

MGA Thursday Night League Rules

1. League Format
 - a. Teams will play individual head-to-head matchups
 - i. Each matchup will play both **NET** stroke and match play
 1. All matches will be handicapped
 - ii. In each individual matchup there are 2 points available to win (1 for match play / 1 for stroke play)
 - iii. At the end of the round your team will get a total based on the amount of points from each matchup
2. Out of bounds
 - a. It is marked by the white posts
 - b. A ball is out of bounds when the entire ball is outside the boundary edge
 - i. The boundary edge is from the white post closest to your ball and the other white post your ball is between
 - c. What to do if your ball is out of bounds
 - i. Ball is found
 1. DO NOT RETEE
 2. Take 1 stroke and drop your ball at an agreed upon (both teams must agree) spot where the ball went out. When you hit your next shot it will now be counted as your 3rd shot
 - ii. Ball is not found
 1. DO NOT RETEE
 2. Take 1 stroke and drop your ball at an agreed upon (both teams must agree) spot where the ball is believed to have went out. When you hit your next shot it will now be counted as your 3rd shot
3. Water Hazards
 - a. What to do if your ball is in the water
 - i. If there is a drop zone (white circle with sign that says drop zone)
 1. DO NOT RETEE
 2. take 1 stroke and drop your ball in the drop zone, you will now be hitting your 3rd shot from there
 - ii. If there is NO drop zone
 1. DO NOT RETEE
 2. Take 1 stroke and drop your ball at an agreed upon (both teams must agree) spot where the ball went in the water, you will now be hitting your 3rd shot from there
4. Max Scores
 - a. The max score you can take on a hole in Leagues is **+4**
 - i. Examples:
 1. Par 3 – Max Score: 7
 2. Par 4 – Max Score: 8
 3. Par 5 – Max Score: 9
 - ii. The only time this should **NOT** take affect is if taking a max will determine the outcome of a hole
 1. Example: Player A is getting **2** strokes on hole 10 from Player B. Both Player A and Player B hit their ball in the water. Both take a drop at the drop zone and are hitting their 3rd shot. Player A hits their ball out of bounds. Player B hits their ball over the green. Player A takes a drop where the ball went out and hits his 5th shot just off the green. Player B hits his 4th shot just off the green. Player A hits his 6th shot about 20 ft to the hole. Player B hits his 5th shot 10 ft to the hole. Player B does not have to allow Player A to pick up his 7th shot because it would result in him either halving or winning the hole.
 - b. What to do if a max score is taken by your opponent
 - i. Your ball is not on green/fringe when opponent picks up
 1. You will play until you get to the green/fringe, hit one more shot, and then pick up (unless it goes in) counting whatever the next shot would be
 - ii. Your ball is on green/fringe when opponent picks up
 1. You will hit one more shot and then pick up (unless it goes in) counting whatever the next shot would be

5. Rolling Your Ball
 - a. **Rolling that is allowed:** Any. You can move the ball with your club or lift, clean, and place it
 - b. You are **ONLY** allowed to roll the ball on the fairways
 - c. You are not allowed to roll the ball anywhere else on the course
 - d. There will be some exemptions to this depending on course conditions
 - i. Sometimes you will be allowed to roll the ball anywhere (will be announced before you tee off)
6. Ball On A Root
 - a. If your ball is on a root, you may take a drop no closer to the hole away from the root.
 - b. Will not count as a stroke
7. Tees
 - a. You must play either the White or Yellow tees
 - i. Typically
 1. 59 and Under White Tees
 2. 60 and over Gold Tees
 - ii. **We allow anyone over the age of 50 years old can play the Yellow Tees**
 1. If you are playing from a different tee than what you typically are supposed to play at you must declare it your first round of MGA League
 2. Whatever tee you declare to play your first night of leagues (White or Yellow) is what you will play for the entire Thursday night league season
 - b. **Please Note:** Thursday night league is separate from MGA tournaments. Tournament tees will be based off of age or handicap.
8. Substitutes
 - a. Anyone who is a member of the MGA can be a sub if you are short on players
 - b. A sub can win a maximum of 1 point
 - i. Max of 0.5 for match play
 - ii. Max of 0.5 for stroke play
 - iii. Any tie will go to the player who is actually on a team
 - iv. Example: If the actual league player and the sub tie in stroke play but the sub wins in match play, the scoring will be: Actual league player 1.5 and Substitute 0.5
9. Filling Out Score Cards
 - a. Prior to the start of the round (preferably a half hour before) someone from each team is required to put the four people on the card playing that night along with their handicaps
 - b. Only circle birdies or better
 - c. If a card is not completely filled out (each hole has a score) it will be scored as a DNF (you lose 2 points)
 - d. At the end of the round turn them in at the pro shop on the table where they were
10. Start Time
 - a. 5:00
 - b. Please be here before that, we will start earlier if everyone is there
11. Pace of Play
 - a. Your round should finish in roughly 2 hours and 15 min
 - b. If you are not keeping this pace please try to get your group moving
12. Sudden Death Playoffs
 - a. This will only occur the last week of the season or in playoffs
 - b. **NEW FORMAT**
 - i. The playoff will take place on hole 18
 - ii. If there is a tie after the hole is completed you will continue to play hole 18 until there is a winner
 - iii. It will be between the players that are in the "A" spot on the score card
 - iv. Head to head stroke play
 - v. Regular handicap rules applied
13. Playoffs
 - a. Top 8 teams make the playoffs
 - b. Single loss elimination
 - c. Reseeding after the first round
 - d. Championship is an 18 hole match with as many people as both captains agree upon

