

# 2024 MWA LEAGUE RULES

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## 1. Administrative

- a. The Madden Women's Association (MWA) Golf League will be comprised of not more than 72 players (possible 48 morning/24 evening). All matches will be played at Community Golf Course Dales course (inside). League play starts the first Thursday in May for 16 weeks. Tee times are 10:00 am and 5:30 pm. The league will alternate each week between the front and back nine. Community will post which nine holes we play each week on the front doors of the golf shop. All players will tee off from the **WHITE** tees EXCEPT for the Par 3 third hole. **The 3<sup>rd</sup> hole will be played from the GOLD tee.** It is a 99-yard hole from the GOLD tee as opposed to a 140-yard hole from the WHITE tee. In GHIN there is an adjustment for this. The scores are recorded as playing GREEN tees.
- b. The league fee must be paid to the treasurer by April 15 prior to the start of league play. Money collected from this fee will be spent as follows:
  - i. Cash prizes will be awarded to the top players in each flight. Specific number of prizes will be based on the number of golfers in each flight (If there are less than 8 players in a flight, prizes will be awarded for 2 places – 1<sup>st</sup> Low Gross and 1<sup>st</sup> Low Net. If there are at least 8 players in a flight, 4 places will be awarded – 1<sup>st</sup> and 2<sup>nd</sup> Low Gross and Low Net). To be eligible for prizes a golfer must play a minimum of 10 times.
  - ii. The remainder of funds will go into the MWA treasury.
- c. All league players must declare morning or evening play prior to beginning of league and will be assigned designated tee times each Thursday.
- d. New Members with average or above experience - Attend MWA New Member Orientation.
- e. New Members with minimal or no experience - 1. Have a Madden Mentor (One will be assigned) 2. Take basic golf lessons before league play begins. 3. Own or have access to golf equipment - clubs, balls, etc. 4. Attend MWA New Member Orientation.
- f. The league secretary will appoint a league captain to assist her with duties such as making sure groups start on time and addressing concerns on the course. The captain plays in the opposite league time of the secretary.

## 2. Tee Times

- a. Each player will receive an e-mail from Golf Genius on Friday to RSVP for play for the following week. All RSVPs must be returned no later than Monday of the week of play. Players must arrive ready to play at their designated tee time. If you are unable to play, you should give at least a 24 hour notification by text, email or

## 2024 MWA LEAGUE RULES

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phone to the league secretary and your group. If you are running late or delayed, you should notify the league secretary and captain, someone in your group, or call the Pro Shop.

- b. At the discretion of the league secretary, changes may be made to the scheduled tee times.
- c. The course starter will control the start of play. If a golfer or a group is late, the Starter may move a group up, adjust the league secretary's schedule. If a golfer in an assigned group misses her tee time and the next group has teed off, she may join a group with an open spot, or she may join her group at the next hole. If all groups have teed off, the golfer must join the first group with an open spot. Alternatively, a golfer from the last group can drop back to play with the tardy player. Missed holes may not be made up. On the score card, place an "X" on the missed hole.
- d. Six holes must be played for a golfer's score to be counted towards any prizes. Individual hole prizes will count, i.e. chip-ins, skins, however, total putts will not count. Missed holes will be averaged out.
- e. If a golfer moves up on their own, without permission from the league secretary, league captain, or starter then the scores from that round will be forfeited.

### 3. Inclement Weather/ Darkness/ Delays

- a. In the event of inclement weather, the league secretary or captain will decide at least 30 minutes prior to league time whether the round will be played or canceled. Golfers should call the Community Pro Shop to obtain this information. When possible, a text or email message will be sent.
- b. In shortened rounds due to a cause beyond our control (i.e. darkness, lightening, rain, etc.) six holes must be played to constitute a round. Remaining holes will be averaged out.
- c. Those who have completed a round will be counted. Those that started, but did not complete a round can make up the round on the designated rain date. In the event of a rainout for the morning or evening group, the weekly games will be canceled (no prizes awarded that day).

### 4. Flights

- a. Flights will be determined by dividing golfers according to their MWA handicaps. Flights will be based on handicaps. 0-13 A 14-19 B 20 and above C
- b. Flight assignments for new players without an established GHIN handicap will be based on either three 9-hole practice rounds at Community prior to league play or the 1<sup>st</sup> 3 league rounds. The score cards must be turned into the secretary or placed in the MWA mail box in the **Pro Shop under the front window**.

# 2024 MWA LEAGUE RULES

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- c. Flight assignments for returning players will be based on the previous year's handicap for the last week.
- d. Once flights are assigned, they will remain fixed throughout the league season.

## 5. Handicaps

- a. League handicaps will be computed using 85% of the difference between the average of each golfer's score and par.
- b. The League Manager Software calculates the handicaps using the lowest 5 scores of the last 10 rounds.
- c. Handicaps will be computed using the 1<sup>st</sup> week's score and then averaging thereafter.

## 6. GHIN/USGA Handicaps

All MWA league scores are automatically entered into GHIN following play. Golf Genius will automatically adjust scores for Equitable Stroke Control.

## 7. Scoring/ Score Card Handling

- a. Scores should be declared and verified upon completion of each hole. All discrepancies should be settled before starting the next hole. If settlement cannot be reached between players, it will be necessary to refer the matter to the rules committee for resolution. The player will need to play two balls and write down both scores. **Please do not sign the score card until a decision is made.**
- b. All score cards must be signed by each player, dated, and game-of-the-week information recorded for each player. Signed and verified score cards must be placed in the MWA box in the Pro Shop, immediately after the round is completed. Please write legibly.

## 8. League Prizes/ Winners

- a. Weekly Prizes – will be determined and reported each week. Prizes will be distributed at the End of the Year event.
- b. Flight Winners - will be determined by averaging a player's 10 best gross and 10 best low net scores in each flight. In the event of a tie, the best score of the 10 scores will determine the winner. Prizes will be distributed at the End of the Year event.

## 2024 MWA LEAGUE RULES

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### MWA LOCAL RULES:

1. **Maximum Strokes** - No player may take more than a total of **DOUBLE PAR** on any one hole. Whiffs, penalties and putts all count toward this total. When a player reaches the double par limit for the hole, she must pick up her ball. Players are not allowed to putt after reaching the double par limit. ***When a player picks up her ball she should - circle the score.***
2. **Wrong Ball** - When a player hits a ball other than her own, ***she will be assessed a 2 stroke penalty; however, she will continue to play from the spot where the mishit ball came to rest.*** The other player will place her ball back as close to the original spot and continue without penalty.
3. **Out of Bounds** - When there is a possibility a ball has been hit out of bounds, a provisional ball should be played from the original point of play. If the original ball is found to be out of bounds, the provisional ball may be played – penalty is one stroke. If the original ball is not out of bounds, the original ball must be played and no penalty is assessed.

***At no time during this league should a player go back to hit another ball. If, for any reason, a player did not hit a provisional ball and retrieves and plays the out of bounds ball, or has to drop another ball, a 2 stroke penalty is assessed.***

If a ball is retrieved from an out of bounds area, it must be brought back to the closest “in bounds” point (but no closer to the hole) before it is played. NOTE: This is a league rule and is not in accordance with USGA Rules of Golf. Helpful Hint: It is always best to play a provisional ball if the original ball might be out of bounds.

4. **Penalty Areas** - Bodies of water, or other areas defined by the Committee where a ball is often lost or unable to find. ***Three options: 1. Play ball as it lies without penalty. Under a penalty of 1 stroke - 2. Stroke and Distance relief - Drop your ball lateral 2 club lengths no closer to hole. Under a penalty of 1 stroke - 3. Back on the line relief - Drop your ball with no limits as to how far back you want to go. The dropped ball may roll up to one club length in any direction. Must not be nearer the hole than the estimated point where the original ball last crossed the edge of penalty area.***
5. **Lost Ball** – a ball is considered lost if not found within 3 minutes after search is begun. A provisional ball may be played if the ball is lost outside a water hazard. ***For this league, another ball may be dropped in the area where the original ball was believed lost. A 1 stroke penalty will be taken.*** (This is a league rule designed to speed up play – for USGA rule, refer to Rule 18 of the *Rules of Golf* book).
6. **Lift, Clean, and Place** – The league secretary will determine and communicate to players when this rule is in effect.
7. **No caddies/visitors** are permitted to accompany a player in the league during regular league play.
8. **MWA Associate members** can play up to two times per season, with prior arrangements from the league secretary.
9. **Duck poop on course** – If your ball lands in duck poop anywhere on the course you can move your ball away from the duck poop no closer to the hole without penalty. You cannot move your ball from the rough onto the fairway.

# 2024 MWA LEAGUE RULES

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## USGA RULES:

1. USGA rules will govern all play. Here are some basic rules and other suggestions for speeding up play:
  - a. **All flights will play the ball as it lies.**
  - b. **On unplayable lies\*, under penalty of 1 stroke**, you may:
    - i. Lay the ball out 2 club lengths, no closer to the hole.
    - ii. Drop the ball at a point behind the spot where the ball lay, with no limit as to how far behind that spot the ball may be dropped.
    - iii. Play the ball, as nearly as possible, at the spot from which the original was last played. A ball may not be declared unplayable unless the player can see it. In other words, the unplayable lie rule does not apply to lost balls.

*\*Unplayable lies are trees, evergreens, ditches and other types of permanent hazards. In the case of roadways, man-made or position obstacles such as hoses, sprinklers, etc., the ball may be moved without penalty. The ball may not be moved closer to the hole under any circumstance.*

**C. Penalty Areas** - Bodies of water or other areas defined by the Committee where a ball is often lost or unable to find, **Three options: 1. Play ball as it lies without penalty. Under a penalty of 1 stroke - 2. Stroke and Distance relief - Drop your ball lateral 2 club lengths no closer to hole. Under a penalty of 1 stroke - 3. Back on the line relief - Drop your ball with no limits as to how far back you want to go. The dropped ball may roll up to one club length in any direction. Must not be nearer the hole than the estimated point where the original ball last crossed the edge of penalty area.**

## ON THE GREENS

2. **Marking and picking up the ball (Rule 13/14).** Balls may not be exchanged on the green for putting purposes. Golfers are permitted to mark the ball's position and then pick it up and clean it. **The ball should be marked with a ball marker or coin directly behind the ball.**
3. **Marking to the side (Rule 14).** If a ball marker is on the line of putt of another player, it should be marked to the side (move it one or two putter head lengths). Place the marker behind the ball. Failure to return the ball to the original spot before taking a stroke will result in a 1 stroke penalty for the player for playing from the wrong spot.
4. **On the green.** The ball is on the green if it touches the green. The fringe is not part of the green but is classed as through the green.
5. **Improving the line of putt (Rule 13 1c).** You may repair damage on the putting green without penalty by taking reasonable actions to restore the putting green as nearly as possible to its original condition by using your hand, foot or other part of body, ball marker repair tool, club or similar item.
6. **Ball moved when addressing it or during a practice swing (Rule 9)** – If a golfer moves her ball when addressing it or as a result of a careless practice swing, the ball must be placed back.

## ON THE TEEBOX

7. **Maximum of 14 clubs (Rule 4)** – A maximum of 14 clubs is allowed. If a player notices she has too many clubs after starting the round, she must declare them out of

## 2024 MWA LEAGUE RULES

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play. The golfer will incur 2 penalty strokes for each hole played with more than 14 clubs in her bag, to a maximum of 4 penalty strokes per round. Golfers are not permitted to borrow clubs from another player.

8. **Ball falls off tee (Rule 6)** - If a ball, when not in play, falls off a tee or is accidentally knocked off a tee by the player addressing it, it may be re-teed without penalty. If a stroke is made at a ball, whether the ball is moved or not, the stroke must be counted.

### STAKES/LINES

1. White denotes out-of-bounds
2. Yellow or red denotes a penalty area

# 2024 MWA LEAGUE RULES

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## MWA LEAGUE PENALTY SHOT SUMMARY:

### 1 Stroke Penalty:

#### 1. Lost Ball

- a. **Ball inbounds.** Play next shot from where you believe ball was lost.
- b. **Ball out of bounds, provisional ball played.** This is the smart thing to do. If ball is found to be in bounds, no penalty assessed.

2. **Unplayable Lie.** The golfer may take relief anytime she feels her ball is unplayable. There are three relief options available (Refer to USGA Rule 28) or item USGA Rules 1.b of these rules.

3. **Penalty Areas.** Bodies of water or other areas defined by the Committee where a ball is often lost or unable to find. **Three options:** 1. ***Play ball as it lies without penalty. Under a penalty of 1 stroke*** - 2. ***Drop your ball lateral 2 club lengths no closer to hole. Under a penalty of 1 stroke*** - 3. ***Back on the line relief - Drop your ball with no limits as to how far back you want to go, The dropped ball may roll up to 1 club length in any direction. It must not be nearer the hole than the estimated point where the original ball last crossed the edge of the penalty area.***

4. **Missed Tee Times.** Missed holes may not be made up.

### 2 Stroke Penalty:

1. **Ball out of bounds, no provisional ball played.** Always best to play a provisional ball if the golfer thinks her ball is out of bounds. If a provisional ball is not played, she should drop a ball at nearest in bounds point where she thinks the ball went out of bounds.
2. **Hitting another player's ball while putting on the putting green.** The golfer should ask other golfers to mark their ball if she thinks it will be on her putting line. Don't take chances!
3. **Hitting Wrong Ball.** Golfers should make a habit of always putting an identifying mark on her ball.
4. **Marking to the side.** Remember to return the ball to the original position before making a stroke.
5. **Improving the line of putt.** Player improves putting green that exceed what is reasonable.
6. **Having more than 14 clubs in the bag.** A player will incur a 2 penalty strokes for each hole played with too many clubs, to a maximum of 4 penalty strokes per round.

# 2024 MWA LEAGUE RULES

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## COMMON COURTESY/ GOLF ETIQUETTE:

1. Before play, golfers should place an identifying mark on her ball.
2. The player whose ball is farthest from the hole shall play first. This order shall continue until all players have holed out, except on the putting green. On the putting green players may putt continuously with approval unless their continued play interferes with another player's line or ball.
3. Whenever there is a fairway open in front of your group and the group behind you is playing faster than your group and waiting, permit the group behind you to play through.
4. Be mindful of keeping silent while others are preparing to take their stroke.
5. Be respectful to members, the starter and the rangers.

## Golf Carts

1. The course notice regarding golf cart movement for the day must be strictly followed (i.e. – 90 degree rule).
2. Golf carts are to be parked 30 ft. away from tees and greens (City of Dayton Golf Courses requirement).
3. The golf cart should be parked near and parallel to your ball.
4. Golfers should not leave their carts, walk forward to hit their balls and walk back, or away, from the pin to retrieve their carts.
5. Golf carts should never be parked in front of a green, always to the side or back of the green.
6. Whenever the golf cart partner's balls are located about the same length from the green, but on opposite sides of the fairway, play will go faster if the cart is parked in the middle while both players walk to their balls.

## Rules Committee

Interpretations and decisions of the rules will be administered by the rules committee.

Linda Fields, Chairperson  
Joyce Brown  
Jessica Chilton  
Bettie Jackson  
Gloria Jackson  
Jeannie Joyce  
Annette Schooler-Zanders  
Sherrill Swann  
Natasha Williams