**Men’s Golf Association**

**Handbook**

**2017**

**The Liberty Hills Men’s Golf Association is dedicated to providing a competitive yet fun environment so that players of all abilities can participate. The golf consists of regular Thursday night gatherings (during season) and tournaments.**

**The heart of the MGA is the Thursday night, 9-hole events held weekly. These outings consist of individual and team events, where either the Pro Shop will pair you with others or you’re allowed to Pick-Your-Own-Partner.**

**2017 MGA**

**Schedule of Events**

**April**

 1 MGA Kick-off Breakfast & Tournament PYOP 9:00AM

 (2-man scramble, 9 holes)

 6 2-Man Scramble/Season Kick Off PYOP 5:30PM

13 2-Man Alternate Shot PYOP 5:30PM

20 3-Man Scramble PSP 5:30PM

27 2-Man Best Ball (guest night) PYOP 5:30PM

**May**

 4 3-Man Progressive Best Ball PSP 5:30PM

 6 Fireball 2-man Scramble (Saturday) PYOP 11:00AM

 (Sponsored by Shoal Creek Golf & Batting Range)

11 3-Man Scramble: Beat the Staff PYOP 5:30PM

13 Match Play Begins

18 4-Man Red, White, Blue, Black Scramble PSP 5:30PM

25 2-Man: Combined Net Total (guest night) PYOP 5:30PM

**June**

 1 3-Man: 2-Low Net Combined PSP 5:30PM

 8 2-Man Best Ball PYOP 5:30PM

15 3-Man Bramble PSP 5:30PM

**22-25** **Windbreaker (Member-Guest)**  Thursday – Sunday

29 2-Man Variation (guest night) PYOP 5:30PM

 **July**

 6 2-Man Scramble PSP 5:30PM

13 2-Man: 1-Low Net, 1-Low Gross PYOP 5:30PM

**20, 22-23**  **Member-Member Thursday, Saturday- Sunday** 8:00AM Tee Times

27 2-Man Chapman (guest night) PYOP 5:30PM

**August**

 3 2-Man Best Ball PYOP 5:30PM

10 2-Man: Combined Net Total PSP 5:30PM

**12-13 Club Championship Saturday & Sunday** **8:00AM** Tee Times

17 3-Man Scramble: Beat the Staff PYOP 5:30PM

24 3-Man Gut Check Scramble PSP 5:30PM

31 Par 3 Event (guest night) PYOP 5:30PM

 (Liberty Cup draft)

**September**

 7 2-Man Best Ball PSP 5:00PM

 **8-10 MGA Liberty Cup Friday – Sunday 5:00PM/8:00AM**

14 1-Man Stableford PYOP 5:00PM

16 Match Play Ends

21 2-Man Scramble (guest night) PYOP 5:00PM

28 Year End Horse Race 4:00PM

**October**

 5 Year End Horse Race (Rain Out Date) 4:00PM

**PSP – Pro Shop Pick**

**PYOP – Pick Your Own Partner & Guest night**

**Competition Definitions**

**The MGA Thursday night golf league is a handicapped league. All participants** must **establish and maintain a handicap through Liberty Hills. It is the player’s responsibility to sign up for a GHIN handicap through Liberty Hills, if the participant fails to do so, the yearly GHIN fee will be applied to your member account. A player who doesn’t have a current handicap will be assigned a handicap by the pro shop based on your most recent 7 scores. Events have different handicap percentages applied based on format and number of individuals constituting a team. The Thursday night events typically pay out at least 3 places. *This may vary and does depend on the number of participants each week.* If a gross and net competition is played, you and/or your team are only eligible to place in one or the other.**

**White tees may be used by members who are at least 70 years old except as noted for certain events; blue tees will be used by all other members.**

**When the Committee deems the conditions of the course to require lift, clean, and place the player must mark the location of the ball before picking it up. Relief will be permitted only where the grass is fairway height or shorter. The ball must be placed within one score card of the original spot. An exception will be allowed when a sand bunker is considered to be unplayable. The Committee will announce when this exception is allowed. A ball in an unplayable bunker may be dropped at the nearest point outside the bunker no closer to the hole.**

**\*\*For all players participating in all official club events; Thursday Night Men’s League, Club Championship, Member/Member, Member Guest and Liberty Cup; all clubs need to conform to the USGA rules and guidelines. For breach of rule and penalty see Rule 4.1-4.2. \*\***

**Upon completion of play, the Pro Shop will figure the results and present them to the players later that evening, so stick around and see if you won.**

**Note: Artificial measuring devices can be used provided they are only capable of measuring distance.**

***Please call the Pro Shop in advance to let them know if you are playing in the Thursday night events so they have adequate time to do the necessary pairings. We request that you inform us of participation by 2 pm on Thursday. We plan to have food, so let them know if you plan to eat. If you do not call but show up to play, you will be allowed to play if there is time and room on a team to accommodate you. If you can’t be included in the event, you will receive participation points but will not be eligible to collect winnings for the game that night.***

**Alternate Shot**

**This is a “Ryder Cup” alternate shot format. On the odd number holes, the low handicapper will tee off first and the high handicapper will tee off on the even number holes. You and your partner will alternate shots until the ball is holed out.**

**(Handicap: 100% of combined divided by 2)**

**Best Ball**

**This is a stroke play competition where all players play their own ball. (Handicap: 100%)**

**Bramble**

**This competition combines elements of stroke play and scramble formats. All partners tee off and the best shot is selected. All partners then play from that spot. From this point on, the hole is played out as stroke play, with all partners playing their own ball in.**

**2-Man Event: Best 1 Score (Handicap: 75%)**

**3-Man Event: Best 2 Scores (Handicap: 75%)**

**Definitions**

**Chapman**

**This competition consists of both players teeing off, and then each player plays his partner’s ball after the drive. After the second shots are played, then you and your partner select the best shot, and play alternate shot until the ball is holed. (Handicap: 100% of the average of both players).**

**Scramble**

**All partners tee off, select the best shot and then all partners play from there. This process continues until the ball is holed out.**

**(Handicap: 75% of low for 2 Man Event)**

**(Handicap: 75% of low 2 averaged for 3 and 4 Man Events)**

**1-Man Stableford**

**2-Man Stableford**

**Play your own ball. The following points are available for each hole, and should be figured in after your handicap has been applied for that hole. Only the best score counts for you and/or your partner. The object is to get the most points! (Handicap: 100%)**

**Double Eagle 8 pts**

**Eagle 5 pts**

**Birdie 2 pts**

**Par 0 pts**

**Bogey -1 pts**

**Double Bogey+ -2 pts**

**Definitions (cont.)**

**2-Man Variation**

 **You and your partner will play 3 different formats over 9 holes.**

 **The total net nine-hole score will determine the winning team.**

**1 thru 3 – Best Ball**

 **4 thru 6 – Alternate Shot**

 **7 thru 9 – Scramble**

**(Handicap: 75% of low handicap)**

**3-Man Gut Check Scramble**

**The 3 players will be ranked A, B, and C by their respective handicaps. Player C will tee off on holes 1 thru 3, player B will tee off on holes 4 thru 6, and Player A tees off on holes 7 thru 9. After the player tees off on the respective hole, the scramble format takes over.**

 **(Handicap: 75% of low 2 averaged)**

**3-Man Progressive Best Ball**

**4-Man Progressive Best Ball**

**Play your own ball. The cumulative net score is used to determine the winner.**

**Front Nine:**

**1, 4, 7 – One ball counts for score**

 **2, 5, 8 – Two balls count for score**

 **3, 6, 9 – Three balls count for score**

 **Back Nine:**

**10, 13, 16 – One ball counts for score**

 **11, 14, 17 – Two balls count for score**

 **12, 15, 18 – Three balls count for score**

 **(Handicap: 100%)**

**4-Man Red, White, & Blue Scramble**

**This is a scramble format where everybody begins on their first hole teeing off from the Blue tees. If a birdie or better is made on a hole, your team moves back one set of tee boxes. If a par is made, your team tees off on the same set of tee boxes, and if a bogey or worse is made, then your team moves up one set of tee boxes. No team can begin on hole 7.**

**(Handicap: 0)**

**3-Man, 2-ball Combined**

**Play your own ball. Add the best 2 scores for the results.**

**(Handicap: 90%)**

**Par 3 event**

**Each hole will be set up as a par 3. The combined net score will be recorded on each hole.**

**(Handicap: 100%)**

**MGA Fees**

**For all MGA league nights, carts are *not* included in the price for league. Players are responsible to pay their cart fee each league night or it will be charged to your member account.**

**Annual Fee: $25**

**This fee is used for the year-end horse race and MGA expenses. This fee must be paid in cash or check to qualify for the horse race and to participate in MGA tournaments.**

**Weekly Entry: $10**

**This fee is paid in CASH each time you play in a MGA Thursday night golf event. 20% of the fees will be reserved for the year-end tournament and league costs. All winnings will be paid out in CASH.**

**Guest Fees**

**The fee to Liberty Hills is $15 for participation in Thursday night Men’s League in addition to the weekly entry charge of $10.**

**Note: There is no additional charge for GreatLife Members from other courses except for the weekly entry charge**

**Tournaments**

**Carts are REQUIRED for all players participating in club tournaments. Cart fees are complementary so each player *must* ride.**

**MGA Kick-off Breakfast**

**Breakfast will be at 9 AM, followed by an MGA meeting. A 9-hole Bramble tournament will follow.**

 **Tournament Fee: $ 15**

 **The fee includes breakfast and prize money.**

**FIREBALL 2-Man Scramble**

**Pick your own partner. Both players tee off, select the best shot, and then continue to play the best shot. This process continues until the ball is holed out.**

**Tournament Fee: $ 30**

**Club Championship**

**This is a 2-day event to determine our Club Champion. It is open to all Liberty Hills members. There will be Women’s and Men’s competitions. The men’s competition will have two flights: Handicap and Scratch. In order to be crowned Club Champion, you must play in the Scratch flight. The individual’s score is the combined total over the two days.**

**Tournament Fee: $ 30**

**Member / Member**

**This is a 2-day event that that includes a separate skills challenge on Thursday. Saturday is a 2-man Net Best Ball and Sunday is a 2-man combined Net.**

**Tournament Fee: $ 150 (per Team)**

**Windbreaker (Member/Guest)**

**This is a 3-day event that includes a practice round on Thursday afternoon. Flights are based on combined handicaps. Each team will play every other team within the flight. The two teams in each flight with the most points qualify for the Championship horserace. The format for each match is a 2-man net best ball. Full paid entry fee is required at the time of sign up to reserve your team’s spot. Entry is NOT complete until entry fee is paid by either cash, check or credit card. No member charges for entry fees.**

**Tournament Fee: $ 325 per Team - if paid by May 1st**

 **$ 100 per Team additional – after May 1st**

**Special Events**

**Match Play**

**USGA Match play rules apply. All matches must be played within the scheduled time to prevent elimination. All participants must be MGA members. The 1st round is pod play where each player plays each player within his pod. Only one match can be played at a time during pod play. Each hole won in pod play is worth 1 point and ties are worth ½ point. The winner in each pod play match will be awarded 1 bonus point for winning the match. If the pod play match is tied at the end of 18 holes each player receives ½ point bonus. The player with the most wins in his pod advances to the next round. In the event of a tie the player with the most points advances. If there is still a tie, then the head-to-head result between the two determines who advances. The playoff bracket will be determined by a blind draw prior to pod play starting. If there is an unbalanced number of pods the byes will be determined by the blind draw prior to pod play starting**

**Players who forfeit any match will be suspended from match play for the following year. This is to protect the players in each pod. Any points earned against a player who has forfeited any match that has already been played will be null and void and the pod will continue with active players in the pod.**

**Tournament Fee: $ 25 (Payment before starting play)**

**MGA Liberty Cup**

**This is a 3-day event modeled after the Ryder Cup. The captains will pick members and decide what the pairings are for each match based upon the qualification. To qualify for this event, you must be one of the top twenty-four points earners after the September 1st MGA event. If you are in the top 24 point earners and you cannot play in the event the player with the 25th most points will replace you. We will proceed down the points list to fill other openings. A pairings party will occur Thursday night August 31, after completion of MGA. The matches they play will be posted with the appropriate starting time at the club and online Thursday night after the pairings party. All participants must be active MGA members. Each match will be worth one point; halved matches will divide the single point. The team with the most points at the end of the three days will be the winner.**

**Tournament Fee: $ 100 (includes cart and payout)**

**Point System**

**Members are rewarded for their participation based on a point system. The point system determines who makes it into the season ending horse race and who qualifies for the Liberty Cup. As you can see below, some events are worth more points than others, and it is up to the individual to determine what events they need to play to ensure they have enough points.**

**MGA Thursday Nights 4**

**MGA Kick-off Meeting 10**

**Fireball 2-man scramble 15**

**Annual MGA Liberty Cup 15**

**Club Championship 15**

**Club Champion Flight Winners 10**

**Member/Member 30**

**Windbreaker (Member/Guest) 40**

**Match Play 20**

**Match Play Flight Winners 10**

**Placing Points (Thursday night golf only)**

**1st 3**

**2nd 2**

**3rd 1**

**Every player who meets or exceeds 125 points will qualify for the year end horserace. The player with the most participation points will be the MGA Man-of-the-Year. The winners of the Windbreaker and Member-Member tournament automatically qualify for the year-end horse race.**

**Year End Horse Race**

**Everybody strives to make the season ending horse race. This event signifies the end of the Thursday night golf league and allows individuals to prove their potential in a hole-by-hole elimination.**

**If there are enough qualifiers players are split into two groups: These groups are determined by a blind draw during the last Thursday night event. Four holes will be played by the two groups, with the winner of each group advancing to Hole 2 to determine the Horse Race winner!**

**Individual net stroke play (blue tees or white tees if 70 or over) with players being eliminated following the chart below providing more than 18 players qualify. Ties for elimination will be resolved by a chip off. The chip shot will be determined by the group side administrator. The player(s) furthest from the pin will be eliminated.**

***Group 1***  ***Group 2***

**Hole 1: 9 Left Hole 5: 9 Left**

**Hole 5: 6 Left Hole 6: 6 Left**

**Hole 6: 3 Left Hole 9: 3 Left**

 **Hole 9: 1 Left Hole 1: 1 Left**

**NOTE: Golf carts are complimentary for this event.**

**USGA Handicap Guidelines**

**“Two basic premises underlie the USGA Handicap System, namely that each player will try to make the best score at every hole in every round, regardless of where the round is played, and the player will post every acceptable round for peer review. The player and the player’s Handicap Committee have joint responsibility for adhering to the premises.”**

**Acceptable Scores for Handicap Purposes**

**The following are acceptable scores and must be posted for handicap posting purposes:**

* **Post scores from home or away courses**
* **Post scores when at least seven holes are played (7-12 holes are posted as a 9-hole score; 13 or more are posted as an 18-hole score)**
* **Post scores made in an area observing an active season**
* **Post scores made under the “Rules of Golf”**
* **Post scores on all courses with a valid USGA course Rating and Slope Rating**
* **Post scores when playing two nines, even if it is the same nine, or nines from different days. Simply combine the nines into an 18-hole score. Add each nine-hole USGA Course Rating and average the Slope Rating of the two nines**
* **Post scores in all forms of competition: match play, stroke play, and team competitions where players play their own ball**
* **Post scores played under the Local Rule of “preferred lies”**

**“If a player does not finish a hole or is conceded a stroke, the player must record his most likely score”**

**Note: Several changes have been made to the Handicap System.**

* **Scores are not to be posted when playing alone.**
* **A score cannot be recorded when a player fails to adjust his score or fails to apply the penalty for anchoring a club during a stroke.**

**Equitable Stroke Control**

**“Equitable Stroke Control, or ESC for short, keeps an exceptional bad hole from changing a Handicap Index too much and sets a maximum ESC number that a player can post on any hole depending on that player’s Course Handicap”**

|  |  |
| --- | --- |
| **Course Handicap** | **Maximum Number** **on any Hole** |
| 9 or less | Double Bogey |
| 10 through 19 |  7 |
| 20 through 29 |  8 |
| 30 through 39 |  9 |
| 40 or more |  10 |

**Scores will be posted by the Liberty Hills staff for MGA events when possible. Each player is responsible to verify that all eligible rounds have been posted in a timely manner.**

**Scores should be recorded at your home course whenever possible, and as close to completion of the round as possible. All scorecards should be stored at the course for peer review.**