

MWGA RULES AND CONDITIONS OF COMPETITION

The current USGA Rules of Golf are in effect. Please take note of the local rules and information.

STARTING TIME The note under Rule 6-3 will be in effect. The order of play is not relevant. If the player arrives ready to play within 5 minutes of the assigned tee time, he will be assessed loss of the first hole in match play and a two-stroke penalty on the first hole in stroke play.

PACE OF PLAY The MWGA Pace of Play Policy will be in effect.

OUT-OF-BOUNDS A ball is out of bounds when all of it lies out of bounds. When a ball is OB, under penalty of one stroke, play the ball as near as possible to the spot from which the original ball was last played. (Rule 27)

IMMOVABLE OBSTRUCTIONS Cart paths, sprinkler system, staked trees, buildings, machinery, and benches: Without penalty, drop one club length from the nearest point of relief, no closer to the hole. (Rule 24)

STONES IN BUNKER The local rule for stones in bunkers is in effect. They are movable obstructions.

WATER HAZARDS AND LATERAL WATER HAZARDS For the difference in relief from a water hazard (defined by yellow lines or stakes) and a lateral water hazard (defined by red lines or stakes), see Rule 26-1. When both stakes and lines are used, stakes identify hazards and lines define margins. Stakes and lines are in the hazard and stakes are movable obstructions. The rules do not provide relief from interference by an immovable obstruction or a hole or cast made by a burrowing animal if the ball lies in a water hazard. (Rule 26)

CASUAL WATER In areas through the green with standing casual water, drop within one club length no closer to the hole. (Rule 25)

EMBEDDED BALL In case of wet ground through the green, a ball which is embedded in its own pitch mark in ground other than sand may be lifted without penalty, cleaned, and dropped as near as possible to the spot where it lay no nearer the hole.

THROUGH THE GREEN Through the green is the whole area of the course except the teeing ground and putting green of the hole being played, as well as all hazards on the course.

MAXIMUM OF 14 CLUBS Check the number of clubs in your bag before starting.

SECOND BALL When doubtful of your rights or procedure, you may play out the hole with both the original and at the same time, a second ball in a manner that you believe may be proper under the rules. Announce to your fellow competitor your decision before the ball is put into play and which ball you wish to score with. On completion of the round, obtain a ruling from the rules committee **even if** you scored the same with both balls. A second ball may not be played in Match Play, Rule 3-3.

PROVISIONAL BALL You may play a provisional ball only if the original ball may be (a) lost outside a water hazard or (b) out of bounds. You must announce in advance that you intend to play a provisional ball. If the original ball is found, the provisional ball **must** be abandoned.

DISCONTINUANCE OF PLAY FOR A DANGEROUS SITUATION When play is suspended for a dangerous situation (i.e., lightning), if the players are between the play of two holes, they shall not resume play until the committee has ordered a resumption of play. If they are in the process of playing a hole, they shall discontinue play immediately and shall not thereafter resume play until the Rules Committee has ordered resumption of play. **Penalty for breach of this local rule is disqualification. When play is resumed, the ball must be placed in all instances.**

REPORTING OF RESULTS Each competitor will serve as marker for another competitor. After each hole, the marker shall check the score with the competitor. Each marker should keep her score at the bottom of the card.

In Two-Person Best Ball Events, if you decide not to finish the hole and pick up your ball, the proper procedure for recording your score for posting is to count the strokes you have prior to picking up your ball and add the strokes you feel would be necessary to hole out the ball. Example: you are on the green in six strokes and you decide to pick up, as you cannot beat your partner's score. You decide it would take two putting strokes to hole out the ball. You would mark an 8X for the hole – X signifies you did not complete the hole. You must have the required number of completed holes (12) to post your score.

On completion of the round and prior to turning in all scorecards to the scorer's table, each marker shall sign the card of the competitor for whom she is scoring and hand the card to the competitor. The competitor should verify her/his score hole by hole and settle any questionable scores. She/he shall ensure that the marker has signed the scorecard, then countersign the card and return the card expeditiously to the scorer's table for review and posting. The competitor is solely responsible for entering a correct score for each hole.

TIES All ties for prizes shall be broken by scorecard playoff on the basis of the best score on stipulated holes. For two day competitions, the total score on the 2nd day (gross or net) will be used to break the tie. If still tied, then as with one day events, use the best score on holes 10 through 18, then 13 through 18, then 16 through 18, and, finally, the 18th hole. If there is still a tie, use the best score on holes 1 through 9, then 4 through 9, then 7 through 9, and finally, the 9th hole. If there is still a tie, use the best score on the #1 handicap hole. If there is still a tie, the prize will be equally divided. Handicap is factored in if the prize is a net prize. Note: Some Special Events are not subject to the above and the tie breaking procedure is noted.

MEASURING DEVICES A player may obtain distance information by using a device that measures distance only. If, during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g., gradient, wind-speed, temperature, etc.) the player is in breach of Rule 14-3 for which the penalty is disqualification, regardless of whether any such additional functions are actually used.

DRESS CODE Shirts with collars and sleeves are required; however, women may wear collarless shirts with sleeves or sleeveless shirts with collars. Neither tank tops, tee shirts, short shorts, gym shorts, cut-offs, bathing suits nor blue jean pants/shorts are permitted. Players are expected to adhere to the dress code. Those inappropriately attired may be asked to change clothes before being allowed access to the course. The MWGA will adhere to any more specific dress codes required by the host facility.

CELL PHONES If one elects to carry a cell phone during any MWGA competition, phones (1) must be on an inaudible alert; (2) used only when necessary and away from fellow players to avoid any interference with play; (3) usage must not delay play; nor (4) be used to access information on advice-related matters that were not published prior to the start of the round. First offense penalty will be a warning; second offense will result in disqualification.

CLOSE OF COMPETITION The competition shall be deemed to have closed when the prizes have been awarded.