

PLAY DAY Hand Book 2017 Revised 12/26/16

Okay, how teams will be chosen. We will use one of the following methods each play day:

- a. Random pick from the orange bucket for teams.
- b. Random pick from 2 bins (A-B) and (C-D), If limited A-B players than B players will be placed in with C-D players for random draws.
- c. Roll Call which will placed signed up players in order of index (low to high) and count down foursomes.
- d. Make your own foursome (sign up similar to tournament sign up)

Games to be played generally as a foursome (with phantom draw as needed):

- a. 2 ball minimum- count all that you can.
- b. 2 best balls
- c. Number of balls to count depending on hole being played. ie 1 on par 5 and par 3 and 3 on par 4's
- d. 1 gross ball and 2 net balls
- e. Net dog fight as follows 1 for net bogey, 2 for net par, 3 for net birdie and 4 for net eagle or better. Total points either plus or minus from quota of 36. Team total for final score.
- f. Gross dog fight as follows 1 for bogey, 2 for par, 3 for birdies, 4 for eagle. Quota is 36 minus handicap, goal is 36 total and score is + or – from 36.
- g. Gross Dog fight with BIRD DOG, add additional point for birdies and eagles.
- h. Texas Scramble choose best drive and play own ball in.
- i. 4 man scramble play agreed best ball from tee shot to putt out.
- j. Play your own ball with team drawing after play is completed
- k. Hero & Bum count best net ball and worst net ball for team score on each hole.
- l. Modified Callaway Scoring
- m. ETC, ETC, ETC

Games to be played as individuals will generally be flighted based on numbers of participants, or be included into groups depending on game of the day.

Payout for all games will be based on published payout schedule (see HCMGA.COM) unless otherwise stated.

USGA and R & A Rules of Golf modified for MGA Play Day's only. The following are modifications to the Rules intended to help speed up play and to recognize that most importantly we are Amateur golfer's intent on having fun with our friends.

MOVING THE GOLF BALL: - - PLAY THE BALL DOWN, unless otherwise provided for.
When announced, the following would be an exception to this rule:

Winter Rules: Lift, clean and place the ball within one club length anywhere between the tree line on the hole you are playing.

Leaf Rule: Ball lost in leaves located between the tree line on either side of the fairway. Drop at agreed location with no penalty. **NOT IN THE WOODS!!!!**

LOST BALL: (Play as if ball entered a lateral hazard)

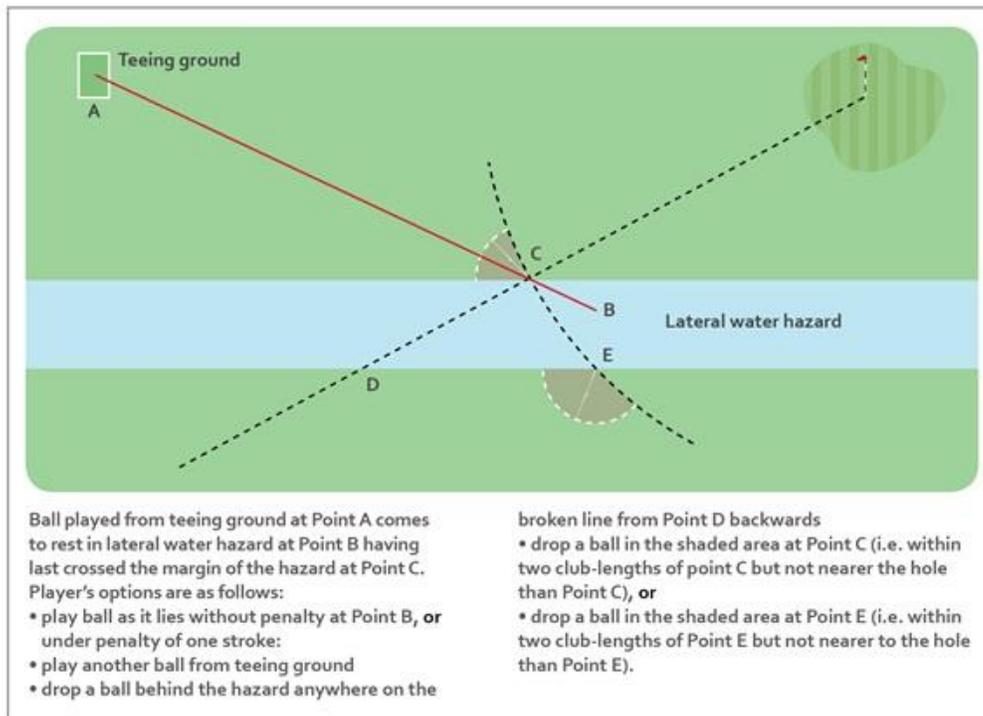
Lost Ball: If ball is lost in the woods or somewhere on the course (and not out of bounds), you, along with your playing partners, determine the most likely place the ball is lost. You then drop a ball within two club lengths of that spot, no nearer the hole. Add one stroke to your score and continue play.

.HAZARDS: - - USGA rules apply. You must play the ball as it lies. - - (Exceptions listed below).

a)---- Sand Bunkers: You must play the ball as it lies. No relief is granted, except the casual water rule... or...If there is a rock in the bunker that you may hit when you try to hit your ball, you may remove the rock but may not move or touch your ball.

b)--- Water Hazard: If in the hazard, you may not, under any circumstance, go to the other side of the water hazard.

c)---- Red Line Hazard: You may drop outside the hazard, within two club lengths of the point where your ball entered or crossed the hazard line, no closer to the hole. Add one stroke to your score and continue play. See Illustration Below



d)--- Yellow Line Hazard: You may drop outside the hazard, no closer to the hole, as far back as you wish as long as you keep the point the ball crossed the hazard in line with the hole on the green. You may not drop out on the other side of the water hazard. Add one stroke to your score and continue play.

.ROCKS and ROOTS: - - If your ball comes to rest in rocks or lies on or against a root, you may move the ball left or right, within one club length, no closer to the hole or as far back as you need to, keeping the original spot of the ball in line with the hole on the green. No penalty is assessed for this action.

PACE OF PLAY

Generally, a four ball game should not take any longer than four hours and fifteen minutes. Probably the biggest consumer of time is “looking for an errant shot”. The MGA play day rules (as outlined above) should cut down on time spent.

Another problem creating extended time to play is choosing a set of tees that is appropriate for the individual player. MGA rules allow for playing tees of choice with the appropriate handicap adjustment(s). It is strongly recommended that players with a handicap greater than 27 play from the forward (gold) tees. You will enjoy the game more and so will your fellow players.

Your correct position on the course is immediately behind the group in front of you, not immediately in front of the group behind you. Arrive at your next shot just before the group in front leaves the area in front of you. If you are consistently not able to keep up and a gap opens in front of you, invite the group behind you to play through, irrespective of the number of players in the group.

Golf for us should be fun, let's work hard to make it enjoyable for all.

The following are some thoughts on how each of us can speed up our own play as well as our fellow competitor's. Some of these ideas are plain common sense and others apply to only a few of us. (Excerpted from USGA & Golf Advisor)

Learn how to share a golf cart

In my opinion, **the no. 1 reason for player-induced slow play is inefficient golf cart management.** The relationship you have with your golf cart mate should resemble a game of leap frog -- not a three-legged sack race.

Drop your partner off at their ball and go to yours (and when they hit they can walk back to the cart). If being dropped off, always take a few different clubs to your ball. If you and your cart

mate's balls are relatively close to each other, park in between them and you can get ready to hit at the same time.

Bring putters or other wedges to the green for one another if necessary.

The buddy system for golf carts is extremely important when it is cart path only. Nothing like walking back to get your cart you left thee bad shots ago!!!!

Who says golf isn't a team sport?

Be helpful to others in your group

Follow the flight of all tee shots, not just your own. Once in the fairway, help others look for their ball if you already know the location of yours. Volunteer to fill in a divot or rake a bunker for another player if needed. Be ready to attend the flagstick for others.

Don't play balls you can't afford to lose

There is virtually no point to buying new golf balls until you can actually play with one for a few holes before it ends up in a back yard or at the bottom of a lake. Play balls you won't mind losing in the weeds, because your playing partners don't want to help you look for more than a couple balls during a round anyways.

Now, while the pro tours employ a five-minute rule on ball searches, your group should spend a lot less. As a rule, if your ball trickles into the woods and you think you might have a shot, do a quick once or twice over before dropping (making sure no one is waiting on the tee behind you).

But if it sailed in deep, leave it behind and drop somewhere near where it entered and take a penalty stroke.

Develop an eye for distance

You don't have to step off yardage for every shot. If you need to determine precise distance, try to find a yardage marker before you reach your ball, then step off the yardage on the way to your ball. Or, consider investing in an electronic range-finder or global positioning system for golf and use it when permitted by Local Rule. If others you are playing with are not familiar with the course, the Rules permit players to exchange yardage information without penalty.

Read your putts while others are putting, and then be ready to hit

I've watched a lot of us not line up our putt until the previous players already marked their ball. Be proactive: Line up your putt as others are putting (just be sure you're far enough away to not be distracting), and once their ball is rolling, get your ball down and start your routine.

If your ball isn't in the way, you can put it down and pick up your mark before it's your turn to hit.

Go easy on the practice swings

We know, the golf swing feels weird, but when you're on the tee, try and make a practice swing or two off to the side while others are preparing to tee off. Now, if you're at your ball and it's not your turn to hit, feel free to take a few extra practice swings, just be ready to go when it's your turn. On the tee, it is usually acceptable for players to "hit when ready."

Plan your shot before you get to your ball

Take more than one club with you if unsure of yardage especially when it is cart path only. Once you are off the tee, think ahead. Determine your yardage and make your club selection before it is your turn to play. Very often, you can do this while others are playing, without disruption. If you take your glove off between shots, have it back on before it is your turn to play. Even a small step like this saves time.

Keep your pre-shot routine short

Pick your line of play once and trust yourself. Try to take no more than one practice swing, then set up to the ball and play your shot. Most importantly, be ready to hit when it is your turn. Be efficient after your shot too. Start moving toward your next shot promptly.

Aim to play in 20 seconds

From club selection to pre-shot routine to execution, strive to hit your shot in 20 seconds when it is your turn to play. Help keep play moving at a brisk pace.

If you must ask if it's your turn, you probably should have hit already

I've seen this a lot with players: They're standing at their ball somewhere just off the green with three sets of eyes on them before they suspect something and ask, "Am I up?"

Don't let it get that far. If you're away, or, hell, even if it's a close call, just go. The group will appreciate your proactivity.

Lastly, stop apologizing for your play!

So understand: We know what you're going through. The game is damn hard. You don't have to explain yourself to your partners with a, "*Man I really don't know what's happening today*" or "*I'm usually not this bad...*" Keep your head up and a smile on your face. Gloat a little when you hit a good shot, and laugh off the bad.

Remember that picking up your ball is permitted by the USGA Handicap System

If not in an individual stroke play competition, it is generally OK to pick up your ball and move on to the next hole if you are "out" of a hole and want to maintain pace of play. This applies in match play and many forms of stroke play, including Stableford and best-ball play.

MGA rules of play generally say "pick up a triple".

The rule is pick up a triple and score (if a par 4) 7 (x). The x indicates that there is no net score for the game whether it is a net score or points game. The purpose of PICK UP A TRIPLE was never intended to allow a high handicapper to record a gross 7 net 5 and therefore contribute in a positive manner to the team score. It was installed for pace of play and in keeping with USGA equitable stroke control provisions.