

# MONDAY LADIES GOLF ASSOCIATION (MLGA)

## General Course Rules and Etiquette

**The Monday Ladies Golf Association (MLGA)** is a 9-hole recreational golf league played Monday mornings April thru October. Membership Fee is established annually and must be received by the league by a predetermined date each year. The only exception is for new members added after that date.

**League Qualification** – To maintain membership in this, ladies are expected to play not less than 8 “handicap” rounds of golf during the season. (A “handicap” round is a 9- hole score that is actual and can be used to establish a handicap for the player.) Failure to do so without correspondence to any of the League Officers will result in removal from the Membership List for the following season. The League understands that “special circumstances” may prevent a member from playing the required 8 rounds. By letting the league know the reason you were unable to play the minimum allows the officers, on a case-by-case basis, to determine if a special allowance can be made to retain your membership.

**Tee times** – Make tee times using *SignUpGenius.com*. (Membership fee must be paid prior to being invited to sign up for tee times.) New tee times will be opened on the 15<sup>th</sup> of each month. An e-mail from *SignUpGenius* will be sent when those new tee times are open. **NO SIGNING UP EARLY!**

**PLEASE SIGN UP FOR YOURSELF!** Only the person signing up using Genius can make changes to that sign up. If, after you have selected tee times, you discover you are not going to be able to play golf at your selected time AND it is **BEFORE NOON** on the Sunday before League Play, **PLEASE** delete your name from *SignUpGenius*. You may be holding a tee time that someone else could sign up for. If, you **MUST** have someone else sign up for you, they should **USE YOUR NAME** as the “Alternate Name” before saving the Tee Time Sign Up or at the least, change the number of players to 2 and enter **YOUR NAME** in the “Comments”. **You MUST be signed in to Genius to select, save or delete tee times!**

**NOTE:** The **cut off** to add or make changes to on-line tee times is **NOON** on the Sunday before League Play.

FOR Changes/Cancellations **AFTER NOON** on the Sunday before League Play **CALL** the course Monday morning 636-227-1750.

IF you do **NOT ARRIVE** 30 minutes, prior to your scheduled tee time or call the course to let them know you are on your way, your tee time can be given away. The golf course likes to send out groups of 4, whenever possible, and will move players around. Your playing partners **CAN** be sent out without you.

**Pace of Play** – Ballwin Golf Course has established that a round of golf on the course should take approximately 2 hours and 20 minutes. (Max 40 sec. to make shot) Please **adhere to this**. The League will ask the Golf Course to have a “Marshall” monitor “pace of play if necessary. Repeated slow play will result in a “Tee Time Penalty” (offenders will be required to play at the LAST Tee Time). **Faster golfers should be allowed to “Play Through” and**

**they should do this, if there is a time gap in front of the slower players. If there is no time gap, PLEASE BE PATIENT!**

**Maximum Score – The league has established a MAXIMUM STROKE COUNT per hole to be DOUBLE PAR. Once reached, STOP and pick up your ball. Enter double par on score card and circle the entry.**

**Rude or unladylike conduct is NOT ACCEPTABLE! Hold your temper both to fellow players and employees of the golf course.**

**Play “Ready Golf”** –Tee off as soon as the group in front is clear. Don't worry about honors, if you are ready, hit your tee shot. All players should be ready to tee off once they have reached the new tee box. Watch others as they tee off and help locate balls, if needed. When possible, go directly to your ball, with your club(s) and be ready to hit. Ball furthest from the hole is generally played first. (Stay safe, watch others shots.)

**Golf Balls** – Please mark your ball before teeing off to avoid accidentally playing the wrong ball. There is a **2 Stroke Penalty** for hitting the wrong ball.  
(Players may use a different ball when attempting to clear the creek.)

**Practice Swings** – Limit practice swings, take no more than 2 practice swings on the tee and each fairway shot. **(A stroke is counted if you intend to strike the ball but miss it, “whiff”.)**

**Golf Cart/Pull Cart** - Take your golf cart passenger to her ball. Leaving her with several clubs, drive immediately to your ball. Keep golf carts 30 feet from greens. Do not take pull carts on shoulders of green and DO NOT leave them in the **“line of flight”** for golfers behind your group.  
**BEST PRACTICE: NEVER WALK BACK TOWARD INCOMING PLAYERS WHEN GOING TO YOUR PULL OR GOLF CART!**

**Bunkers/Sand Traps** – Play ball as it lies or **(MLGA Rule) IF THE BUNKER HAS NOT BEEN RAKED**, you may lift your ball, smooth the sand and replace your ball before you make your shot with **NO PENALTY**. You cannot touch the sand with your club in the area in front of or right behind your ball either during your backswing or when taking a practice swing. **NO PENALTY** for incidental contact with the sand in a bunker before and after a shot. Loose impediments may be removed so long as the ball does not move. Please rake footprints and shot marks in bunkers/sand traps after your shot. **(MLGA Rule)** Golfer can now declare a ball in a Bunker as *Unplayable*. See **“Unplayable Ball in a Bunker”** under **PENALTIES, BOUNDARIES, HAZARDS AND RELIEF) 2 STROKE PENALTY TO MOVE OUT OF SAND.**

**Dropping the Ball** – Balls should be dropped from **KNEE HEIGHT**.

**Embedded Ball** – If a golfer's ball is embedded in the ground, no matter where it is on the golf course (outside of *Penalty Area*), you can remove it and then get a free drop. The relief area starts at the spot right behind where the ball is embedded. The ball must be dropped/placed in the **one club length Relief Area**, not nearer the hole than this spot.

A ball is NOT embedded if it is below the level of the ground as a result of anything other than the player's previous stroke, such as when a ball is dropped after taking relief under a Rule.

**Flag Stick** – The Flag Stick **NO LONGER** has to be removed before putting. There is **No Penalty** for hitting a flag stick or ball on the green from **off** the green. If another ball is hit, it must be replaced as close to the original position as possible. If a putt ball goes into the hole but is prevented from going all the way down, it is considered “holed” if any part of the ball is below the lip of the hole.

**Lost Ball** – Please help search for lost balls once you hit your shot. Limit search to a maximum of **3 minutes**. (See **PENALTIES, BOUNDARIES, HAZARDS AND RELIEF**)

**Penalty Area** – Any area on the course marked by red or yellow stakes. Water Hazards are now called **Penalty Areas**. Loose impediments can be removed in these areas, so long as the ball does not move. Club can touch the ground in these areas, as well, so long as it is not in front of or behind the ball. Practice swings can be made in **Penalty Areas**, but if in a bunker the club cannot hit the sand.

**Man-made Obstructions (Artificial Obstructions)** – Man-made objects on the course that interfere with either your stance or your swing. Such as: sprinkler heads; 150-yard marker posts; inground yardage markers; roads; cart path; curb etc., unless defined as “Out of Bounds” (ie: fence) markers, is considered part of the course (an “integral object” as determined by local rules) or is in a **Penalty Area**. Player may take **Free Relief** without Penalty.  
**(Rock edging at creek is IN THE “PENALTY AREA”. NO FREE RELIEF!)**

**Putting** – If your ball is in the line of another player's putt, you should always mark it. When marking a ball on the green, place marker **behind the ball before** you pick up the ball. Penalty for striking another person's ball on the green is **2 STROKES**:

- Penalty to the player who hit the ball, if they did NOT ask for it to be marked **OR**
- Penalty to the player who did NOT mark ball when asked to do so

See “**Flag Stick**” for more information about putting.

**Repair Divots and Damage – Without Penalty**, repair divots on fairways and tees if you see any. Also, carry a green repair tool to fix ball marks, or any other damage to green, such as, spike marks and animal damage.

**PLEASE** tend the flag for other golfers. (**DO NOT** loiter at the green to figure scores, as golfers behind you may be impacted.)

## **MLGA LEAGUE PLAY, SPECIAL RULES, POOLS AND EVENT PLAY**

**Shots** - Keep track of your shots and be prepared to announce score when you reach the next tee box. **MAXIMUM score on any hole is DOUBLE PAR. Once Double Par is reached, pick up your ball.**

**Special “Rules” – 1.)** Players may take advantage of a Special Rule for League Play established by the MLGA. Each round, players have the option to take **EITHER** a **Free Mulligan** (tee shot

“do over”) **OR Free Out of Water** on any of the 9 holes of play. Let fellow golfers know when using either of these and only 1 free-be per round. If taking the *Mulligan*, the player **MUST** use the 2<sup>nd</sup> shot taken even if it is not as good as the first tee shot. With the *Out of Water* shot, the ball may be removed from the water or a new ball may be hit. Drop should be taken nearest to the point where the ball entered the *Penalty Area* but **NOT** closer to the pin and as far back as you like. There is **NO PENALTY** stroke assessed in either case.

2.) **“STROKE AND NO DISTANCE”** to use when a ball is *Out of Bounds, Lost or Unplayable*. This is intended to speed up play by allowing a golfer to locate a spot, no closer to the hole and in the playing area (rough or fairway), as near as possible to where the ball either was “Lost”, declared “Unplayable” or where it crossed the “Out of Bounds” line. Drop or place the same or a different ball near that location and take your next shot with a **1 Stroke Penalty**.

3.) Balls landing in a Sand Trap/Bunker, that has NOT BEEN RAKED: Lift Ball;  
Smooth Sand: Replace Ball w/o Penalty.

See **“Bunkers/Sand Traps”** for **“MLGA Special Rule”** for unraked traps and declaring ball **“unplayable”**.

**Chip In’s and Birdies** – MLGA has established 2 categories for awards outside those covered by the League Dues. They are “Chip In’s” and “Birdies”. To be eligible for either of these, a player must sign up and pay an additional \$5.00 for each **by the first week of play**. Throughout the golf season, if a birdie or chip in is made, the name of the player, the hole # and “Birdie” or “Chip In” should be written on the score cards. As verification, another golfer should initial the entry. (Please do NOT simply underline or circle the score on the card, your great shot may not be recognized!)

**Winter Rules (“Preferred Lies”)** - A ball in the fairway or rough may be marked, cleaned and placed 6 inches from where it landed, but not closer to the hole. This does not apply to balls in penalty areas, unplayable lies or balls on the green. Do not improve your lie in foreign fairway, play ball as it lies. **Winter Rules apply all season. “LIFT, CLEAN AND PLACE”**

**MLGA does not permit “Make Up Rounds”**

## **PENALTIES, BOUNDARIES, HAZARDS AND RELIEF**

### **PENALTIES AND RELIEF:**

**Artificial Obstruction** - If a ball stops on a bridge, road, cart path, sprinkler head or any other man-made obstruction (defined above) but not designating a *Penalty Area*, it may be lifted and placed 1 club length away from the nearest point of relief (no closer to the hole) with **no penalty**. If the ball lands in the flower bed separating #2 and #7, the ball shall be lifted and placed in the fairway, 2 club lengths from the pathway (no nearer the hole) with **no penalty**.

**Ball Not Found (Lost)/Out of Bounds or Unplayable on the Course – (2 Options for Relief)**

1. *Stroke and Distance* Option (NOT RECOMMENDED)
  - **With 1 Stroke Penalty** (*Stroke*),
  - Return to last shot location (*Distance*)
  - Hit another ball for a total of **3 Strokes**

2. **Stroke and No Distance (MLGA Rule) Option**

- **With a 1 Stroke Penalty**, select location as near as possible to where you think the ball should have landed, crossed the **Out of Bounds** line or was declared **Unplayable**, in rough or fairway (not closer to the hole)
- Drop or place a ball and take next shot for a total of **3 Strokes**

(In all cases the same ball or new ball can be used and you can go back, on the line as far as you wish.)

**Provisional Ball** - At any time before or during the, **3-minute search** a **“Provisional Ball”** may be hit from the original shot location taking a **One Stroke Penalty**. **You MUST ANNOUNCE** that a **“Provisional Ball”** is being hit. If the original ball is found, the **“Provisional Ball”** must be picked up. **You CANNOT use Provisional Ball.**

**Casual Water, Ground Under Repair** – If ball lands in any accumulation of water on the course (other than a **Penalty Area**), ground under repair, or in a hole made by a burrowing animal, you have a choice of playing it as it lies or it can be lifted, cleaned and dropped within one club length (not nearer to the hole) **without penalty**.

(Rock edging at creek is **IN THE “PENALTY AREA”**. **NO FREE RELIEF!**)

**Trees** - A ball landing near a tree or bush may be played as is without penalty or you may declare the ball **“Unplayable”**. A ball landing near the trees representing the 150-yard marker may be moved for swing or stance without penalty.

**Ball in a Bunker** – (**3 Options for Relief**) Ball may be played “as is” **without a penalty**. In addition, (MLGA Rule) you are permitted to pick up ball and smooth the area where ball landed and replace the ball, if the trap/bunker had not been raked.

- 1.) Take **Back-on-the-Line Relief** based on the **“line of flight”** going straight back from the hole through the spot of the original ball, staying within the bunker. (**1 Stroke Penalty**) **You can go back as far as you like but NOT out of bunker.**
- 2.) Take **Lateral Relief** from the location of the original ball, drop ball to side, no closer to the pin and staying within the bunker. (**1 Stroke Penalty**)
- 3.) Declare the shot **“Unplayable”** and drop **OUTSIDE THE BUNKER**, based on where the ball landed going **straight back or to the side**, not nearer to the hole but outside the bunker. (**2 Stroke Penalty**)

**Wrong ball** - If you should play a wrong ball, you must go back and play your own ball from its location, with a **2 Stroke Penalty**. The player whose ball was misplayed takes her normal shot from the ball’s original location **without penalty**. **You should ALWAYS CHECK the ball before hitting it to ensure that it is yours.**

## QUICK STROKE COUNT REMINDERS

- 1.) **MAX Strokes per Hole = DOUBLE PAR**
  - a. Stop/Pick-Up Ball

- 2.) **“WIFF” = STROKE**
  - a. Attempt to hit ball and miss
- 3.) **SAND/BUNKER – Play ball as it lies or if not raked: “lift, smooth and place” w/o Penalty**
  - a. **Move Ball Back or to Side in Bunker = 1 STROKE**
  - b. **Move Ball Back or to Side Out of Bunker = 2 STROKES**
- 4.) **“LOST”, “OUT OF BOUNDS”, “UNPLAYABLE”**
  - a. **Pick-up/Move/Drop = 1 STROKE PENALTY**  
(Drop as near to the line where ball crossed “OOB”, declared “LOST” or “UNPLAYABLE”.)
- 5.) **“Mulligan” = Tee Shot “Do Over” w/o Penalty**
- 6.) **“Free Out of Water” = “In”, Free “Out”, Next Shot**  
(Drop straight back from where ball went into water or *Penalty Area*.)

## **GUIDELINES BY HOLE**

### **Hole #1 - par 4 - max shots 8**

*Out of Bounds* is on the right side of the fairway as indicated by the white stakes.

### **Hole #2 - par 5 - max shots 10**

Markers on both sides are *Out of Bounds*. On the left side extends up to the tee. The creek is a *Penalty Area*.

### **Hole #3 - par 4 - max shots 8**

A ball landing in the trees on the left side of the fairway may be played as is or be deemed *Unplayable*.

### **Hole #4 - par 3 - max shots 6**

Balls going in the creek areas marked by the red stakes on right side of the fairway or in front of the tee are considered to be in a *Penalty Area*.

### **Hole #5 - par 4 - max shots 8**

The left side - marked with red stakes *Penalty Area*. The private backyard areas are *Out of Bounds*.

### **Hole #6 - par 5 - max shots 10**

The private backyard areas, marked with white stakes, are *Out of Bounds*. The creek is a *Penalty Area*.

### **Hole #7 - par 5 - max shots 10**

The creek is a *Penalty Area*. Because of the length and difficulty of this hole, in 2013 MLGA has opted for this hole to be a par 5.

### **Hole #8 - par 4 - max shots 8**

The fence on the right side of the tee box is *Out of Bounds*. The white stakes on the left side of this hole are for Hole #2 and do not apply on this hole.

### **Hole #9 - par 3 - max shots 6**

The pond is a *Penalty Area*. The white stakes on the right side indicate *Out of Bounds*.

## **Annual Award Qualifications**

- 1) Members are eligible for an Annual Award if she has played 12 “handicap” rounds at the Ballwin Golf Course during the course of the season. (A “handicap” round is a 9- hole score that is actual and can be used for handicap purposes.) MLGA Season has approximately 24 weeks, to reach this “minimum”. Scores from previous years do not carry over. **Members are eligible for ONLY ONE annual award.**
- 2) Annual Awards may include: Most Improved (calculated using the “League Manager” System handicap at beginning of season and end of season; Best Day on the Golf Course (the lowest score recorded for the season) and “Flighted” winners in several categories as deemed appropriate by the Officers of the League. Examples
  - a. “Low Net” – Flight A, B, C, D (3 places)
  - b. “Ringer” – Flight A, B, C, D
- 3) Special Awards will be presented to any member who records an “ACE” (Hole in 1) or an “EAGLE” during League Play.
- 4) Chip In and Birdie awards will be presented for those who participated in these 2 side categories. At the end of the season, each “pool” of money is divided by the total number of Chip In’s or Birdies made during the season. Players receive cash prizes based on the total number of Chip In’s or Birdies which they made.

**What is a “Ringer”?** A “Ringer” score is established by using the LOWEST number of shots a player had on each hole recorded over the entire season. Those counts added up, becomes the player’s “BEST” or “Ringer” score.

## **MLGA Scoring**

2 score cards should be used during play. Date and put **first and last names** of ALL players on each score card. Once a hole is completed, all players should exit the green and move to the next tee box. Enter all player scores on the score cards. Please note any birdies and/or chip-ins on the score card, by writing the name of the player, the hole # and which category (“Chip In” or “Birdie”) 2 MLGA players should “attest” the score by initialing next to entry on the score card.

After League Play, add up the total round score for each player and enter on the score card. Compare both cards to verify that they have the same number of strokes for each player per hole and that the FINAL ROUND TOTALS for each player agree. Select 1 of the score cards to be the “official” card. Two MLGA players **MUST** sign the card attesting that the scores are accurately listed and added.

Place official score card in the “MLGA Score Card Box” so weekly game scores can be recorded. Last group in is responsible for putting all score cards and supplies in the plastic drawer marked **MLGA** located just inside the area designated for the Golf Simulator. **PLEASE DO NOT** give score cards to Golf Course Staff.

ALL SCORES on a card will be entered into “League Manager” for rounds played.

**FAILURE TO PROPERLY COMPLETE SCORE CARD COULD DISQUALIFY THAT ROUND OF PLAY**

**COUNT ALL YOUR STROKES LADIES!**

Look for updates on Handicaps/Rounds Played and Birdie/Chip-In numbers on the MLGA Bulletin Board in the Club House

**Carry a copy of the rules** – We recommend that you keep a copy of the rules or have [www.mlgagolf.com](http://www.mlgagolf.com) as a “Favorite” on your phone. If in doubt on a rule, don’t argue, consult a League Officer.