



CAPE FEAR NATIONAL®
AT BRUNSWICK FOREST

Men's Golf Association



Twelfth Season 2021 Handbook

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CFNMGA Past Presidents

2010–2011:	Dave Huber
2012:	Tom Johnson
2013:	Mike Gibson
2014:	Bob Axelrod
2015 -2016:	Rich Keith
2017-2018:	Keith Blankenbicker
2019 – 2020:	Gary Cassista

2021 CFNMGA Board

Joe Rychalski - *President, Co-Director - Rules Committee*

Bill Hagel - *Vice President, Co-Director - Rules Committee*

Jay Eipper - *Secretary*

Tom Stepnowski - *Treasurer*

Dave Andrews - *Director of Games*

Bernie Denno - *Director of Special Events*

Rich LaBarbara - *Director of Membership & Publicity*

Nick Blanchard – *Handbook*

Dave Will (non-board position) - *Interclub & Brunswick Cup Coordinator*

Scott Murdock (non-board position) - *CSGA Interclub Coordinator*

Bob Axelrod (non-board position) - *Statistician*

Gary Cassista - *Past President (Board Advisor)*

2021 CFN Club Staff

Justin Spann – *Director of Golf & Pro*

Brittany Cox - *Assistant Pro & Pro Shop Manager*

Charlie Garavanta – *CFN Manager*

2021 MGA Schedule

DATE	GAME (ALL GAMES IN 2021 WILL BE PLAYED AT 85% HANDICAP UNLESS OTHERWISE NOTED)	FLIGHTS	MGA CUP POINTS
10-Mar	Opening Day 1-2-3 Game, Net		Y
17-Mar	4-Man Team Stableford, Net - PLAYER'S CHAMP (Major)	X	Y
24-Mar	2 Best Balls of 4, Net		Y
31-Mar	Fronts & Backs, Net	X	Y
7-Apr	2-Man Team Point Quota - MASTERS (Major)	X	Y
14-Apr	3 Best Balls of 4, Net		Y
21-Apr	6-6-6 Game, Net	X	Y
28-Apr	2-1-2 Game, Net		Y
5-May	Odds & Evens, Net	X	Y
12-May	Lone Ranger, Net		Y
19-May	4-Man Team Point Quota - PGA CHAMPIONSHIP (Major)		Y
26-May	Fronts & Backs, Net	X	Y
2-Jun	1-2-3 Best Ball, Net		Y
9 Jun	Away game due to aeration	X	N
16-Jun	Individual Stableford, Net - US OPEN (Major)	X	Y
23-Jun	2 Best Balls of 4, Net		Y
30-Jun	Low Gross, Low Net	X	Y
7-8 Jul	Member-Member Championship - No other MGA Event		N

DATE	GAME	FLIGHTED	MGA CUP POINTS
14-Jul	Individual Point Quota - OPEN CHAMPIONSHIP (Major)	X	Y
21-Jul	Carts, Net		Y
28-Jul	Fronts & Backs, Net	X	Y
4-Aug	Lone Ranger, Net		Y
11-Aug	6-6-6 Game, Net	X	Y
18-Aug	2-1-2 Game, Net		Y
25-Aug	2-Man Team Best Ball, Net	X	Y
1-Sep	1-2-3 Best Ball, Net		Y
8-Sep	4-Man Team Point Quota	X	Y
15-Sep	Odds & Evens, Net	X	Y
22/23-Sep	Ryder Cup (2-day Event) – No other MGA Event		N
29-Sep	Low Gross, Low Net	X	Y
6-Oct	Carts, Net		Y
13-Oct	1-2-3 Game, Net		MGA Cup Playoffs
20-Oct	6-6-6 Game, Net	X	MGA Cup Playoffs
27-Oct	3 Best Balls of 4, Net		MGA Cup Playoffs
3-Nov	2-Man Team Best Ball, Net	X	N
10-Nov	3-2-1 Game, Net		N
17-Nov	Odds & Evens, Net, Closing Day	X	N

Game Descriptions

GAME	DESCRIPTION
1-2-3 Best Ball, Net	Starting on hole #1, the lowest net score of the group is counted; on hole #2, the lowest two net scores of the group are counted; on hole #3, the lowest three net scores of the group are counted. Starting on hole #4, the sequence repeats for the balance of the round.
1-2-3 Game, Net	One best team net score on each par 3, two best team net scores on each par 4, and three best team net scores on each par 5 are counted.
2 Best Balls of 4, Net	Two of the four best net scores on each hole are counted.
2-1-2 Game, Net	Two best team net scores on each par 3, one best team net score on each par 4, and two best team net scores on each par 5 are counted.
2-Man Team Best Ball, Net	One best net ball of the twosome for each hole is recorded.
2-Man Team Point Quota	Each 2-man team member MGA course handicap is deducted from 36 and results in team target score. The goal is to meet or exceed team target score by accumulating team total points on each hole. Points earned: Bogey (1 point), Par (2 points), Birdie (4 points) and Eagle or better (8 points). Highest final total wins.
3 Best Balls of 4, Net	Three of the four best net scores for each hole are counted.
3-2-1 Game, Net	Three best team net scores on each par 3, two best team net scores on each par 4, and one best team net scores on each par 5 are counted.
4-Man Team Point Quota	Each 4-man team member MGA course handicap is deducted from 36 and results in team target score. The goal is to meet or exceed team target score by accumulating team total points on each hole. Points earned: Bogey (1 point), Par (2 points), Birdie (4 points) and Eagle or better (8 points). Highest final total wins.
4-Man team Stableford Team, Net	Points are earned based on team total individual net scores on each hole. Bogey (1 point); Par (2 points); Birdie (4 points); Eagle or better (8 points). Highest total point score wins.

GAME	DESCRIPTION
6-6-6 Game, Net	One best net score is counted on course handicap holes number 1-6; two best net scores are counted on course handicap holes 7-12; and three best net scores are counted on course handicap holes 13-18.
Carts, Net	Four-man teams with A&B players in cart #1 and C&D players in cart #2. Each cart records their best ball net score on each hole.
Fronts & Backs, Net	Two best net scores are counted on the hole numbers 1-9, and three best net scores are counted on the hole numbers 10-18.
Individual Point Quota	Each person's MGA course handicap is deducted from 36 and results in an individual's target score. The goal is to meet or exceed the 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.
Individual Stableford, Net	Points are earned based on individual hole score: Bogey (1 point); Par (2 points); Birdie (4 points); Eagle or better (8 points). Highest total point score wins.
Lone Ranger, Net	Every hole, one player in each group is assigned to be the Lone Ranger. On the 1st hole, player in position 1 in the pairings will act as the Lone Ranger. On the 2nd hole, player in position 2 in the pairings will act as the Lone Ranger. On the 3rd, player in position 3. On the 4th, player in position 4. The cycle then repeats throughout the rest of the round. The Lone Ranger's net score PLUS the one best net score of the others in the group are counted.
Low Gross, Low Net	Two team scores counted on each hole -- one lowest gross score and one lowest net score. The same ball cannot be used for both scores.
Odds & Evens, Net	One best net ball of team on odd numbered holes and two best net balls of team on even numbered holes are counted.

Note: Dates for course aerification maintenance have not been finalized. MGA members will be notified as soon as dates are made available. Games scheduled during those days will be changed to reflect course conditions.

Scorecards, Registration, Cancellation and No Show Policy

Scorecards: MGA rounds require the paper scorecard provided by the MGA to be legible and accurate. The completed scorecard must be signed and attested and handed in to the Official Scorer, or deposited into the Official Envelope Box in the Pro Shop. A second scorecard should always be maintained during each round and scores verified against the official scorecard prior to it being submitted.

Registration Sign-Up via Official Scorer Email: Prior to the date of each event (approximately 1 week) the Official Scorer for that week's round will send an email, via Golf Genius, to **every MGA member on the current roster**. In the body of the email will be an option to indicate you are **playing** in that scheduled round. You may also indicate you are **not playing** or ignore the email. If you choose the **PLAYING** option, Golf Genius will generate and send you a confirmation email (**if you do not get this confirmation email, you are not registered for the event**). This confirmation email can also be used to cancel your registration status before the cutoff on Monday prior to the round at 3PM.

If you have any questions regarding the use of the website (www.golfgenious.com) or are having trouble accessing the information for the MGA, please notify the Tournament & Game Director.

Cancellation: In the event of weather-related last-minute cancellations, an alternate game may be played (normally two-man teams, best ball net). Teams will be formed while players are on the course to minimize delay in play. Players will be required to hole out on each hole.

If you find you can't play after 3PM the Monday prior to the round, **it is your responsibility to notify the Official Scorer** (his name and telephone number will appear on the original invitation). Last minute no-shows affect pairings, teams and pace of play.

Contacts for cancellation: Listed below are the Official Scorers for the 2021 season along with their contact information:

Dave Andrews - dbandrews6@gmail.com, 919-349-2276

Bob Axelrod - axelrodb1948@yahoo.com, 847-331-6647

Keith Blankenbicker - rkb1950x@gmail.com, 860-463-9243

Bill Hagel - wah213@gmail.com, 215-760-3263

Joe Rychalski - jrychalski@gmail.com, 203- 864-5274

Dave Will - dwill830@gmail.com, 910-399-6164

Please **do not** contact the Pro Shop (they do not do the pairings or manage the event).

No Show policy (No show without informing an Official Scorer):

This policy is in effect for all rounds held (with the exception of severe weather at the time of play). Because of the difficulty involved, and the extra work incurred by the Official Scorer when not informed of a cancellation the following penalties will be imposed:

- **First Offense** - Formal warning from the President or his designate.
- **Second Offense** - Suspension of play - 1 round (including Majors)
- **Third and Subsequent Offenses** - Suspension of play - 3 rounds, or termination of membership for the remainder of the season.

Consideration of penalty waiver will be given in personal, family and/or medical emergencies and based upon the player's no-show history throughout his MGA tenure.

MGA Tournaments

MGA Cup Championship

The MGA Cup Championship is an individual net score season-long event modeled after the FedEx Cup. MGA Cup participants must play from a tee other than **GREEN** according to how they registered for the MGA. The tournament will be flighted and player ranking within his flight is determined by his cumulative points awarded each week. Members may register for the MGA Cup Championship at any time during the MGA Cup season by paying a \$25 entry fee. The player's rounds begin to count after they have signed up. 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 scored event. If a scheduled MGA event is cancelled for any reason, then it will be cancelled as an MGA Cup event as well. There are 29 potential MGA Cup events in 2021 (subject to change if the schedule changes or rain-outs), **but only 16 rounds (those with the highest number of points earned) will count toward a participant's total points.** This scoring method allows a player to miss some events without unduly penalizing him. However, it also rewards those that play more rounds, as they have more chances to improve their cumulative score.

There will be 5 Major Days in the MGA Cup schedule corresponding to the PGA Major dates, as well as the Players Championship. On these dates, more points are awarded with the total determined by the number of players entered. The MGA Cup "regular season" is scheduled to end with the October 6th scheduled round. Playoffs will begin October 13th.

Playoff Format

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. If you miss or withdraw from a Playoff Round, you will receive a net score of 999 for that round. 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 (format to be determined). Playoff Strokes will be awarded at end of regular season as follows:

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

MGA Match Play

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

The Field will be divided into four equally divided 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 current USGA Handicap Index and calculated Course Handicap on the day of each match.

Individual matches **must be played no later than the last day in each 3-week window.** This 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 time frame, both players will forfeit the match, unless there are extraordinary circumstances brought to the attention of the Committee. In this case, the Committee will make a final ruling on the status of the match.** Play will not be accommodated during the regular Wednesday MGA events. If both players for a match are known, and agree,, the match can be played before

the next 3-week time period. The player whose name appears on the upper line of each bracket is responsible for contacting his opponent to arrange a time to play the match.

When weather delays force play to be suspended and the match resumes, the rescheduled match will pick up where it was suspended. **The match doesn't start over.** Contestants will have to work out the restart protocol with the Pro Shop. 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.

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

Tie-breaking method: In the event a match finishes tied 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. In compliance with USGA posting guidelines, each player must post their scores to GHIN.

If there are any disputes on a rule during play, the players must resolve the disagreement before play continues. Players may attempt to contact a member of the Committee to help resolve the issue. If resolution cannot be reached, play must continue (if necessary with 2 separate balls being played for each disputed ball) and the situation reported to the Committee directly after the match. The match will not be posted as final until the tournament committee decides on the situation, and makes any adjustments to the match, if necessary. All committee decisions will be final.

MGA MATCH PLAY SCHEDULE:

Knockout Rounds 1-4 (100% handicaps):

Round 1 – May 31 – June 20

Round 2 – June 21 – July 11

Round 3 – July 12 – August 1

Round 4 – August 2 – August 22

Semi Final Round

Match 1: August 23 – September 12 - Flight A winner v. Flight C winner - 80% handicap.

Match 2: - August 23 – September 12 Flight B v. Flight D - 80% handicap.

Tournament Championship (Round 6) – Sept 15 – October 5

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

MGA Championship

For the second year, we will be holding a 2-day MGA Championship. This is different from the season-long MGA Cup Championship. The MGA Championship is open to all MGA

members, and will be an individual stroke play total gross score (no handicaps) tournament. Participants in each flight (number of flights will be determined based on participation) will be within 4-5 handicap strokes from one another. (note: some flights may be changed to net scoring because of larger handicap spread). There will be up to five flights of play created from the entry field, and a winner for each flight. Some flights will play from the white tees, some from the gold tees. The lowest cumulative two-day gross score in any flight that plays from the white tees is declared the MGA Champion.

We are looking to hold this over a Friday and Saturday in early September. The specific dates for this tournament are yet to be determined. We will provide additional details and information on registration as we get nearer to the tournament date.

Ringer Tournament

All MGA members are automatically entered in the Ringer Tournament without additional charge. A Ringer score is defined as your lowest gross score on each hole throughout the season which is then used as a total gross score. The lowest Ringer score in each of two flights (flights determined by handicap at the beginning of the season) will win a cash prize at the annual awards dinner. Updated Ringer results are posted on the Golf Genius website.

Member-Member Championship

This Championship is a two day best ball tournament limited to a field of 72 participants comprised of two man teams in a flight format based on combined course handicap. Each flight has 6 teams that over the course of two consecutive days play 5 four-ball round robin nine-hole matches within their flight (three matches on the 1st day and two matches on the second day). Flight champions will be determined based on total points earned from the five matches played against each of the flight opponents.

At the conclusion of match #5 on the second day, all six flight champions will compete in a 3 hole (#7,8 & 9) sudden death shoot out to determine the overall tournament champion. Prizes are awarded to the first, second and third place finishers in each flight as well as the overall tournament champion.

Ryder Cup Matches

The Ryder Cup/President Cup Matches occur each year to coincide with the USGA schedule each year. In 2021, we will be playing a Ryder Cup event. The event will be played on a Wednesday/Thursday (No other MGA Event will be held this week).

September 22 (Wed.) Front 9 (Holes 1 – 9) – Modified Alternate Shot Match Play

RULES: Both golfers on a team hit drives, the best ball is selected to play out the rest of the hole, the golfer whose drive was not chosen hits the second shot, and then the two play alternate shot into the hole.

- There will be no minimum drives required for each player.
- Handicaps will be based on an average of the 2 players on each team.

September 22 – Back 9 (Holes 10 - 18) – 2 Man Best Ball Match Play

RULES: All golfers play the ball into the hole, the best net score for the team is used to determine team score. 100% Handicaps will be used.

Sept. 23 (Thursday) – Singles Match Play

- Individual Match Play
- 100% Handicap

General Tournament Rules

- All balls are played DOWN for the 2 days
- All players will be using WHITE tees only. The ONLY exception to this rule is that the players may play from the blue or gold tees if ALL 4 players in Wednesday's matches would normally play from the same non-white tees, or if both players in the match play on Thursday normally play from the same non-white tees.
- All strokes count, so all balls must be played into the cup unless the other team "gives" you the putt

Golf Handicaps

Handicaps for all CFNMGA members will be computed in accordance with the USGA Handicap Index guidelines, utilizing the nation-wide GHIN system. The maximum allowable course handicap is 36. MGA members must maintain their handicap in the GHIN system. Handicaps maintained at any club participating in the GHIN Handicap Index system are acceptable.

At the beginning of the season players will declare which tees they will play in all MGA events. **MGA members may change their tee box selection one time, before they play their third MGA event. Any future changes to the player's tee box selection require Board approval.**

In accordance with the USGA Handicap Manual and the World Handicap System, maximum recorded stroke adjustment for any hole played is limited to NET DOUBLE BOGEY, calculated as in the following example.

Suppose on the par 5 #2 hole you hit into the environmental area, duff a chip and end up with 9 strokes. Your course handicap is 9, so your maximum recorded score for this hole will be 5 + your handicap of 1 + 2 more strokes to equal 8. When you enter hole by hole scores in GHIN it will automatically limit your entry to the maximum.

At the completion of any MGA round (unless otherwise noted) the Official Scorer will post all eligible scores (18 holes played) to the GHIN system for that event. **The Official Scorer will not post any rounds where 18 holes were not actually played. Unless otherwise indicated in the game description, incomplete rounds will not be posted.**

As per USGA guidelines, it is up to the player to make sure rounds of less than 18 holes actually played are posted as defined below for MGA events or otherwise.

- 9-hole score posting ► 7-13 holes completed
- 18-hole score posting ► 14 or more holes completed

MGA Code of Conduct and Violations Procedure

Overview

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

- Acting with integrity by following the USGA Rules of Golf and MGA's policies and local rules.
- 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, not distracting the play of others (e.g. use of cell phones) and being mindful of others' time (i.e., delaying play by looking for stray golf balls).
- 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.

If a member's failure to comply with these expectations is considered a serious misconduct by The Committee (for an MGA golf event) or the MGA Board, punitive actions, such as disqualification from an event or warnings and/or suspension from future events, may be imposed. All MGA members are encouraged to report overt and/or habitual disregard of the MGA Code of Conduct to the Board.

The MGA Code of Conduct further encompasses:

- The wearing of proper golf attire during a golf event
- A prohibition on players playing from or entering into No Play Zones (other than to **retrieve** their own readily retrievable balls)
- Specific details of unacceptable behavior that a player may be penalized for, include but are not limited to:
 1. Blatantly and knowingly violating the rules of golf during an MGA event.
 2. Unacceptable language.
 3. Abuse of clubs or the course.
 4. Being disrespectful of other players.
 5. Failure to care for the course.

Code Of Conduct And Rules Violations Oversight

“The Committee” is the committee in charge of a competition. For the purposes of MGA

events, the Committee is comprised of the Director(s) of Games Rules and Tournaments, the Official Scorer of the round, and any other MGA Board Member(s) available during the competition.

Under Rule 1.2a of the Rules of Golf, The 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.

Code of Conduct for Rules Violation Procedures

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

First Offense Notification (based on observation):

The Committee will initiate communication with the player(s), and 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.

If a playing partner (or another competitor) sees a player violating a rule(s), the Rules of Golf dictate a playing partner or competitor **MUST** inform the player and take appropriate action or he/she is subject to 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).

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; the player may be asked to attend a face-to-face meeting with at least two Committee members to discuss the infraction(s).

The Board can, at this time, for the results of that event, apply a penalty of loss of hole(s) in match play, or additional strokes in stroke play based on the above criteria, or disqualification.

Second Offense:

If the Player breaches the rules a 2nd time within the same season, the 2nd offense can result in removal of participation in any/all events such as 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. Other actions could be:

- Suspension of play in MGA day events for up to 3 weeks.
- Depending on the severity of the breach, disqualification of play in MGA events for the remainder of the season.

Third Offense:

If a player breaches 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.

2021 MGA COVID Policy (as of Jan. 2021)

The MGA policy follows the CDC guidelines. The MGA Board believes that your safety, the safety of the entire membership, and the well-being of our community comes first. We hope and trust that you will take personal responsibility to follow the CDC guidelines and be honest as to your actual or potential risk of exposing others.

If you know someone who has attended a high-risk gathering, who has not been vaccinated, and has not self-excluded himself from MGA events, we encourage you to appeal to that person to do so. We cannot stress enough how important it is not to jeopardize the health and safety of your fellow members by not self-excluding or reporting violations if you think it necessary. If you do wish to report a situation your privacy would be protected.

Any member who exhibits any of the Covid-19 symptoms¹ must not play in an event, even if they drop out the morning of, or even during the event (this will be an excused absence). If anyone in a member's household or that member's overnight guests exhibit any of the Covid-19 symptoms that member must not play in the event, unless they have been fully vaccinated.

I: Weekly Game or Tournament Cancellation Notice:

If special circumstances arise due to a related health emergency (i.e. COVID) or other critical reason, the MGA Board will act promptly to evaluate and determine if cancellation or temporary suspension of an MGA sponsored event(s) is necessary. MGA members will be notified as promptly as possible. This applies only to MGA events and does not extend to Cape Fear National closures or event cancellations.

II. Other Restrictions

Other restrictions established in the previous policy are still in force in this revised policy, including:

- No outside guests will be allowed to play in MGA events until further notice
- There will be no preferential groups allowed. Weekly pairings will be done as per normal procedures.

¹ *Fever or chills; Cough; Shortness of breath or difficulty breathing; Fatigue; Muscle or body aches; Headache; New loss of taste or smell; Sore throat; Congestion or runny nose; Nausea or vomiting; Diarrhea.*

Guest Policy

As of January 2021 - Guests are not allowed to play in MGA events as per the MGA COVID Policy. If and when the MGA Board lifts this prohibition, they will notify the membership at that time.

When allowed, any 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. Ryder Cup, Member/member.

The intent here is to allow you to participate in the scheduled MGA event while you have a friend(s) visiting from out of town, 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 assigned to the same foursome.

While we are happy to have your guest play with us, unfortunately 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. Notification of the Official Scorer responsible for that week's event should be notified as soon as possible to insure your guest and you can be paired together.

Members should inform their guests 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 score was not posted automatically by Golf Genius.

Course Layout and MGA Local Rules & Policies

Course Layout

There are 5 areas of the CFN golf course that correspond to the defined areas in the USGA Rules of Golf, they are:

1. **The General Area** – All areas of the course that are not bunkers, putting green, teeing area, and penalty areas. Waste areas on holes 5, 13 and 16 are considered part of the General Area.
2. **Bunker** – Specially prepared area of sand, which is often a hollow where turf or soil was removed. There are bunkers on every hole at CFN.
3. **Putting Green:** The area on the hole the player is playing that is specifically prepared for putting. The putting greens for all other holes that the player is not playing at the time, are considered *wrong greens*. **Note: It is almost an impossibility at CFN to hit your ball onto a wrong green.**
4. **Penalty Areas** – A penalty area is any body of water on the course (whether or not it is marked by the Committee), including ponds, ditches, surface drainage ditches, or open water course (even if not containing water at the time you are playing), and any other part of the course that the Committee defines as a penalty area that is not a body of water (for example the right sides of holes 3, 13 & 15 at CFN). There are two different types of penalty areas: **yellow and red**. Yellow Penalty Areas are usually defined by yellow stakes or yellow lines painted along the ground. Red Penalty Areas are usually defined with red stakes or red lines painted along the ground. (please see the note course markings at the end of this section).

Yellow penalty areas give a player two relief options under Rule 17.1. Red penalty areas give players one additional relief option (lateral relief). Note: there are seven Yellow Penalty Areas on CFN that are also designated as No Play Zones (On holes 1, 2, 6, 7, 10, 14, & 18). No Play Zones were formerly known as Environmentally Sensitive Areas. If you hit your ball into these areas you cannot play your ball and you **MUST** take penalty relief in accordance with rule 17 or use the designated drop zones (limited to holes 2, 6 & 18).

5. **Teeing Areas** – The teeing area is the place that the player must play from in starting the hole they are playing. It is a rectangle that is two-club lengths deep in reference to the tee markers. The Teeing Area for one player may be different from the Teeing Area of other players if they are playing different tees. All other teeing locations on the course – whether they are on the same hole or any other hole – are part of the General Area.

Out of Bounds – Out of Bounds (OB) is not considered a defined area of the course because it is not on the course. Out of Bounds may be identified by white stakes, white lines, property boundaries or public roads or public sidewalks. (please see the note course markings at the end of this section). If a player's ball comes to rest *entirely* OB, the player must either: 1) take penalty relief under the stroke and distance relief option under Rule 18 or 2) Use Local Rule E-5 (alternative relief to stroke and distance), see below.

No Play Zones - No Play Zones (NPZ) may be defined by yellow stakes with green tops (please see the note course markings at the end of this section) on holes 1, 2, 6, 7, 10, 14 & 18. Players cannot play their ball from inside a penalty area that is also classified as an NPZ. If a ball lands in an NPZ, 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/NPZ (see below). Bridges that are inside an NPZ are also considered to be in the NPZ; therefore, players cannot play their ball from the bridge. If any part of the ball is inside the NPZ (including on the yellow line if a line is visible) then the ball is considered to be in the NPZ. A player may stand in the NPZ to play his ball that is located entirely outside the NPZ.

Dropping Zones – Dropping Zones (DZs) were eliminated in 2019 from Holes 1, 3, 8, 9, 10 & 14 (the DZ circle on Hole 14 is for LGA play only, it is not sanctioned for MGA play). A player may use the DZs on holes 2 and 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 DZ for any shot (including the tee shot) that lands in the Yellow Penalty Area/NPZ.

Note: Course Markings: It is typically the responsibility of the course maintenance staff to mark penalty areas, no play zones, dropping zones and out of bounds. Unfortunately, for a variety of reasons, CFN has not done this. Over the past couple of years, the MGA and LGA Board has made efforts to mark the course, however it is both time consuming and expensive. Because of this, last year, members of the rules committee created a document that illustrates the areas of the course for each hole pictorially with some written descriptions. Click on this link [2021 CFN Layout and Markings](#) to view and download this document – you can also save it to your smartphone as a reference for when you are on the course.

MGA Local Rules

Under USGA Rules of golf, a Committee may adopt local rules as a condition of their competitions. These local rules may be event specific or may cover all events. Below are the local rules the MGA uses. We identify which rules are season-long rules and which are specific to course conditions.

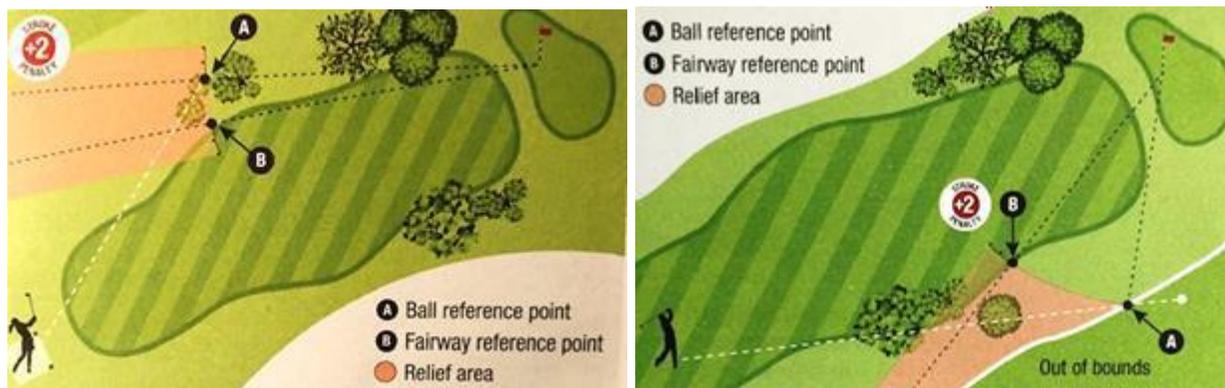
Local Rule E-5 – Alternative to Stroke & Distance Relief for Lost Ball or Out of Bounds. (Season Long). Mainly used for pace of play purposes, when a player's ball is found OB, or after a 3-minute search it is lost anywhere on the course EXCEPT in a penalty area, the player may proceed as follows as an alternative to the stroke and distance option under Rule 18. For 2 penalty strokes, the player may take relief by dropping in a relief area. The relief area is determined by:

1. Determine where the original ball last crossed the edge of the course boundary or where the ball was estimated to be lost on the course (Ball Reference Point).
2. Determine the point on the fairway that is nearest to the Ball Reference Point but not nearer the hole (Fairway Reference Point).
3. The size of the relief area is determined by drawing an imaginary line from the hole

through the Ball Reference Point and another through the Fairway Reference Point, (and within two club lengths to the outside of that line).

4. The player now may drop a ball anywhere within that area (the area will be large). See illustration below.

Note: If a player decides to hit a provisional ball, he forfeits the right to use Local Rule E-5 as an option.



Relief in a Bunker or Waste Area [Dave Will Rule] – (The rakes are back in the bunkers, but their use is voluntary, thus the MGA will continue to use the Dave Will Rule). If your ball enters a bunker or waste area and comes to rest in an abnormal condition (i.e., footprint, tire track, animal track, washout rut etc.) you are allowed to lift the ball, improve that condition by smoothing the sand, and place the ball where it originally came to rest (you cannot take it to another part of the bunker as that would be improving your lie such as if there was a steep lip /face in front of you). You may clean the ball if you lift it under these conditions.

However, if your ball comes to rest in a mark CAUSED by your ball (i.e., fried egg, buried lie) that ball must be played as it lies. YOU CANNOT LIFT CLEAN AND PLACE UNDER THESE CONDITIONS.

Local Rule E-3 - Preferred Lies. (Conditions Specific). When there are abnormal conditions throughout the course (or specific to certain holes) the Official Scorer may invoke this rule allowing for preferred lies. Preferred lies may be restricted to the fairway and the aprons of the greens or under extreme conditions may be extended throughout the General Area. The player may lift, clean and place his ball within one club length of the ball's original location, but no closer to the hole. This rule will never apply in bunkers or penalty areas.

Local Rule B-3 - Allowing Play of Provisional Ball for Possible Ball in Penalty Area (Season Long). Under the Rules of Golf a provisional ball may only be played when the original ball may be out of bounds or lost *outside a penalty area*. However, at CFN, there are some penalty areas where the player cannot see if the ball is in the penalty area until the player gets closer to the ball. This MGA local rule allows players to play a provisional ball if he does not know whether his original ball came to rest in a penalty area.

For example: On holes 1 & 10 a player hits his tee ball that may or may not have cleared the yellow penalty area in front of the tees. A player under this local rule may play a provisional ball. If

the player finds his original ball in the General Area - he must abandon his provisional ball and play his original ball. If his original ball is found in the penalty area, he then must play his provisional ball.

Local Rule F-9 - Relief from Tree Roots in the General Area (Season Long). If a player's ball comes to rest in the General Area and there is interference from exposed tree roots, the tree roots may be treated as Ground Under Repair and the player may take free relief under Rule 16.1b of the Rules of Golf. Interference only exists when a ball affects the area of the player's intended swing. You cannot take relief under this local rule if the tree roots only interfere with the area of the player's intended stance.

MGA Event Policies

Choice of Tee Boxes - At the beginning of each year, players are asked to choose which tee box they plan to play from during MGA rounds. A player can change their choice, without approval of the MGA Board, once prior to the start of their 3rd round played in the league. Afterwards, no changes will be made without a medical exemption approved by the MGA Board. Although a player can choose to play from any tee box, only the Blue, White and Gold tees will be used to calculate weekly Skins. If you play Black or Green you will be excluded.

Cart Path Only Conditions (Conditions Specific). When an MGA event is played under Cart Path Only conditions, either the full course or on individual holes, players may use preferred lies by marking, lifting, and cleaning their ball in their own fairway and on the aprons of the greens and placing the ball within one club length of the mark but no closer to hole.

Conceding Putts (Season Long) – 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.

However, we do realize that putts will still be conceded during MGA events. A good rule of thumb for this (which of course we are not endorsing) is the “inside the leather” standard (**approximately 18 inches**). Anything longer than that would create scoring inconsistencies. Players under no circumstance should take a self-gimmie; it should be by unanimous opinion of the other players within your playing group. If there is any objection, you should putt the ball out.

General Ground Under Repair (Season Long) – It is not practical for the course nor the Committee to mark all areas of the course that could be considered Ground Under Repair (GUR). If a GUR condition is encountered, and if other players in the group agree) the player can take complete relief (including for his stance) outside the GUR areas within one club length of the reference point. The reference point is the nearest point of complete relief from the GUR. GUR does not extend to penalty areas. GUR can be declared in bunkers or waste areas if certain conditions warrant, such as washed out areas from heavy rains. Conditions resulting from unranked bunkers are not GUR but are covered under the Modified Dave Will Rule (see above).

Scoring (Season Long) - Scoring for each hole is the actual number of strokes you took to complete the hole. In situations where a player's score will not count for a game being played because other players' scores have already determined the game score for the hole, the player may (and should) pick up and record a net double bogey (max score for posting). However, a player may not pick up, and must play out the hole and record all strokes, where his gross score (without handicap) or net score will be used in tournament scoring. For additional information please go to the USGA Handicap Index / World Golf System site.

Pace of Play Policy (Season Long) - Your pace of play dictates the maximum pace of play for all groups playing behind you. To this end, carts are required for all MGA events. 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 15 minutes when carts are allowed on the course, and 4 hours and 30 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. If this occurs the players involved will take a score consistent with par plus any handicap strokes they would have received on that hole.

Rain Policy (Season Long) - In case of rain, if conditions are such that it is unlikely that play can continue, CFN and/or the MGA may cancel the event. If a weather event occurs during the round, CFN and/or the MGA may cancel the round after it has started. Any rounds completed or rounds where 14 holes or more are scored are considered completed rounds (a player records a par plus any handicap strokes the player is receiving for that hole). If at least 10 teams complete the round (as defined above), the round will be scored and paid for those players. Those players not completing the round will be refunded their entry fee. Skins fees, if applicable, are forfeited for any incomplete round as well.. The round will NOT be counted as a completed MGA round. No MGA Cup will be awarded, nor will the stats count in any other tournament (i.e., Ringer Tournament, Year End Statistics).

Withdrawing from the Event (Season Long) - If a player chooses not to complete at least 14 holes, he will be disqualified and will forfeit his \$5 entry fee and \$5 skins fee. However, if any player cannot complete 14 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 (Season Long) - 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.

Hole in One Insurance Club

The 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 initial cost to belong to the Hole-In- One Insurance Club is \$3.00. The Hole-In-One Insurance Club only applies to MGA Events, including the Ryder and Presidents Cups. Not included are "Away" Golf, Inter-club matches and other

events not on the MGA schedule.

Monies held in the Hole-In-One Insurance Club will be awarded to the player(s) that makes a hole-in-one during 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 recipients can split the 'celebratory' costs evenly. The MGA Treasurer will deliver all the monies held by the Hole-In-One Club to the player(s) as soon as practical. Once funds are disbursed, participation in a replacement fund will require an additional \$3.00 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.



Men's Golf Association

1281 Cape Fear National Drive

Leland NC 28451

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