**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, usually, the Opening Meeting, 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, at least, 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 15th of each month. An e-mail from ***SignUpGenius*** will be sent when those new tee times are open. Members are expected to wait until this e-mail is received to begin signing up. **NO SIGNING UP EARLY!**

**YOU MUST BE SIGNED INTO GENIUS TO SELECT, SAVE, CHANGE OR DELETE TEE TIMES!**

**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****.* Please “open” the tee time.

If you **MUST** sign up for someone else, **PLEASE ENTER THEIR NAME** as the **“Alternate Name”** before saving the Tee Time Sign Up. If signing up someone with you, **change the number of players to 2, 3 etc** and enter **THEIR NAME(S)** in the “Comments”. If someone else signed up for you and you CANNOT play, contact that person before NOON on Sunday, before play date, to modify/change the sign up removing your name.

**NOTE:**  It is up to **YOU** to get yourself signed up for tee times.

**THE LEAGUE CANNOT SIGN UP FOR YOU EACH MONTH.**

The **cut off** to add or make changes to Genius 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.

**Play Date:** - Determined each season as Monday mornings during the length of the MLGA Golf Season, generally April through October. If a Play Date falls on a Federal Holiday or is deemed to be “cancelled” for weather conditions, it will NOT be counted for that season. A Play Date is deemed to be “cancelled” if less than 25% of the total number of golfers signed up to play on that date are able to complete the round.

In fairness to the entire MLGA Membership and because “Cancellations” are NOT counted as “Play Dates”, any players who are able to complete a round on a date declared as a “Cancellation” will NOT have their scores counted for handicaps or in determining total of number of “rounds” played. Birdies/Chip-In’s made will NOT count.

Per the Ballwin Golf Course, refunds/rainchecks will NOT be issued if a player completes 3 holes of golf.

**Pace of Play – Ballwin Golf Course has established that a round of golf on the course should take approximately 2 hours and 40 minutes. Please adhere to this.** The League will monitor “pace of play”, if necessary**.** Repeated slow play will result in a “Penalty”, such as, being required to play at the LAST Tee Time. However, this **does** **not exempt** that group from playing a round in under 3 hours. **Faster golfers should be allowed to “Play Through” and they should do this, if there is a gap in front of the slower players. If there is no gap, PLEASE BE PATIENT!**

**Play “Ready Golf” –**Tee off as soon as the group in front is clear (your tee shot will NOT reach them). 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.)

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

**“Casual Water”/”Ground Under Repair”** - Ball landing in “casual water” (any accumulation of water on the course, other than a ***Penalty Area***, due to rain or watering), an area marked with stakes as being “under repair” or in a hole made by a burrowing animal, you have the choice of playing at it lies or it can lifted, cleaned and dropped within 1 club length, no closer to the pin, and played with **NO PENALTY**. This includes balls in a bunker/sand trap. Balls in a bunker/sand trap must remain in the trap or may bedeclared **“Unplayable”** using that rule for relief and penalties**.** (See MLGA RULE - *“Unplayable Ball in Bunker/Sand”* for Relief and Penalties.)

**Dropping the Ball** – Balls should be dropped from **KNEE HEIGHT**. (Generally, you can go back as far you like, on the line, when dropping a ball. You can **NEVER** drop closer to the hole.)

**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 **one club length from that spot,** not nearer the hole.

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.

**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 any part of the putted ball is below the lip of the hole, it is considered “HOLED”.

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

**Golf Balls –** Please mark your ball before teeing off to avoid accidently playing the wrong ball. (See PENALTIES, BOUNDARIES, HAZARDS AND RELIEF - *“Wrong Ball”* for Penalty). (MLGA permits use of a different ball when attempting to cross the creeks.)

**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!**

**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 – *“Ball Not* *Found/Lost, Out of Bounds or Unplayable”* for Relief and Penalties.)

**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!)**

**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.

**Practice Swings –** Limit practice swings, take no more than 2 practice swings on the tee and each fairway shot.

**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.

**Shots** – Keep track of your shots and be prepared to announce score when you reach the next tee box. If you **“SWING AND MISS”** when attempting to play the ball it is a **STROKE** and **MUST BE COUNTED! (“WHIFF”)**

**Trees -** A ball landing near a tree or bush may be played as is without penalty or you may declare the ball ***“Unplayable”***. (See PENALTIES, BOUNDARIES, HAZARDS AND RELIEF – *“Ball Not Found/Lost, Out of Bounds or Unplayable”* for Relief and Penalties.)

A ball landing near the trees representing the 150-yard marker may be moved for swing and stance **WITHOUT PENALTY.**

**MLGA LEAGUE PLAY, SPECIAL RULES, POOLS**

**AND EVENT PLAY**

**MLGA has established some “Special Rules”** intended to speed up play and make the league more enjoyable for all those playing. This section also addresses “Special Pools” (Birdie/Chip-In) and “Event Play” (Games/Tournaments).

**MLGA SPECIAL RULES:**

**“BALLS”**: (**MLGA Rule)** You can change golf ball used during a round. (Such as: when attempting to cross the creek).

**“BUNKERS/SAND TRAPS NOT RAKED”** - **(MLGA Rule)** Play ball as it lies or if the bunker NOT BEEN RAKED, you may use the MLGA Rule to lift your ball, smooth the sand and replace your ball before you make your shot with **NO PENALTY**.

**“FREE MULLIGAN OR OUT OF WATER”** - **(MLGA Rule)** Each round, excluding some Tournaments, players have the option to take **EITHER** a ***Free Mulligan*** (tee shot “do over”)**OR** **Fre*e 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 2nd 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 “in line” with 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.

**“LEAF RULE”:** - **(MLGA Rule)** At any time during the season, BEFORE PLAY, the “Leaf Rule” may be declared “In Play”. This rule is intended to speed up play whenever loose impediments such as leaves or excessively high rough makes it impossible to find or play your golf ball.

If a ball is believed to have landed in a pile of leaves, in the fairway, rough (excessively high rough) or in a bunker (NOT OUT OF BOUNDS) and can’t be found within 3 minutes, take a **FREE DROP.** Drop as near as you can from where the ball should have landed. You can move the leaves out of your drop area, to give you a decent shot.

In short, the rule essentially means you get a free drop if you can’t find your ball, you’re certain it’s in bounds, and it may, for example, be under a pile of leaves or hidden by excessively high rough.

**“MAXIMUM SCORE PER HOLE”** – (**MLGA Rule) MAXIMUM score on any hole is DOUBLE PAR**. **Once Double Par is reached, pick up your ball.**

**“STROKE AND NO DISTANCE”** - (**MLGA Rule)** 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**.

**“UNPLAYABLE BALL IN BUNKER OR SAND”** -  **(MLGA Rule)** If a ball lands in a bunker/sand trap and is deemed “unplayable” where it lies there are 2 options: 1) ball may be moved 1 club length back “on the line” or to the side within the bunker/sand, not closer to the pin, with a **1 Stroke Penalty** or 2) ball may be removed from the bunker/sand, not closer to the pin, with a **2 Stroke Penalty.**

(Also see GENERAL RULE - *“Casual Water/Ground Under Repair”* for Ball in a Bunker and MLGA RULE - “Bunker Not Raked” for additional bunker/sand Relief Options and Penalties.)

**“WINTER RULES” (Preferred Lies) – (MLGA Rule)** 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”**

**“POOLS”:**

**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 “Opening Meeting”**. Throughout the golf season, if a birdie or chip in is made, the name of the player, the hole # and “Birdie” or “Chip In” must 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 could easily be missed!) In some Tournaments Chip In’s and/or Birdies will NOT COUNT due to the likely hood of a golfer not playing their own ball the entire hole; i.e.: “2 Person Scramble” and “Step Aside”.

(Birdies and Chip-In’s made will be posed periodically throughout the season for player review. If a Birdie and/or Chip-In is not showing, please notify *HANDICAPS/STATS* Officer to research and correct.)

**EVENT PLAY:**

During the season “Events” (Games and Tournaments/Scrambles) may be scheduled. Except for the Tournaments/Scrambles, these are “Optional”. If NOT participating, golfer MUST note “Not playing game” next to their score on the score card and will NOT qualify for winning prize money for that game. In addition, scores for some of these “Play Dates” WILL NOT COUNT toward Handicaps. See “Event Calendar” for “Handicaps”/” Non-Handicaps” designation.

Tournaments/Scrambles are generally “Shotgun Start” (everyone tees off on different holes to start the round) and are either “TEAM” based or individual vs individual play. There is NO OPTION TO “OPT OUT OF PLAY”, so if you do NOT want to participate, do NOT sign up to play golf on one of those dates.

**MLGA DOES NOT PERMIT “MAKE UP ROUNDS”**

**PENALTIES, BOUNDARIES, HAZARDS AND RELIEF**

**PENALTIES AND RELIEF:**

(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.)

**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 2 club lengths 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 – (2 Options for Relief)**

1. ***Stroke and Distance* (NOT RECOMMENDED)**
	1. Return to initial shot location and hit again for a total of **3 Strokes**
2. See **MLGA SPECIAL RULES**for *“Stroke and No Distance”* Penalty and Relief Options.

**Bunkers/Sand Traps** – A ball landing in a Bunker/Sand Trap must be played as it lies, unless it falls under a GENERAL or MLGA RULE. (See MLGA RULE: *“Unplayable Ball in a* *Bunker/Sand Trap”* or *“Bunker Not Raked”* or GENERAL RULE: *“Casual Water/Ground Under Repair”* for Relief Options and Penalties.)

There is a **1 Stroke Penalty** if you 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.

**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 **1 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.**

**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 marked **OR**
* Penalty to the player who did NOT MARK ball when asked to do so

**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**
	1. Stop/Pick-Up Ball
2. **“WIFF” = STROKE**
	1. 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**
	1. **Move Ball Back or to Side in Bunker = 1 STROKE**
	2. **Move Ball Back or to Side Out of Bunker = 2 STROKES**
4. **“LOST”, “OUT OF BOUNDS”, “UNPLAYABLE”**
	1. **Pick-up/Move/Drop** = **1 STROKE PENALTY**

(Drop as near to the line where ball crossed “OOB”, was declared “LOST”

or “UNPLAYABLE”.)

1. **“Mulligan” =** Tee Shot **“Do Over”** w/o **Penalty**
2. **“Free Out of Water” = “In”, Free “Out”, Next Shot**

(Drop straight back from where ball went into water or ***Penalty Area.)***

1. **“PLAY WRONG BALL” = 2 STROKE PENALTY**
2. **“HIT ANOTHER BALL ON GREEN” = 2 STROKE PENALTY**
	1. To player who did mark ball when asked or
	2. To player who struck another ball on green without asking for mark.

**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***.

**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 in the Club House. **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!**

**REMEMBER: “WHIFF’S” COUNT AS A STROKES!**

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 the rules or ask a League Officer.

**ANNUAL AWARD QUALIFICATIONS**

1. Members are eligible for an Annual Award if she has played 12 rounds at the Ballwin Golf Course during the season. MLGA Season has approximately 24-28 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
	1. “Low Net” – Flight A, B, C, D (3 places)
	2. “Ringer” – Flight A, B, C, D
	3. “Best Round”
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.