



**Men's Golf Association
2018 Handbook**



The Ninth Season

CFNMGA Past Presidents

2010 - Dave Huber

2012 - Tom Johnson

2014 - Bob Axelrod

2016 - Rich Keith

2011 - Dave Huber

2013 - Mike Gibson

2015 - Rich Keith

2017 - Keith Blankenbicker

CFNMGA Board of Directors, Coordinators and Advisors

Keith Blankenbicker, *President*

Dave McKee, *Vice President*

John Lane, *Secretary*

Ed Kosteva, *Treasurer*

Gary Cassista and Jim Batty, *Co-Directors, Games, Rules and Tournaments*

Rich Keith, *Past President*

Jeff Lind, *Newsletter Publisher*

Dave Will, *Interclub Golf and
North Brunswick Cup Coordinator*

Bob Axelrod, *Statistician*

Paul Zarnetske, *Away Golf Coordinator*

Adam Clark, *Head Golf Professional*

Blake Valand, *Assistant Golf Professional*

Cape Fear National Men's Golf Association

Mission

The mission of the CFNMGA is to encourage enjoyment of the game and to familiarize players with the rules, good sportsmanship, and etiquette of the game. The CFNMGA and its members will adhere to the USGA Rules of Golf except as modified by the CFNMGA's local rules.

CFNMGA Event Schedule for 2018

(unless otherwise notified, all events are a shotgun start, beginning at 8:30 AM in March and 8:00 AM April through November)

DATE		EVENT
Mar	14	Opening Day , One Best Ball, Net
	21	Low Gross, Low Net, Flighted by handicap
	28	1 Best Ball on Par 5's, 2 Best Balls on Par 4's, 3 Best Balls on Par 3's, Net
Apr	4	2 Best Balls, Net, Flighted
	11	MASTERS, Major for MGA Cup , Team Point Quota
	18	Odds & Evens, Net, Flighted
	25	6-6-6, Net
May	2	Fronts & Backs, Net
	9	Beat the Pro's, 2-man Scramble- 80% Handicap
	16	Players Championship, Major for MGA Cup , Individual Stableford, Flighted
	23	Three Best Balls Net, Flighted
	TBD	North Brunswick Cup Tee times TBA
	30	Closed for aerification
Jun	6	Triple 6's, Net, Flighted
	13	Carts, Net
	20	U.S. Open Championship, Major for MGA Cup , Team Point Quota
	27	1-2-3 Game, Net, Flighted
Jul	4	Two-Man Team, Best Ball, Net
	11	3 Best Balls on 5's, 2 Best Balls on 4's, 1 Best Ball on 3's, Net
	18	One Best Ball Net, Flighted
	25	British Open Championship, Major for MGA Cup , Individual Stableford, Flighted
Aug	1	Low Gross, Low Net
	8	1 Best Ball Par 4's: 2 Best Balls Par 3's & 5's, Net
	15	PGA Championship, Major for MGA Cup , Team Point Quota, Flighted

CFNMGA Event Schedule for 2018

(unless otherwise notified, all events are a shotgun start, beginning at 8:30 AM in March and 8:00 AM April through November)

DATE		EVENT
	22	Carts, Net
	29	Odds & Evens, Net,
Sep	5	Course Closed for Aeration
	12	2 Best Balls, Net, Flighted
	19	Fronts & Backs, Net, Flighted
	26,27	Ryder Cup – no other MGA event Tee times TBA
Oct	3	Beat the Pro's, 2-man Scramble - 80% Handicap
	10	3 Best Balls, Net
	17	Triple 6's, Net
	24	Individual Stableford, Net, Flighted
	31	3 Best Balls on Par 5's, 2 Best Balls on Par 4's, 1 Best Ball on Par 3's, Net
Nov	7	6-6-6, Net, Flighted
	14	Closing Day , 1-2-3 Game, Net
Dec	6	MGA Annual Awards Banquet

Note: CFNMGA requires a paper score card to be maintained, signed and handed in by the foursome. This protects against electronic failures of the cart scoring system, minimizes the possibility of scoring or addition errors, facilitates scoring for the skins game and MGA Cup Championship and provides a copy of the scores to the statistician.

Alternate game: In the event of weather-related last-minute cancellations, an alternate game may be played. The alternate game will be two-man teams, best ball net. The teams will be formed while players are on the course to minimize delay in play. However, you will need to hole out on each hole in the event the hole is used for the game.

Description of Golf Events

1 Best Ball Par 4's; 2 Best Balls Par 3's & 5's

Count one best ball net of the foursome on Par 4 holes; 2 best balls net on the Par 3 and Par 5 holes.

1 Best Ball on Par 5's, 2 Best Balls on Par 4's, 3 Best Balls on Par 3's, Net

On all Par 5's, the lowest net score of 1 player is recorded; on all Par 4's, the 2 lowest net scores are recorded; on all Par 3's, the 3 players' lowest net scores are recorded.

1-2-3 Game

Starting at hole #1, the lowest net score of 1 player is recorded; on hole #2, the 2 lowest net scores are recorded; on hole #3 the 3 lowest net scores are recorded. Start the process over on hole #4 and continue it throughout the round.

3 Best Balls on Par 5's, 2 Best Balls on Par 4's, 1 Best Ball on Par 3's, Net

On all Par 5's, count 3 net scores; on all Par 4's, count 2 net scores; on all Par 3's, count 1 net score.

6-6-6

Record one best ball net on the holes with handicap 1-6; two best balls net on the holes with handicap 7-12; and three best balls net on the holes with handicap 13-18.

Beat the Pros

Two-man teams playing one best ball net using 80% of handicap against the two pros playing one best ball scratch.

Carts

Four Man Teams. A/B Players in Cart 1, C/D Players in Cart 2. Score One Best Ball Net from each cart.

Fronts & Backs

Two best balls net on the front nine and three best balls net on the back nine.

Individual Stableford

Points are earned – Bogey (1 pt.), Par (2 pts.), Birdie (4 pts.), Eagle / hole-in-one (8 pts.). Highest point total wins.

Low Gross, Low Net

Two best balls of team – 1 low gross, 1 low net total for each hole. Same ball may not be used for both. Full handicap will be used for low net.

Odds & Evens

One best ball net of the foursome on the odd numbered holes; 2 best balls net on the even numbered holes.

One Best Ball Net

In this team event, the lowest net score on each hole is counted.

Description of Golf Events

Point Quota

Your official MGA handicap deducted from 36 represents your target score. The goal is to meet or exceed your target score by accumulating points based on your score on each hole. Each player's points are totaled for the team score. Points are earned – Bogey (1 pt.), Par (2 pts.), Birdie (4 pts.), Eagle / hole-in-one (8 pts.). Highest point total wins.

Three Best Balls Net

3 best balls net on each hole count.

Triple Sixes

Record one best ball net on holes 1 thru 6; two best balls net on holes 7 thru 12; and 3 best balls net on holes 13 thru 18. This is a net score event.

Two Best Balls Net

Two best balls net on each hole count.

Two Man Scramble

Each player in the twosome hits a tee shot – the team then selects the best drive, and from that spot each player hits a second shot. This procedure is followed on subsequent shots including putts. At least 3 drives of each player must be used on each nine. Handicaps are used only to determine twosomes.

Two Man Teams – Best Ball

Count the best ball net of the twosome for each hole.

MGA Tournaments

MGA CUP Championship

The MGA Cup Championship is an individual net score season-long event modeled after the FedEx Cup. It is flighted by handicap and uses ESC scores to calculate points awarded for each weekly event. Members may register for the MGA Cup Championship at any time during the MGA Cup season by paying a \$25 entry fee. 100% of the entry fees are returned to the participants in the form of cash prizes earned by the top half (and ties) of each flight.

All weekly MGA golf events in which a player plays his own ball will be an MGA Cup event. If the scheduled MGA event is cancelled because there are too few players or any other reason, then the MGA Cup event is cancelled as well. There are 22 potential MGA Cup events in 2018 (subject to change if the schedule changes or rain-outs), **but no more than 16 rounds (those with the highest number of points earned) will count toward a participant's total points.**

The MGA Cup "regular" season is scheduled to end in September, prior to the Ryder's Cup tournament. Playoffs will begin in October, with the top half (and ties) of the players in each flight eligible to play in the first two rounds. Players will carry all their points earned during the regular season into the first three playoff rounds and earn Playoff Points using a point schedule based on the FedEx Cup Playoff point distribution scheme. Following the second playoff (quarterfinals), the field will be cut to the top 8 participants in each flight. Following the third playoff (semifinals), the field will be cut to the final 4 in each flight. The four finalists will then be reseeded, using the FedEx Cup reseeding point distribution scheme and they will play as a foursome in each flight and earn playoff points to determine the flight champion. The finalists will not participate in the MGA game that day but may participate in the Skins game.

MGA Match Play

64 Participants Comprise Field: Byes or "play in" games maybe necessary to accommodate a moving target number of participants.

Field will be divided into 4 flights of 16:

- Flight A - 16 lowest handicaps
- Flight B - 16 next lowest handicaps
- Flight C - 16 next highest handicaps
- Flight D - 16 highest handicaps

Handicaps for Flight assignment and Match games will be determined by the USGA Handicap Index in effect on the date of Flight assignment and/or the respective Match Play game.

Individual Matches

Rounds 1-4: played within Flight at 100% handicap.

Semi Finals (Round 5) - Flight A survivor plays Flight C survivor both using 80% handicaps, while Flight B survivor plays Flight D both using 80% handicap;

Championship (Round 6) - Survivors of Semi Final Rounds play each other using 80% handicaps.

The player whose name appears on the upper line of each bracket is responsible for contacting his opponent and arranging a time for play of the match.

Tee Box: All play is from White Tees.

MGA Tournaments

USGA rules will govern all play: except as modified by Local Rules (see Handbook for Local Rules).

Individual matches: Must be played in 2 weeks to be completed. Matches can be played at any time up to 2:00 pm on the last day of the 2-week allotted period. If the players are unable to agree on a time to play, then the player who is at the tee box at 2:00 pm on that 14th day will be declared the winner. Play will not be accommodated during the regular Wednesday MGA events.

Tie-breaking method: In the event a match finishes 'all square' after 18 holes, play will continue immediately, starting at hole #1, until a winner is determined. Handicap strokes will be allocated as they were for the first 18 holes.

All score cards: Must be signed: attested and turned into Pro Shop.

Scores must be posted in GHIN: by the competitors.

Rule interpretations/decisions: If needed, will be the purview of the Tournament Committee.

Ringer Tournament

All MGA members are automatically entered in the **Ringer Tournament** without additional charge. A Ringer score is your lowest gross score on each hole during the season and is counted toward a total gross score. The lowest Ringer score in each of two flights (**flights determined by handicap**) will win a cash prize at the annual awards dinner.

Golf Handicaps

Handicaps for all CFNMGA members will be computed in accordance with USGA guidelines, utilizing the nation-wide GHIN system. The maximum allowable handicap is 36.

When you join, or renew your MGA membership, you will declare which tees you will play in MGA events. Returning MGA members may not change that selection for the duration of the season. New MGA members may change their tee box selection one time, before they play their third MGA event.

In accordance with the USGA Handicap Manual and based on the course rating for each tee position, stroke adjustments to your course handicap will be made as follows based upon the tees you play:

- Blue, +3 strokes;
- Blue/White, +2 strokes;
- White, 0 strokes;
- White/Green, -2 strokes;
- Green, -3 strokes.

The addition of strokes may not cause the player's total stroke allowance to exceed the maximum allowable handicap (36).

MGA members must maintain their handicap at CFN.

The Pro Shop staff will post all eligible scores (18 holes played) in the GHIN system for MGA golf events. The Pro Shop will not post any rounds where 18 holes were not actually played. Unless otherwise indicated in the game description, MGA events will be played using Equitable Stroke Control (ESC) as described in the USGA Handicap Manual.

Guest Policy

A male overnight guest of an MGA member, who is at least 21 years of age, may participate in any MGA event, except special events, e.g. President's/Ryder Cup. The intent here is to allow you to participate in, and not miss, the scheduled MGA event while you have a friend(s) visiting from afar, allowing them to join you in play and also to enjoy CFN and experience your MGA while staying with you. The policy is not intended to accommodate neighbors/friends/guests who live in Brunswick Forest, nearby communities or other day trip kind of people who can play at CFN almost any other time they like.

- The member and guest will be in the same foursome.
- While we are happy to have your guest play with us, he will not be able to participate in the weekly event (a Blind Draw will be used in his place for the team competition) or Skins game.
- The MGA member is responsible for ensuring his sponsored guest is entered in the event by the cutoff date and time. Since guests cannot be entered on the CFN web site or at the CFN posting station, entering a guest in an event should be communicated via email to the CFN Pro Shop staff, with a copy to the MGA President.

Local and MGA Rules and Policies

USGA rules will govern all CFNMGA play except as modified by Local Rules. For USGA Rules please see the USGA website: www.usga.org.

Local Rules for Cape Fear National MGA Events

- Out of bounds as identified by white stakes is played as a lateral hazard with the exception that you may not play the ball from the out of bounds position. Drop within 2 club lengths of where your ball entered out of bounds. Holes #1 (OB right) and #3 (OB left) use drop area for out of bounds on your tee shot.
- Optional drop areas for balls hit into hazards are available on holes 1,2,3,6,8,9,10,14 and 18.
- No play is permitted in areas identified as Environmental Hazards (yellow stakes w/green tops). Optional Drop Zones are provided on the Green side of the Environmental Hazards.
- A drive from Hole #2 or Hole #6 tee box that comes to rest in the Environmental Hazard cannot be played from the Optional Drop Zone area. The second or other necessary shots/strokes attempting to clear the hazard must be played from the Tee Box side of the Environmental Hazard prior to proceeding to the Optional Drop Zone.
- When an event is played under Cart Path Only conditions, players may lift, clean and place ball in your own fairway only, within 1 club length, no closer to hole. Ball must be placed in a fairway condition.
- If your ball lands in a waste bunker and is “unplayable” due to a recent weather event such as strong rains or maintenance related issues such as the edges of the bunker being machined but not raked, you will get a free drop. The “A Player” in your group must agree that the condition warrants a free drop. You do not get a free drop because your ball is in a footprint, no matter how deep the footprint.
- Relief for Embedded Ball Rule: If a ball is embedded in its own pitch-mark, through-the-green, it may be lifted, cleaned and dropped without penalty, as near as possible to the spot where it lay, but no nearer the hole.

Un-mowed non-hazard areas: There are a number of un-mowed non-hazard areas. If your ball lands in an un-mowed non-hazard area, your ball is in play. As such you can move loose impediments and ground your club without penalty. If your ball is lost in an un-mowed non-hazard area, it must be replayed from the original location under penalty of one stroke. To support good pace of play, please hit a provisional ball if you hit a ball that could be in an un-mowed area that is not marked as a hazard.

Scoring: Scoring for each hole is the actual number of strokes you took to complete the hole. It is not necessarily limited to your ESC. The CFN staff will post your score as modified by your ESC for handicap purposes.

However, to speed up play, a player may (and should) pick up and concede his ESC score any time doing so will not affect the match. He may not pick up, and must record all strokes, in any match or on any hole in which his gross score (without handicap) is used for the match or hole. And he may not pick up, and must record all strokes, in any match or on any hole where his net score (with handicap) is used for the match or hole.

If you are out of a hole and choose to pick up, your score for that hole is the number of strokes you took at the time you picked up PLUS your honest judgment of the number of additional strokes you believe it would have taken you to complete the hole. Put an “X” after your numerical score (for example 8x). If there is any doubt as to whether his gross or net score would be used on a hole for his team or individual score, the player must complete the hole.

Local and MGA Rules and Policies

All putts must be holed (putted out). There are no “gimmees” regardless of length if your score counts for the game.

Pace of Play Policy

- As a 4-some on the course, your pace of play dictates the maximum pace of play for all 4-somes behind you. Please be considerate to your fellow players and maintain a good pace of play. Target time for a 4-some to complete an MGA event round at CFN is 4 hr. 30 min. when carts are ‘90 degree’, and 4 hr. 40 min. when cart path only.
- If you are playing at a pace behind the allotted time per hole, you may be asked to skip a hole (by the ranger). If this occurs the players involved will take a score consistent with their handicap plus par. Example - hole is a par 4, you receive 2 strokes on the hole; your score would be 6. Alternatively, you may play the skipped hole after your round is completed if course conditions permit.

Rain Policy

- In case of rain, if no group has completed the round, and if conditions are such that it is unlikely that play can continue, CFN may cancel the event and entry fees would be refunded.
- If any group has completed the round, it is incumbent upon the following groups to strive to finish the round, or at a minimum, finish 13 holes.
- A round becomes a post-able round if at least 13 holes have been completed. A player would record a net par for all unfinished holes after #13. The post-able scores for a team that completes at least 13 holes will be used to assess their position in the game for that day.
- If a player chooses not to complete at least 13 holes, he will be DQ'd and will forfeit his \$5.00 entry fee. However, if any player cannot complete 13 holes due to lightning or a mid-event course “closing” and conditions are such that it is unlikely that play will continue, he will not be DQ'd, he will not forfeit his \$5 entry fee and no MGA Cup points for his flight will be awarded that day.
- Please be aware that a player who does not complete his round, but completes at least 13 holes, must post his own score using net par for all incomplete holes.
- If CFN golf course is open, but member cancellations are significant, an official MGA Event will be conducted only if at least 20 golfers elect to play. In that situation, the above Rain Policy rules remain operable. If less than 20 players, the MGA will cancel the Event for that event.

Hole-In-One Club

- The Hole-In-One Club exists to help defray costs the successful Hole-In-One golfer may incur after his round in an MGA Event at CFN.
- The cost to belong to this Club is \$3.00.
- The Hole-In-One Club only applies to MGA Events (includes the Ryder/Presidents Cups but excludes Away golf, Interclub, and North Brunswick Cup).
- Monies held in the Hole-In-One Club will be awarded to the player that shoots the first hole-in-one of the day. The successful recipient will be responsible for satisfying ‘celebratory’ costs, including tips, incurred at the club that day. The MGA Treasurer will deliver all the monies held by the Hole-In-One Club to that player as soon as practical. Once funds are disbursed, participation in a replacement fund will require an additional \$3.00.
- The shot must be taken from a standard or "recognized" tee box.

Local and MGA Rules and Policies

- The drive does not have to land on the green.
- Hole-in-one shots involving a "temporary" green are still valid.
- The scorecard reflecting the hole-in-one must be scorer signed and attested.
- Determining the validity of the round is subject to the MGA Rain Policy.
- The MGA provides a commemorative plaque at the year- end awards banquet to any player who achieves the hole-in-one in MGA play.

Sign up on the CFN web site for the weekly MGA event or go to the CFN Golf Shop and sign up at the posting station by 12:00 noon Tuesday.

If you encounter a problem, call the Golf Shop at (910) 383-3283.



Men's Golf Association

1281 Cape Fear National Drive
Leland NC 28451

For Membership Information Contact

John Lane, MGA Secretary at (910) 408-1166

or any member of the MGA Board or CFN Pro Shop staff