



Men's Golf Association
2019 Handbook



The Tenth Season

CFNMGA Past Presidents

2010- Dave Huber

2011 - Dave Huber

2012- Tom Johnson

2013 - Mike Gibson

2014- Bob Axelrod

2015 - Rich Keith

2016- Rich Keith

2017 - Keith Blankenbicker

2018- Keith Blankenbicker

CFNMGA Board of Directors, Coordinators and Advisors

Gary Cassista, *President*

Ed Kosteva, Vice President

Rich LaBarbera, *Secretary*

John Lane, *Treasurer*

Bill Hagel & Joe Rychalski, Co-Directors, Games, Rules and Tournaments

Keith Blankenbicker, Past President

Joe Rychalski, Membership & Publicity

Dave Will, Interclub Golf & North Brunswick Cup Coordinator

Bob Axelrod, Statistician

Paul Zarnetske, Away Golf Coordinator

Ryan Price, Head Golf Professional

Don Hancock, Assistant Golf Professional

Jim Payne, Handicap Chairman

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.

CFN MGA Event Schedule for 2019

Date		Event	Flighted
WEEKLY GAME SCHEDULE			
MAR	13	Two Best Ball, Net - OPENING DAY	
	20	Low Gross, Low Net	X
	27	PLAYER'S CHAMPIONSHIP (Major) - Individual Net Stableford	X
APR	3	Triple 6's, Net	X
	10	MASTERS (Major) - Team Point Quota	
	17	Odds & Evens, Net	X
	24	Beat the Pros (Two Man Scramble - White Tees) vs. Four-man Step Aside (No MGA Cup Points Awarded)	
MAY	1	Fronts & Backs, Net	
	8	Carts, Net	
	15	Three Best Balls, Net	X
	22	PGA CHAMPIONSHIP (Major) , Individual Net Stableford	X
	29	Two Best Balls on Par 5's, One Best Ball on Par 4's, Two Best Balls on Par 3's. Net <i>(No MGA Points Awarded)</i>	
JUN	5	Two Best Balls, Net	X
	12	TBD	
	19	TBD	
	26	TBD	
JUL	3	TBD	
	10	TBD	
	17	TBD	
	24	TBD	
	31	TBD	
AUG	7	TBD	
	14	TBD	
	21	TBD	
	28	TBD	
SEP	4	Two Best Balls on Par 5's, One Best Ball on Par 4's, Two Best Balls on Par 3's. Net	

Unless otherwise notified, all events are a shotgun start, beginning at 8:30 AM

CFN MGA Event Schedule for 2019

Date		Event	Flighted
SEP	11	US OPEN CHAMPIONSHIP (Major) - Team Point Quota	X
	18	Fronts & Backs, Net	X
	25-26	PRESIDENT'S CUP (No Other MGA Event) - Tee Times TBA (No MGA Cup Points Awarded)	
OCT	2	Two Best Balls, Net	X
	9	Three Best Balls, Net	
	16	MGA PLAYOFF ROUND 1 - Team Point Quota	
	23	MGA PLAYOFF ROUND 2 - Individual Net Stableford	X
	30	MGA PLAYOFF ROUND 3 - One Best Ball, Net	
NOV	6	6-6-6 Net	X
	13	1-2-3 Game, Net	
	20	Low Gross, Low Net - CLOSING DAY	
OTHER IMPORTANT MGA DATES			
MAY	TBD	North Brunswick Cup	
DEC	5	MGA Annual Awards Banquet	

NOTE: CFN MGA requires a paper scorecard to be maintained, signed and handed in by the foursome to the Pro Shop. 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 GAMES: 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.

Unless otherwise notified, all events are a shotgun start, beginning at 8:30 AM

GAME DESCRIPTION

Date	Game	Description
06/26 11/13	1-2-3 Game	Starting at hole #1, the lowest net score of the group is recorded; on Hole #2, the two lowest net scores of the group are recorded; on hole #3 the 3 lowest net scores of the group are recorded. The process starts over on hole #4 and continues throughout the round.
08/14 11/06	6-6-6, Net	Record one best ball net on holes with handicaps 1-6; two best balls on holes with handicap 7-12; three best balls on holes with handicaps 13-18
04/24	Beat The Pro's Two man scramble (white tees) vs. 4 man step aside	The Pro's will be playing a two-man scramble from the white tees, while the MGA players will be playing a 4 man step aside. Each player hits his tee shot and the best shot is selected. The player whose shot is selected "steps aside" for the next shot. All other players then play the next shot from the position of the selected ball, placing or dropping within one club length of the original ball's position (and within six inches on the putting green), no nearer the hole. The same procedure is used on all shots, including putts. The process continues until the ball is holed and starts over at the next hole. All players tee off on every hole.
09/11	Beat the Pro's, Individual, 80% handicap	The pros will be playing scratch from the blue tees and using their lowest score on each hole, members will play to 80% of their handicaps, object is to beat the pro's.
05/08 08/21	Carts. Net	Four man teams. A&B Players in Cart 1, C&D Players in Cart 2. Score one best ball net from each cart.
05/01 09/18	Fronts & Backs, Net	Two best balls net on the front 9 (holes 1-9) and three best balls net on the back 9 (holes 10-18)
03/27 05/15 07/17 10/23	Individual Net Stableford	Points are earned based on each individuals hole score – Bogey (1 point), Par (2 points), Birdie (4 points) and Eagle or Better (8 points). Highest final total wins.
03/20 07/31 11/20	Low Gross, Low Net	The lowest gross score and the lowest net score are counted for the team score. The Same ball may not be used for both. Full handicap will be used for low net.
04/17 08/28	Odd & Evens, Net	One best ball, net of the foursome on the odd numbered holes, and two best balls net on the even numbered holes.
10/30	One Best Ball Net	The lowest net score on each hole is counted

Date	Game	Description
04/10 06/19 10/16	Team Point Quota	Your official MGA handicap is deducted from 36 and results in your target score. The goal is to meet or exceed your target score by accumulating points based on your score on each hole. Points earned – Bogey (1 point), Par (2 points), Birdie (4 points) and Eagle or Better (8 points). Highest final total wins
07/10	Three Best Balls on Par 5's; Two Best Balls on Par 4's; One Best ball on Par 3's, Net	On all Par 5's count 3 net scores, on Par 4's count 2 net scores, on Par 3's count 1 net score.
05/22 10/09	Three Best Balls, Net	3 best balls net on each hole count
04/03 07/24	Triple 6's, Net	For holes 1-6, the lowest net score is counted; holes 7-12, the 2 lowest net score are counted; holes 13-18, the 3 lowest net scores are counted. This is a net score event.
03/12 06/12 10/02	Two Best Ball - Net	The two lowest net scores on each hole are counted. Full handicap will be used for low net.
08/07	Two Best Balls on Par 5's; One Best Ball on Par 4's; Two Best balls on Par 3's, Net	On all Par 5's count 2 net scores, on Par 4's count 1 net score, on Par 3's count 2 net score.
06/05	Two Man Scramble	Cart Partners. Each player hits a tee shot, the team selects the best drive, and from that spot each player hits a second shot. This method continues on all subsequent shots until the ball is holed. At least 3 drives from each player must be used on each nine holes. Handicaps are used to determine partners.
07/03	Two Man team, Best Ball, Net	Count the best ball net of the twosome for each hole. Handicaps are used to determine partners.

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 12 (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 25 potential MGA Cup events in 2019 (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 October. Playoffs will also begin in October.

For the 2019 MGA season, the MGA Cup Championship will adopt a revised Playoff System similar to changes made to the PGA FedEx Cup. While the week-to-week competition will remain unchanged from previous years, the new Playoff format will adopt a simplified system that gives additional Playoff Strokes to the top finishers in each flight. In addition, the Playoff schedule will be reduced from four Playoff Rounds to three in alignment with the FedEx Cup change.

Here's how it will work

The top twelve Players from each flight (and ties) will participate in three weeks of Playoff Rounds and will be “in the money.” The Playoff Rounds will be incorporated into regularly scheduled MGA Events. If you make the playoffs – you will play all three rounds, there are no cuts.

A Player's cumulative net score from all three rounds will be adjusted with Playoff Strokes awarded based on how he finished in the regular season. At the conclusion of the third Playoff Round, the Player in each flight with the lowest adjusted cumulative net score will be the MGA Cup Champion of his flight. If there is a tie for first, there will be a playoff.

Playoff Strokes to be awarded at end of regular season:

Seed	Playoff Strokes
1	10
2	8
3	6
4	4
5 - 8	2
9 - 12	0

Here is an example of how the seeding works

The Player who finished first in his flight at the end of the Regular MGA Cup Season (the number 1 seed) scored a cumulative three-round net score of 195 (21 under par). His adjusted cumulative net score would then be 185 (195 – 10 Playoff Strokes). If his adjusted cumulative net score were the lowest in his flight, he would be the flight MGA Cup Champion.

We hope this new Playoff format makes it more interesting and easier to understand for all MGA Cup Participants, while still recognizing the Player’s performance during the entire season.

MGA Match Play

The field will be comprised of 64 participants: Byes or “play in” games may be necessary to accommodate a moving target number of participants.

Field will be divided into four flights of 16 players each:

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

Flight assignment will be based on each player’s USGA Handicap Index in effect on the date of the flight assignment draw (end of May). Players will use their USGA index to determine handicaps on the day of each match.

Individual matches: Must be played no later than the last day in each 3-week window. Matches can be played at any time up to 2:00 pm on the last day of the 3-week allotted period. This expanded 3-week time period should be enough time to get a match played no matter the weather, vacations, illness etc. ***If a match is not played within this timeframe, both players will forfeit the match.*** Play will not be accommodated during the regular Wednesday MGA events. If both players for a match are known, the match can be played before the next 3-week time period begins if both players agree.

Because of the potential for weather or rain delays the following guidelines will be implemented: When the match is resumed after it has been suspended by severe weather conditions, rain or lightning, and/or course conditions the rescheduled match will pick it up where it was suspended. The match doesn't start over. Contestants will have to work out the restart protocol with the Pro Shop if, for example, the match was suspended on the 15th hole. The very real potential for rain, lightning and wet ground closings are all reasons why players should not wait until the last day in the 3-week period to schedule their match. For their own benefit players should schedule the match with a fair amount of cushion, allowing adequate time to reschedule or restart the match,

Tee Box: All play is from White Tees.

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

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 scorecards must be signed and attested and turned into Pro Shop.

In compliance with USGA posting guidelines, each player must post their scores to GHIN.

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

Schedule:

Rounds 1-4 (100% handicaps):

- Round 1 – June 2 – June 22
- Round 2 – June 23 – July 13
- Round 3 – July 14 – August 3
- Round 4 – August 4 – August 24

- Match 1: Flight A winner v. Flight C winner - 80% handicap.
- Match 2: Flight B v. Flight D - 80% handicap.

Championship (Round 6) – Sept 15 – October 5

- Winner of Match 1 v Winner of Match 2 - 80% handicap.

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.

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. Updated Ringer spreadsheets are posted in the Men's Locker Room.

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 in the GHIN handicap system. They will no longer be required to maintain their handicap/index at Cape Fear National. Handicaps maintained on another approved GHIN handicap site will now be acceptable.

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.

The Pro Shop will not post incomplete rounds. As per USGA guidelines, it is the 11

player's responsibility to post any round if 13 or more holes were completed. Scores for unfinished holes will be calculated using Par plus your handicap stroke(s) for each unfinished hole.

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.

Members should inform their guest about course maintenance protocols, such as pace of play and repairing their ball marks and divots. It is also recommended to repair one additional ball mark and divot as a courtesy.

Scores for guests will not be posted to GHIN as a matter of course. If, however, the guest does maintain a GHIN handicap it may inadvertently be posted. It is the responsibility of the guest to post his own score after he verifies that the Pro Shop has not posted it.

Local and MGA Rules and Policies

USGA rules govern all CFNMGA events except as modified by Local Rules. For USGA Rules please see the USGA website: 2019 Rules of Golf.

2019 Changes to CFN Local Rules

Out of Bounds - Out of bounds (OB), identified by white stakes or white lines, is no longer played as a lateral hazard. A player will now have the option of using the stroke and distance relief option under Rule 18 or the new Local Rule E-5 (alternative relief to stroke and distance).

When a player's ball goes out of bounds, for two penalty strokes, the player may take relief by dropping a ball in a relief area he establishes by marking where the ball last crossed the OB boundary (ball reference point) and the point in the fairway that is nearest to the ball reference point, but not nearer the hole.

Lost Ball - A player who loses a ball anywhere on the course except in a penalty area, may use the stroke and distance relief option under Rule 18 or new Local Rule E-5 (alternative relief to stroke and distance).

When a player's ball is lost on the course outside a penalty area, for two penalty strokes, the player may take relief by dropping a ball in a relief area he establishes by marking where the ball is estimated to be lost (ball reference point) and the point in the fairway that is nearest to the ball reference point, but not nearer the hole.

Note: In either of the above cases (Out of Bounds or Lost Ball), if a player plays a provisional ball, they then cannot use Local Rule E-5 to take relief. They would either play their original ball if found on the course or play the provisional ball if the original ball is OB or lost.

No Play Zones - No Play Zones (formerly called Environmentally Sensitive Areas) are defined by yellow stakes with green tops on holes 1, 2, 4, 6, 7, 10, 14 & 18. Players cannot play their ball from inside a penalty area that is also classified as a No Play Zone. If a ball lands in a No Play Zone, a player must take relief under Rule 17, except for Holes 2, 6 & 18, where the player may take relief using the dropping zone on the opposite side of the yellow penalty area/No Play Zone (see below).

Dropping Zones – Dropping zones (formerly called drop areas) have been eliminated on Holes 1, 3, 8, 9, 10 & 14 (the dropping zone on Hole 14 is for LGA play only, it is not sanctioned for MGA play). A player may use the dropping zones on holes 2, 6 to take relief after their ball lands in a penalty area subsequent to their tee shot. On Hole 18, a player may use the dropping zone for any shot (including the tee shot) that lands in a penalty area.

Additional Rules for MGA Events

Cart Path Only Conditions - When an MGA event is played under Cart Path Only conditions, players may mark, lift, and clean their ball in their own fairway, and place the ball within 1 club length of the mark but no closer to hole.

Conditional Ground Under Repair (GUR) in Waste Area or Bunker - If a ball lands in a waste area or bunker and lies in a washed out area due to a recent weather event such as strong rains or in ruts made because of maintenance related issues such as the edges of the waste area or bunker being machined, the player may take free relief under Rule 16 (Abnormal Course Conditions). The "A Player" in your group must agree that the condition warrants free relief. However, you may not be granted free relief if your ball is in a footprint, no matter how deep the footprint.

If it's agreed that relief in a waste area is warranted, a player must take relief in accordance with USGA rules by dropping a ball in a relief area one-club length from the reference point. The reference point is the nearest point of complete relief from the GUR, which may or may not result in a drop outside of the waste area.

However, any relief in bunkers (not waste areas), again according to USGA rules, must be dropped in the bunker within one club length of the reference point that provides complete relief from the GUR. The player also has the option in this situation to drop outside the bunker for a one-stroke penalty.

General Ground Under Repair - Due to conditions created by Hurricane Florence some or all the waste areas or bunkers may be in a state of repair or consider Ground Under Repair (GUR). Based upon weekly determination by the Pro Shop the participants will be informed which holes and bunkers/waste areas will be consider GUR. In those cases, the player can take complete relief (including for his stance) outside the designated GUR areas within one club length of the reference point. The reference point is the nearest point of complete relief from the GUR.

Embedded Ball - A player is allowed relief from an embedded ball if occurring in the general area (e.g. fairway or rough, but not in a penalty area, waste area or bunker), The embedded ball must be in its own pitch mark made from the previous stroke. If the ball lands in another pitch mark no relief is afforded.

Conceding Putts – The Rules of Golf do not allow for putts to be conceded (i.e. gimmies) in stroke play events. Because we play in "competitive" stroke play events each week in the MGA, there is no way to fashion an equitable "gimmie" rule that can be implemented by all players in a fair and consistent manner. Therefore, it is still the policy of the MGA that all putts that have a chance to count in tournament scoring must be holed out.

Scoring - Scoring for each hole is the actual number of strokes you took to complete the hole. It is not necessarily limited to your Equitable Stroke Control (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 use his ESC score any time when doing so will not affect tournament scoring. However, a player may not pick up, and must play out the hole and record all strokes, where his gross score (without handicap) will be used in tournament scoring.

Also, a player may not pick up, and must play out the hole and record all strokes, where his net score will be used in tournament scoring. For additional information on ESC please go to the ***USGA Handicap System Manual***

Pace of Play Policy - Your pace of play dictates the maximum pace of play for all groups playing behind you. Please be considerate to your fellow players and maintain a good pace of play. Target time for to complete an MGA event round at CFN is 4 hours and 30 minutes when carts are allowed on the course, and 4 hours and 40 minutes when playing under 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 par plus any handicap strokes they would have received on that hole.

For example – if the hole is a par 4, and you receive 2 handicap 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. 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.

Any round where a player completes at least 13 holes should be posted for handicap purposes. For any hole not played, a player records a par plus any handicap strokes a player would have received on that hole. These calculated scores for a team that completes at least 13 holes will be used to assess their position in the game for that day.

Withdrawing from the Event - If a player chooses not to complete at least 13 holes, he will be disqualified and will forfeit his \$5 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 disqualified, and he will not forfeit his \$5 entry fee and no MGA Cup points will be awarded that day.

Minimum Number of Players - 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 there are less than 20 players, the MGA will cancel the event for that day.

Code of Conduct and Violations Procedure

Conduct Expected of All Players

All players are expected to play in the spirit of the game by:

- Acting with integrity – following the USGA Rules of Golf, applying all penalties, and being honest in all aspects of play.
- Showing consideration to others – for example, by playing at a prompt pace, looking out for the safety of others, and not distracting the play of another player.
- Taking good care of the course – for example, by replacing divots, smoothing bunkers, repairing ball-marks, being mindful of our own trash and butts and not causing unnecessary damage to the course.

There is no penalty under the Rules for failing to act in this way, except that the Committee may disqualify a player for acting contrary to the spirit of the game/Code if it finds that the player has committed serious misconduct. Appropriate penalties other than disqualification may be imposed for player misconduct

Our Code of Conduct further encompasses:

- A prohibition on players entering all or specified no play zones.
- Specific details of unacceptable behavior that a player may be penalized for during a round, for example:
 1. Unacceptable language.
 2. Abuse of clubs or the course.
 3. Being disrespectful of other players, officials or spectators.
 4. Failure to care for the course.
- Appropriate golf attire

Furthermore, the Committee may disqualify a player for serious misconduct for acting contrary to the spirit of the game. This applies whether or not there is a Code of Conduct in place for a competition.

The Committee

“The Committee” is the committee in charge of a competition. In no case can “the Committee” waive the Rules of Golf. For purposes of MGA events, the Committee is comprised of the Director(s) of Games, Rules and Tournaments, or their designees, such as other board member(s) available during the competition and the Club Pro.

Under Rule 1.2a a Committee may disqualify a player for serious misconduct for acting contrary to the spirit of the game, or The Committee may set its own standards of player conduct adopted as a Local Rule.

- This may include penalties for breach of its standards, such as a one-stroke penalty or the general penalty (loss of hole in match play or additional strokes in stroke play).
- The Committee may also disqualify a player for serious misconduct in failing to meet the code's standards, or for serious misconduct for acting contrary to the spirit of the game.

When deciding whether a player is guilty of serious misconduct, the Committee should consider whether the player's action was intentional and whether the act was significant enough to warrant disqualification without first applying other penalties per the Code of Conduct.

Code of Conduct Violation Procedures for the MGA

1. Notification based on observation
 - a. If a playing partner (or another competitor) sees a player violating a rule(s), the Rules of Golf dictate (JIM/BILL REFERENCE PLEASE) a playing partner or competitor MUST inform the player and take appropriate action or he/she is subject a penalty, since they are protecting the field. If that does not resolve the issue, a Committee member should be notified as soon as possible but before the scores are posted for that day. (i.e., immediately after the round is completed).
2. Initial Communication to the Player
 - a. The Committee will strive to immediately bring all participants together to discuss the alleged rules violation, and to come to a decision if a violation has, in fact, occurred.
 - b. If key participants are not readily available, the Committee can either send a letter to the player(s) notifying him/them of the observed infraction(s), including any possible penalties, and/or;
 - c. The player may be asked to attend a face-to-face meeting with at least two Committee members to discuss the infraction(s).
 - d. The Board can, at this time, and for the results of that event, infer a penalty of loss of hole(s) in match play, or additional strokes in stroke play based on the above criteria, or disqualification.
3. 2nd Offense
 - a. If the Player is deemed to have breached the rules a 2nd time within the same season, the 2nd offense can result in:
 - i. Removal of participation in any/all events, such as:
 1. Elimination of participation in the MGA cup competition, Match Play, President/Ryder Cup, or any other sanctioned events. If the player is disqualified for any of these events, there will be no refund of entry fees.;
 2. Suspension of play in MGA day events for up to 3 weeks.

3. Depending on the severity of the breach, disqualification of play in MGA events for the remainder of the season.
4. 3rd Offense
 - a. If a player is deemed to have breached the rules a 3rd time within the same season, the player will be disqualified from playing in all remaining MGA events. The player can re-apply for admission to MGA play the following season subject to a vote of the existing Board members for re-admission.

Hole-In-One Insurance Club

Traditionally Hole-In-One Insurance 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 Insurance 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 Insurance Club will be awarded to the player(s) that shoot a hole-in-one on the day of the event. The successful recipient(s) can use the winnings to satisfy 'celebratory' costs, including tips, incurred at the club that day.

If there are multiple holes-in-one in any event the 'celebratory' costs can be split evenly by the recipients. 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 from each member.

- The shot must be taken from a standard or "recognized" tee box.
- 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.

Event Sign-Up Procedures

There are two methods for signing-up/withdrawing for/from the weekly MGA events. A tutorial including this information is available on the CFN Website.

Sign-Up via Pro Shop Email:

Prior to the date of each event (usually 1 week) the Pro Shop will send an email, via Golf Genius, to every MGA member. In the body of the email will be option to play in that scheduled round. Each member can choose to play in that week's event, or ignore the email.

If you choose the PLAYING option, the system will generate a confirmation email, which can be used to update your participation (NOT PLAYING) in that round up to 24 hours prior to the event. It's always a good idea to keep this email handy to use if your plans should change unexpectedly.

Sign-Up Via Golf Genius Application:

Options to participate or withdraw from MGA events can now be done via Golf Genius, a golf tournament system currently being used by the Pro Shop.

Details and a tutorial can be found on the CFN Website, which will give you step-by-step walk-through of the entire on-line process.

In the event you encounter a problem with signing up or withdrawing from an event please email or call (910-383-3283) Ryan Price (rprice@capefearnational.com) or Don Hancock (dhancock@capefearnational.com) at the Pro Shop.

Event No-Show Policy

The MGA will institute a No-Show policy for all rounds held (with the exception of severe weather at the time of play throughout the season).

It is the players responsibility to inform the Pro Shop if they are not able to attend a MGA event they have signed-up for. Attendance to an event can be easily cancelled utilizing one of the withdrawals options detailed in the "Sign-Up" procedure above.

Penalties For Non-Compliance of No-Show Policy: Because of the difficulty involved and extra work incurred by the Pro Shop if not informed of a cancellation the following penalties will be imposed:

First Offense - a formal warning from the President

Second Offense - suspension of their next scheduled round (including Majors)

Third Offense - suspension for the rest of the season

It should be noted that consideration of non-compliance will be given in personal/family and/or medical emergencies and based upon the player's no-show history throughout his MGA tenure.



Men's Golf Association

1281 Cape Fear National Drive
Leland NC 28451

*For Membership Information Contact **Rich LaBarbera**,
MGA Secretary at **(516) 578-7792** or any member of
the MGA Board or CFN Pro Shop staff*