



## **SHMGA Rules and Policies**

The purpose of this document is to ensure that all members understand the requirements and benefits of being a member of the SHMGA and are aware of the rules by which we conduct our weekly matches.

### **1. Membership**

- a.** Open to amateur male golfers over the age of 18.
- b.** Not limited to Southern Hills or Southern Landings club membership.
- c.** The annual membership fee is \$35 due on January 1 each year. Fees are not prorated if a golfer joins after January 1. For new members who join after November 1, membership fee will cover the remainder of the current calendar year plus the subsequent year.
- d.** Golfers are expected to conduct themselves in a manner consistent with good manners and etiquette.
- e.** Membership includes the right to play in our weekly matches on Tuesday, Thursday, Saturday, and Sunday of each week.
- f.** Membership includes the option to join the Hole in One Club. Entry fee for this “club” is \$5. Each time a player has a hole in one, he will receive 50% of the balance. We do this to help build the fund. When a player that is in the “club” has a hole in one everyone that wishes to remain in the “club” must reenter by paying \$5 again to be eligible to hit the hole in one pot.
- g.** Membership includes an invitation to participate in our annual Fall Trip. The Fall trip is usually held in October each year. Part of the cost of the trip is covered by the MGA party fund and the balance by the golfer. The trip is normally 2 nights with 3 rounds of golf (Friday through Sunday). An option is sometimes available for those who wish to add a fourth round of golf and a 3<sup>rd</sup> night of accommodation at the player’s expense. Prize Money will be collected from each golfer (\$20 per round). The BOD will select the location each year. Deposits will be due at least a month in advance (depending on requirements of location selected).
- h.** Each year we conduct a 2-man Best Ball tournament. This is usually held in the Spring. You must be an amateur member in good standing to

participate. This is one of the few events we run each year based on Net scores.

- i. The MGA hosts a website that offers our members the ability to access current as well as historical information. This includes Weekly Match results, Tournament results, upcoming event notifications, yearly money list standings etc. Members may also sign up to “Follow” our website. This option will send a note to your mailbox each time a new post is added to our site. Website address is: **<http://www.thehillsmga.org>**.

## **2. Weekly Matches**

- a. Matches will be conducted each Tuesday (Noon), Thursday (1 PM), Saturday (Noon) and Sunday (1 PM).
- b. The cost to play is \$15 for SHMGA members and \$20 for non-members. The normal entry fee breakdown is: (Tuesday, Thursday, Sunday) Teams - \$3 per player for each of the front/back/overall. \$5 will go to the skins pot. \$1 will go into the party fund to offset the cost of the Fall Trip. To be considered an official MGA match we must have a minimum of 12 players. If we have less than 12 it will not be considered an official match, and the MGA database will not be updated with that day's info such as scores and money won. Also, HIO pot can only be hit on an official MGA match. Saturday's Points game and Sunday Shamble/Scramble game payouts will vary based on specific format for that match (see game specific sections below for details). The extra \$5 that is paid by a non-member will be placed into the MGA general fund and not added to the prize fund that day. If there are no skins on any given day, the money is carried over to the next week on the same day (Ex. No skins on Thursday, money carries over to the next time we play on a Thursday).
- c. The format of the Tuesday, Thursday, and Sunday (except 3<sup>rd</sup> and 5<sup>th</sup> Sunday) matches will be 2-man best ball (Gross).
  - i. Payout: We will pay out for the lowest 2-ball gross score for Front Nine, Back Nine and 18 Holes. We will pay one place if the number of teams is 8 or less. If we have 9 or more teams, we will pay 2 places for Front, Back and 18 Holes.
  - ii. When all teams have 4 or 5 members, all birdies will count. When there are 3-man teams, only the 3-man team will count all birdies.
  - iii. Once we know how many players have signed up, captains will be selected based on the lowest average score as recorded in the MGA database. Captains will select their team with the average score being used to determine picking order (highest average score of captains pick first, with lowest average score picking last).
  - iv. Members under the age of 60 will play from the blue tees. Once 60 years of age is reached, members can move up to the white tees.

Once 70 years of age is reached members can move up to the black tees. Once 80 years of age is reached, members will play the black tees on the even numbered holes, and the red tees on the odd numbered holes.

- v. **3<sup>rd</sup> Sunday - Shamble format/low 3.** Teams will be selected by designated captains (based on MGA average score). In this format, each player will hit a tee shot and one will be selected as the tee shot in play. Each player will then play out the hole using his own ball. The 3 low balls (gross) will determine the team's score for that hole. All birdies do not count in this format regardless of team size.
  - 1. Payout in this format: if there are 1-3 teams - one place, 4-6 teams - 2 places, 7-9 teams 3 - places, 10-12 teams - 4 places.
  - 2. Skins will be Team Skins. A player on the same team cannot "cut" a teammate's skin.
  - 3. Payout will be for 18-hole score.
- vi. **4<sup>th</sup> Sunday – 3 low ball format.** We will play our normal game format except we will count the low 3 balls. The payout will be our normal front, back and 18-hole format.
- vii. **5<sup>th</sup> Sunday – Scramble Format.** Teams will be selected by designated captains (based on MGA average score). Normal Scramble rules apply.
  - 1. Payout in this format: if there are 1-3 teams - one place, 4-6 teams - 2 places, 7-9 teams 3 - places, 10-12 teams - 4 places.
  - 2. Skins will be Team Skins. A player on the same team cannot "cut" a teammate's skin.
  - 3. The payout will be for 18-hole score.
- d. Saturday format will be varied based on BOD decisions to create some variety. Currently the Saturday format is:
  - i. **1<sup>st</sup>, 3<sup>rd</sup>, and 5<sup>th</sup> Saturday – 4-man random team points.** Players will select their own foursome (teams used for position will be handled via random draw). Please verify your foursome players before signing up.
    - 1. Payout in this format will be based on 18-hole score using the best 3 players points +/- relative to Points Quota. If there are 1-3 teams one place, 4-6 teams 2 places, 7-9 teams 3 places, 10-12 teams 4 places. We will pay one place for the individual who has the best +/- point total relative to the established point quota (10% of total prize money with a maximum \$20 payout). Ties for Individual points will split the money.

- ii. **2<sup>nd</sup> Saturday – 4-man team points.** Players will select their own foursome and that will also be your team used for position.
  - 1. Payout in this format will be based on 18-hole score using the best 3 players points +/- relative to Points Quota. If there are 1-3 teams, we will pay one place, 4-6 teams we will pay 2 places, 7-9 teams we will pay 3 places, 10-12 teams we will pay 4 places. We will pay one place for the individual who has the best +/- point total relative to the established point quota (10% of total prize money with a maximum \$20 payout). Ties for Individual points will split the money.
- iii. **4<sup>th</sup> Saturday – Individual Points only.** Players will select their own foursome.
  - 1. Payout will be at a ratio of 1 place for every 4 players. No team prizes will be awarded on this day.
- iv. From time to time, we may have matches on holidays. These matches are not considered “official” events and do not earn trip credits or count towards total prize money.

**General rules:**

- v. The MGA will maintain a database of scores for each time a player plays in an MGA event. Those scores will be used to determine the MGA Average Score by taking the average of the last 9 scores in an MGA event. A limit of 10 strokes above current score average will be imposed. (Ex. A player has an average score of 76 and shoots 89, the player will get credit of 86 when determining his average). The average score will be only updated on the 1<sup>st</sup> and 15<sup>th</sup> of each month. The BOD reserves the right to assign a value to a new player. In the event a player has not played recently or has suffered an illness/injury that greatly affects performance, the BOD reserves the right to adjust average score. This adjustment would only occur in extreme cases as decided by the BOD.
- vi. The MGA will maintain a database of points each time a player plays in an MGA points event. This quota will be determined by averaging the total of the last 5 points scores. The BOD will assign a point quota for new players based on the available information. For players that have an established GSGA handicap, that handicap will be used to calculate the initial quota. The player will only be able to post a +/- 2 for his score the first time played in the points game. For players that do not have an established GSGA handicap, the BOD will establish a quota based on all available information. The player

will only be able to post a +/- 2 for his score the first 2 times played in the points game. When posting the points for a given match, we will limit the number of points you can get below your quota to 7. (For ex. If your quota is 30 and you only pull 20 points, you will be credited with 23 when determining your average).

- vii.** Players MUST either sign up in person or call the pro shop to get your name on the player list each play date. The deadline to sign up is 15 minutes prior to play. Failure to do so will result in the player only being eligible to play skins that day. If a player fails to sign up by the deadline, he may play with the group with the approval of the team captains but is only eligible for skins. In cases where you called in to the Pro Shop, upon arrival at the course it is the player's responsibility to verify that your name is on the player list.
- viii.** Inclement weather – this is probably the most difficult rule to manage due to the subjective nature of the weather. The official policy is that a round is cancelled if the delay(s) extends to the point that the match could not be finished within 5 hours of the start time. The proper procedure is to return to the clubhouse when lightning is in the area or if the rain/snow/sleet is too heavy to reasonably play through. The BOD (along with the input of the captains) will make the determination as to whether the match cannot be completed. In the event a match is cancelled, all money will be returned to the players and no prizes will be awarded. An exception to this rule would be that if at least half the teams were able to complete 18 holes, then the prizes for those teams will be paid. If a player gets a refund due to not finishing under the above conditions, he will not remain in the skins game. If a player does not finish for legitimate reasons (determined by the BOD) he will receive a refund and forfeit rights to both team and skins money that day.
- ix.** Fall Trip cost subsidy. Each time a player plays in an MGA event he will earn one credit towards his cost to go on the Fall Trip. The value of each credit will be determined by the BOD each year based on the balance in our general fund and our party fund. If a player chooses not to go on the Fall Trip, those credits will be forfeited. The default value of the credit earned is normally set at \$2-4 per time played. This will be determined yearly by the board.
- x.** Local Rules:
  - 1.** Hole #7 – players whose ball or stance lies within a washout on the right side of #7 are entitled to relief with no penalty. The ball must be dropped at the nearest point of relief within

one club length, no closer to the hole. This rule does not allow for relief just because it is in the area of the washout. The ball or stance **MUST** be within an actual rut, not just near one.

2. All holes – A player whose ball or stance falls within the gravel boulders that have been placed near the cart paths to deter erosion will be allowed relief with no penalty. The ball must be dropped at the nearest point of relief within one club length, no closer to the hole.
3. Hole #15 – A player whose ball or stance falls within the gravel boulders that have been placed down the left side of number 15 in the washed-out area to deter erosion is entitled to free relief. The ball must be dropped at the nearest point of relief within one club length, no closer to the hole.
4. Hole #1 - A player whose ball or stance falls within the gravel boulders that have been placed to deter erosion will be allowed relief with no penalty. The ball must be dropped at the nearest point of relief within one club length, no closer to the hole. This rule does not apply to balls that lie within the penalty area.
5. The player is allowed to rake and place his ball in a bunker within one club length no closer to the hole. This is a temporary rule and is subject to change.
6. Players are allowed to place the ball within one club length in his own fairway, no closer to the hole.
7. A maximum score of double bogey will be used in an MGA event except when otherwise stated in a Special Event Rules.
8. Root/Rock Rule procedures - Captain called in and if deemed to be on or near a root/rock that could cause injury, proceed as follows: Place the ball within 12 inches to get away from possible injury. Do not improve the line of sight.
9. Out of Bounds Rule procedures – Locate ball. Pinpoint spot ball went out of bounds (not where picked up). Go back to fairway 2 club lengths from rough, drop ball and add 2 strokes.

Note: This is a living document in that the BOD will review these rules from time to time and make changes as needed.

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**Updated on: 11/14/2025 / by John Correia**