazard. See USGA Rule 26-1 for proper procedure.

NO HUNT/PLAY ZONES: There is one "No Hunt/Play" zone at Cypress Head. It is Hole #2, just short of the green. The MGA designates this as a "NO PLAY" zone. **PLAY IS PROHIBITED FROM THIS AREAS.** If a ball is played into this area, the player must take a drop in front of the zone, using the 'line of flight' principle and incur a one-stroke penalty. If a player attempts to play from a "NO PLAY" zone, he **WILL BE DISQUALIFIED.**

5. Out of bounds is defined by white boundary posts or fence lines bordering the golf course. See USGA Rule 27-1 for proper procedure. If you think your ball might be out of bounds, declare it so and hit a provisional ball in order to speedup play. NOTE: If the original ball is found in bounds, the original ball must be played and the provisional ball picked up.

6. The bunker areas on the left side of the holes #1 and 2 fairways, and on the right side of the #18 fairway, are considered waste areas. You may ground your club while addressing the ball.

7. If a fellow member/competitor violates a particular rule of golf, you are obligated to immediately inform him, in a kind way, of the violation. Failure of a member to comply with a rule of golf may be cause for disqualification. If you disagree, play two (2) balls to the finish of that hole.

8. In taking a legal drop, you must stand erect, hold the ball at shoulder height and arm's length, and drop it. Placing the ball, when only a drop is allowed, is a rule violation, 1 stroke penalty.

9. A ball embedded in its own pitch mark, through the green and outside a hazard, may be lifted, cleaned and dropped without penalty, in the same environment.

10. A ball lying in a divot hole or in a hole made by armadillos or birds, i.e. Sandhill Cranes, Egrets, etc., in your own fairway will be treated as Ground Under Repair and may be lifted, cleaned and dropped in accordance with USGA Rule 25-1 (Abnormal Ground Conditions).

11. A pond (water hazard) overflowed outside the margin of the hazard is casual water. The ball in question must be identified. Where there is overflow from a water hazard, take relief from the casual water and drop to the 'nearest point of relief' according to USGA Rule 25.1.

12. On occasion and due to weather, certain areas of the golf course experience "less than ideal" conditions. So the golf course can be more fairly experienced, the Rules Committee will enact 'SAND TRAP' exceptions as follows:

Condition 1: "RAKE AND PLACE" - Except when the ball is plugged in the slope of a sand trap, you may find a spot in the trap NO CLOSER to the hole and at the NEAREST POINT OF RELIEF, still in the sand trap, RAKE the sand and PLACE the ball WITHOUT PENALTY.

Condition 2: "SELECTED GROUND UNDER REPAIR" - When SPECIFIC sand traps are identified, you may REMOVE your ball from the sand trap WITHOUT PENALTY. The ball will be dropped within 2 club lengths of the edge of the sand trap, keeping the point where the ball was retrieved between the hole and the drop point.

Condition 3: “ALL TRAPS ARE PLAYED AS GROUND UNDER REPAIR” – You may remove your ball from ANY sand trap WITHOUT PENALTY. The ball will be dropped within 2 club lengths of the edge of the sand trap, keeping the point where the ball was retrieved between the hole and the drop point.

If there are no water hazard lines or stakes or the stakes are not aligned properly, the margin of the hazard is determined by where the ground breaks down to form the depression containing the water.

Rangefinders

For all play in the MGA, a player may obtain distance information by using a device that measures distance only. If a player uses a distance measuring device that is designed to gauge or measure other conditions (gradient, wind-speed, temperature, etc) the player is in breach of Rule 14-3 for which the penalty is disqualification.

Assumption

All USGA rules, Cypress Head and MGA LOCAL rules apply to play in the MGA and it is each person’s responsibility to know these rules. Some rules below are just for description or clarification.

Rule 13 – Ball played as it lies, (Some examples below)

- A player must not improve the position of his ball
- The area of his intended stance or swing
- Moving, bending or breaking anything growing or fixed
- Creating or eliminating irregularities of surface
- If a ball is in a hazard, the player must not: test the condition of the hazard, touch the ground in the hazard or water in a water hazard, TOUCH or MOVE loose impediments lying in or touching the hazard.

Rule 20 – Lifting, Dropping, and Placing

- Position of ball must be marked before it is lifted
- Player must stand erect, hold the ball at shoulder height and arm’s length and drop the ball.
- The ball must be redropped if it comes to rest more than 2 club-lengths from where it first struck a part of the course.
- A ball to be dropped in a hazard must be dropped and stay in the hazard.

Rule 26 - Water Hazard (YELLOW stakes) & Lateral Hazard (RED stakes). You must not ground your club or move any loose impediment in a Hazard

Lateral Hazard (RED Stakes) – Options

- Play the ball where it lies without penalty
- Play your next stroke from the spot where the original ball

- was last played, one stroke penalty
- Drop a ball behind the hazard along a line formed by the hole and the point where the ball last entered the hazard, one stroke penalty
- Drop a ball within 2 club-lengths of the point where it last entered the hazard, no nearer the hole, one stroke penalty

Water Hazard (YELLOWStakes) – Options

- Play the ball where it lies without penalty
- Play your next stroke from the spot where the original ball was last played, one stroke penalty
- Drop behind the hazard along a line formed by the hole and the point where the ball last entered the hazard, one stroke penalty

Rule 26-1 – Known or Virtually Certain – In order to treat the ball as lost in the hazard, it must be known or virtually certain the ball is lost in the hazard. In the absence of such evidence, the ball must be treated as a lost ball, Rule 27.

Rule 27 - Ball hit OUT of BOUNDS or lost outside a hazard, play a Provisional Ball

- If your ball is out of bounds or lost, you must play another ball at the spot from which the original was last played, one stroke penalty
- A ball is out of bounds when the entire ball is out of bounds

Rule 28 – Ball Unplayable, You may deem your ball unplayable at any place on the course except when the ball is in a Water Hazard. You are the sole judge as to whether you ball is unplayable – Options (One stroke penalty for each option)

- Play a ball at the spot from which the original ball was last played
- Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped
- Drop a ball within 2 club-lengths of the spot where the ball lay, but not nearer the hole
- Note: If your ball is in a bunker, and you elect to use option 2 or 3 , a ball must be dropped in the bunker

Rule 33-8/41-44 Environmental Sensitive Areas, ESA (YELLOW/RED/WHITE) stakes with GREEN tops on hole 2). Balls CANNOT be hit from ESA area.

MGA Rules – Any ball that is hit and there is doubt if it cleared the Lateral Hazard, a provisional ball may be played to save time and you may go forward to look for the original ball. If the original ball cannot be found, the provisional must be played with a one stroke penalty. If the ball hit into the hazard is found, the player may decide which ball to play.

A ball must be DROPPED, but NOT teed when using the designated DROP areas on hole 2.

Throughout the golf course, an drain, except those within a waste bunker, is considered Ground Under Repair. This is defined as one club length from the center of the drain. Then you will receive a one club drop no closer to the hole without penalty.

Ball Hawking – Ball Hawking during MGA events is NOT permitted. It is defined as “looking for a ball(s) other than your own or your partners, if applicable, resulting in you delaying to play your ball when it is your turn. The penalty can range from a verbal warning to the adding of a penalty stroke(s) to disqualification for subsequent violations.’