

2019 MTL Rules of Play

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League Committee:

The committee must establish the conditions under which a competition is to be played. The committee has no power to waive a Rule of Golf. The number of holes of a stipulated round must NOT be reduced once play has commenced for that round.

Committee Members:



The decisions committee shall be made up of 3 captains from the league. A subcommittee made up of 3 more team captains should be formed to make rules and formatting suggestions for preceding seasons.


Teams:

Teams shall be comprised of 4 to 6 players, with only 4 players eligible to play each night.

Weekly Rostering

Players can sign up through the portal by going to the Splash Page (home page) of the portal. The open rounds will be listed on the left (as shown below). Captain's can also sign-up their other players by clicking the other players button.

 Home ▾ Tee Sheets ▾ Results ▾ Analytics Photos ▾ 



Upcoming Rounds

Round 1
Sat, July 7
You are signed up.
[Other Players](#) ⓘ
[Cancel Signup](#)

Sat, July 14
Accepting signups.
[Sign Up](#) [Cannot Play](#)

Player Roster

Click on column heading to sort on that column. Click on player name to see player detail.

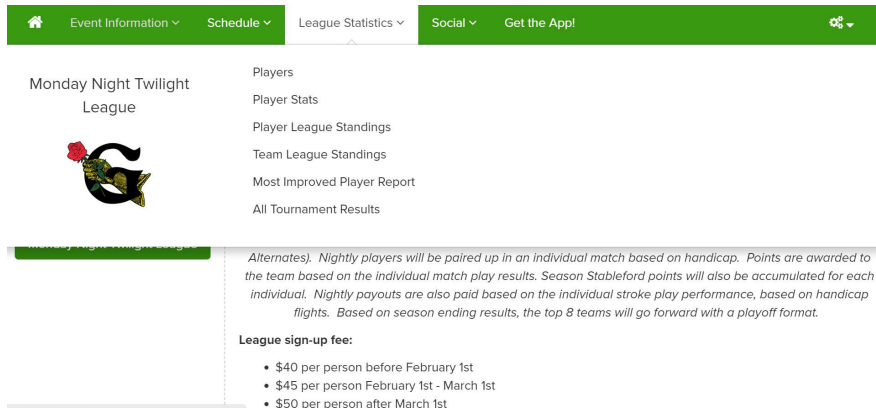
Division:
[All Golfers](#) ▾ [Filter Players](#)

Handle ▴ ▾	H.I. ▴ ▾
Alex Tandrau	5.0
Alyssa Rosend	3.4
Anne McMann	14.5
Barbara Rosenberg	34.2
Bart Rickard	31.0
Beth Johnson	14.0
Betsey Johnson	13.2
Billy Condon	21.4
Brenda Gagnier	33.3
	21.3
Brian Hamp	24.3

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Weekly Results

Weekly results will be instantly viewable on the tgmntl.golfgenius.com website/portal. All statistics and round results will be in the “League Statistics” drop down.



Scheduling:

The season will be comprised of 15 to 18 weeks of regular season match/stroke play format. At the conclusion of the season, 3 to 5 weeks of playoffs will decide the overall winner of the league.

Starting Times

The staff of the Gauntlet Golf Club will to the best of its ability have all carts, cart signs and scorecards in position by 4pm on the night of play. Carts will not be allowed to leave their position until 5pm, 30 minutes prior to the start of play. On special occasions where announcements need to be made all carts will be held until 5:30 pm. This will only be done at times when league updates need to be made to all players.

Players looking to get some practice holes in before the start of play, may do so, but there may be times when the course will hold up play for special projects being done to the course. Please call ahead to ensure availability. Non members will be charged an up-charge of \$10 if they choose to play practice holes before the start of the league.

Online payments

It is highly recommended that nightly fees are paid online prior to the start of play. This will expedite check-in for all players and give the staff opportunities to make last minute adjustments if needed. The link for nightly payments can be made through the Gauntlet website.

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Handicaps:

All players must be members of the USGA handicap system (GHIN). 90% of the players handicap will be used to ensure fairness to all players participating in the league. All league scores will be posted to the individuals handicap by a member of the committee. All 18-hole rounds played outside of the league shall be posted by the player. The committee will monitor scores posted by the player to ensure equitable play for all members of the league.

Equitable Stroke:

18 Hole Course Handicap	Maximum Number on Any Hole
9 or better	Double Bogey
10 through 19	7
20 through 29	8
30 through 39	9
40 or more	10

Tees:

Black (all male players 54 and under)

White (all male players 55 to 71)

Red (all male players 72 and older, ladies, juniors 13 and under)

Format:

Match play 2-1. General

A match consists of one side playing against another over a stipulated round unless otherwise decreed by the Committee. Except as otherwise provided in the Rules, a hole is won by the side that holes its ball in the fewer strokes. In a handicap match, the lower net score wins the hole. The state of the match is expressed by the terms: so many "holes up" or "all square," and so many "to play."

A side is "dormie" when it is as many holes up as there are holes remaining to be played.

2-2. Halved Hole - A hole is halved if each side holes out in the same number of strokes.

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When a player has holed out and his opponent has been left with a stroke for the half, if the player subsequently incurs a penalty, the hole is halved.

2-3. Winner of Match - A match is won when one side leads by a number of holes greater than the number remaining to be played. Each match is worth 2 points to the team total. In match play the game is played by holes.

If there is a tie, then each player will receive 1 point toward the team total

2-4. Concession of Match, Hole or Next Stroke - A player may concede a match at any time prior to the start or conclusion of that match.

A player may concede his opponent's next stroke at any time, provided the opponent's ball is at rest. The opponent is considered to have holed out with his next stroke, and the ball may be removed by either side.

A concession may not be declined or withdrawn.

(Ball overhanging hole - see Rule 16-2)

2-5. Doubt as to Procedure; Disputes and Claims In match play, if a doubt or dispute arises between the players, a player may make a claim. If no duly authorized representative of the Committee is available within a reasonable time, the players must continue the match without delay.

The Committee may consider a claim only if it has been made in a timely manner and if the player making the claim has notified his opponent at the time (i) that he is making a claim or wants a ruling and (ii) of the facts upon which the claim or ruling is to be based.

A claim is considered to have been made in a timely manner if, upon discovery of circumstances giving rise to a claim, the player makes his claim (i) before any player in the match plays from the next teeing ground, or (ii) in the case of the last hole of the match, before all players in the match leave the putting green, or (iii) when the circumstances giving rise to the claim are discovered after all the players in the match have left the putting green of the final hole, before the result of the match has been officially announced.

A claim relating to a prior hole in the match may only be considered by the Committee if it is based on facts previously unknown to the player making the claim and he had been given wrong information (Rules 6-2a or 9) by an opponent. Such a claim must be made in a timely manner.

Once the result of the match has been officially announced, a claim may not be considered by the Committee, unless it is satisfied that (i) the claim is based on facts which were previously unknown to the player making the claim at the time the result was officially announced, (ii) the player making the claim had been given wrong information by an opponent and (iii) the opponent knew he was giving wrong information. There is no time limit on considering such a claim.

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Note 1: A player may disregard a breach of the Rules by his opponent provided there is no agreement by the sides to waive a Rule (Rule 1-3).

Note 2: In match play, if a player is doubtful of his rights or the correct procedure, he may not complete the play of the hole with two balls.

Stroke play 3-1. General

A stroke-play competition consists of competitors completing each hole of stipulated round or rounds and, for each round, returning a score card on which there is a gross score for each hole.

Each competitor is playing against every other competitor in the competition.

The competitor who plays the stipulated round or rounds in the fewest strokes is the winner.

In a handicap competition, the competitor with the lowest net score for the stipulated round or rounds is the winner.

3-2. Failure to Hole Out: If a competitor fails to hole out at any hole and does not correct his mistake before he makes a stroke on the next teeing ground or, in the case of the last hole of the round, before he leaves the putting green, he is disqualified.

Maximum strokes to be taken for stroke play event. Double Par

First player to reach double loses the hole

Gimmie's

Under normal stroke play conditions "Gimmie's" are not allowed. Committee decision: The committee will allow putts to be given only within the length of the putter grip (estimated 14"), otherwise known as "within the leather". A hole can be conceded at any point prior to or during the play of the hole.

Penalty Areas:

If a ball is found in a water hazard or if it is known or virtually certain that a ball that has not been found is in the water hazard (whether the ball lies in water or not), the player may under penalty of one stroke:

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26-1. Relief for Ball in Water Hazard - Drop a ball behind the *water hazard*, keeping the point at which the original ball last crossed the margin of the *water hazard* directly between the *hole* and the spot on which the ball is dropped, with no limit to how far behind the *water hazard* the ball may be dropped

a player may, under penalty of one stroke, play a ball as nearly as possible at the spot from which the original ball was last played

Play the ball as it lies from within the hazard. If a player chooses to play the ball from within the hazard,

Lateral Water Hazard (Red Stakes)

As additional options available only if the ball last crossed the margin of a *lateral water hazard*, drop a ball outside the *water hazard* within two club-lengths of and not nearer the *hole* than the point where the original ball last crossed the margin of the *water hazard*.

Drop Areas – No drop areas will be in play during the course of the league.

13-4. Ball in Hazard; Prohibited Actions

Except as provided in the *Rules*, before making a *stroke* at a ball that is in a *hazard* (whether a *bunker* or a *water hazard*) or that, having been lifted from a *hazard*, may be dropped or placed in the *hazard*, the player must not: Test the condition of the *hazard* or any similar *hazard*.

2019 USGA Rule Changes

Under Rule 7.4, if a player accidentally moves his or her ball while searching for it:

The player gets no penalty for causing it to move, and

The ball is always replaced; if the exact spot is not known, the player will replace the ball on the estimated original spot (including on, under or against any attached natural or man-made objects which the ball had been at rest under or against).

There is no longer a penalty for merely touching the line of play on the putting green (the term “line of play” applies everywhere on the course including the putting green, and the term “line of putt” is no longer used).

*But the player is still subject to the prohibition on improving his or her line of play on the putting green (see Rule 8.1a, as limited by 8.1b).

In all three situations under the Rules (that is, Rule 4.2c, Rule 7.3 and Rule 16.4):

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A player is allowed to mark and lift the ball and proceed under the Rule without needing first to announce this intention to another person or to give that person a chance to observe the process.

But the player still gets a one-stroke penalty if he or she marked and lifted the ball without good reason to do so under that Rule.

Under Rule 11.1, for all accidental deflections, including when the ball hits the player or opponent or their equipment or caddies:

There is no penalty and the ball is played as it lies (with limited exceptions).

To address any concern that a player might deliberately position equipment to act as a backstop and potentially deflect his or her ball, there is a penalty if the ball hits equipment that was positioned for that purpose (Rule 11.2a).

Rule 13.1d revises the procedure for when a ball on the putting green is moved by wind, water or other natural forces, so that it must sometimes be replaced and sometimes be played from its new spot:

If the ball had been lifted and replaced on its original spot before it moved, the ball must always be replaced on its original spot, regardless of what caused it to move.

The ball must be played from its new spot only if the ball had not been lifted and replaced before it moved.

Rule 16.3 allows relief for a ball embedded anywhere in the “general area” (that is, the area previously known as “through the green”), except when embedded in sand.

But a Committee may adopt a Local Rule restricting relief to a ball embedded in those parts of the general area cut to fairway height or less.

In taking relief, the player drops the original ball or a substituted ball within one club-length of (but not nearer the hole than) the spot right behind where the ball was embedded.

Under Rule 18.2, the time for a ball search (before the ball becomes lost) has been reduced from 5 minutes to 3 minutes.

Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds

Purpose. When a provisional ball has not been played, significant issues with pace of play can result for a player needing to take stroke-and-distance relief for a ball that is out of bounds or cannot be found.

Provisional balls will not be allowed in the Monday Night Twilight League. The player may drop within 2 club-lengths from the edge of the fairway no nearer to the hole than the estimated position of the lost ball.

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The player gets two penalty strokes when using this relief option. This means that the relief is comparable to what could have been achieved if the player had taken stroke-and-distance relief.

This Local Rule cannot be used for an unplayable ball, or for a ball that is known or virtually certain to be in a penalty area.

Example: A player hits her tee shot off #10 and it goes to the left of the cart path, the player having played this hole often recognizes the potential for the ball to be lost. The player may not hit a provisional ball. The player and the fellow competitors arrive at the estimated area where the ball landed and begin their search. After 3 minutes of looking the ball is not found. The player can now drop the ball with 2 club-lengths from the edge of the fairway and will be assessed a two-stroke penalty. Once the ball is struck from this point, the player will now lie 4.

Playing conditions

Off-Season Conditions – The committee decides the overall condition of the course: “Winter Rules” or “playing it up” The committee allows a player to improve his/her lie in the fairway being played. A player must mark the ball's original spot, with a tee or the like and is allowed to clean the ball. The player then must place the ball within a club-length of its original position. This allowance will continue throughout the entire regular and playoff season.

Abnormal ground conditions: An "abnormal ground condition" is any casual water, ground under repair or hole, cast or runway on the course made by a burrowing animal, a reptile or a bird. The committee will continue to pin point areas of the course that may cause unfair conditions to the field of play, however if not otherwise stated or it is not marked, the player must play the ball as it lies.

Other Examples of relief: Drainage lines that have recently been under construction, Rocks & tree roots through the green and any unfinished renovation of a bunker. The large bunker on #5 (50 yards from the green) will NOT be played as ground under repair.

Stoppage of play

Regular Season – Any player can decide that the conditions have become too dark, however once the hole has started the players must complete the hole. If a match is stopped under this condition, the remaining holes will be halved. (see playoffs)

Thunder / lightning – A player can decide at any time that the weather conditions are too severe, however only the committee can halt play. If a player chooses to stop his round without the decision of the committee it will result in a loss of the remaining holes. *Any call for stoppage will apply to the entire course; therefore, all players must come off the course.*

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Standing Water

Except when the ball is in a water hazard or a lateral water hazard, a player may take relief from interference by an abnormal ground condition as follows: General area: If the ball lies general area, the player must lift the ball and drop it, without penalty, within one club-length of and not nearer the hole than the nearest point of relief. The nearest point of relief must not be in a hazard or on a putting green. When the ball is dropped within one club-length of the nearest point of relief, the ball must first strike a part of the course at a spot that avoids interference by the condition and is not in a hazard and not on a putting green.

Pace of Play –

Honors – We ask that you respect the gamesmanship by playing honors for the match. The committee also requests that all players are ready to hit when it is their turn. Honors are not for the team, but the individual matches. TEE OFF WHEN READY!

If a player is deemed to be slow one week by forcing his group to fall a hole behind the group in front. An email by the committee will be sent directly to that player or players, suggesting ways they can play faster. If the problems continue, it may result in a forfeit of their next match. Please don't get flagged!

Playoffs

Qualifiers – Top 8 teams from each division will qualify for the playoffs.

Ties

If a match ends in a 4 to 4 split a sudden death match must start immediately following the conclusion of the last match. Prior to the start of play, each night, the committee will draw a number (1 to 4), that will decide which of the 4 players will play in the sudden death match.

Darkness

Any player may declare that it is too dark to continue play. This must be declared prior to the start of the hole. If one player on the team makes this declaration, then all players on that team need to make that declaration. Otherwise the player that declares will be forfeiting the remaining holes.

Any match not completed, must be made up prior to the next weeks scheduled match. The team/players involved must come to an agreement on the date and time for make ups.

Substitutions – If a match is not concluded on the night of play, NO substitutions will be allowed. The players that start the sudden death match must conclude all matches or the match will result in a forfeit.

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Prize Money

All league registration fees paid by the players will be distributed back to the players in the form of credit books, with the exception of 15%, which is reserved for the year-end awards party for food & drinks.

Weekly individual (Stroke Play) –

The nightly purse will be based on the actual number of participants playing. All monies collected will be distributed into the players credit book account to be spent accordingly throughout the clubhouse.

players will be competing for net/gross prizes in one of 4 flights

front nine (A), front nine (B), back nine (A), back nine(B)

Weekly closest to the pin

Each par 3 will have a contest weekly. If a winner is not decided for any given week, then the money from that contest will rollover to the next week.

Weekly skins

This is an optional side pot for players to participate in. The player must declare whether they want to participate in the gross, net or both divisions. The cost for each pot will be \$5. The player will only be competing against those who have opted in for that 9 holes (front or back)

Season individual winnings

Each player in the league will be competing for the following categories. Needs to be defined based on total league entry fees

Most points for the season

Most improved player

Low gross title

Low net title

Most pars

Most birdies

Most eagles

season team winnings – (\$2000)

1st place team 40%

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2nd place team 30%

3rd place team 20%

4th place team 10%