

The
RULES AND REGULATIONS
OF THE
MULLIGAN TOUR
2009



Revised: February 2009

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Changes from 2008 are highlighted in red

1.0 Have FUN !

The Mulligan Tour is a golf league intended to provide competitive tournament play for the recreational golfer. However, having fun has been mandated as a top priority.

2.0 See Rule #1

Rule #1 is so important that Rule #2 emphasizes its intention. Players should put “recreation” ahead of “competition”.

3.0 Responsibility of the Mulligan Tour

The Mulligan Tour LLC is a limited liability corporation that is responsible for preparing a tournament schedule and to define and update the playing rules and regulations of the Mulligan Tour.

NOTE: The Mulligan Tour does not meet the requirements of the USGA for a “golf club”.

3.1 The Tour Commissioner

The “Commissioner” is the manager of a division of the Mulligan Tour. It is the Commissioner’s responsibility to make the pairings and conduct the tournaments.

3.2 Tournament schedules

Tournaments are generally 18-hole competitions played on Saturday mornings or afternoons.

The tournament schedule is set before the season begins; however, golf courses, starting times, and dates are subject to change if any problems arise with the host course.

3.3 Tournament registrations

It is the responsibility of the Mulligan Tour to accept and acknowledge the player registrations for all tournaments. E-mail confirmations are sent out after the registration deadline.

4.0 Responsibility of the Mulligan Tour Player

4.1 Tournament registration process

Each tournament has a registration deadline and an entry fee. The deadline is 8:00pm on the deadline date.

Only members of the Mulligan Tour (hereafter referred to as Tour Players) are eligible to register to play in the tournaments.

Tour Players must register by the given deadline for each tournament in order to be considered. Registration for all tournaments can begin by the first day of April each season. Early registration is encouraged.

Registration may be "initialized" by phone or e-mail. However, registration is only "complete" when the Mulligan Tour has received the entry fee for that tournament.

Tour Players are not guaranteed entry into a tournament if the entry fee is received after the deadline.

Tour Players may invite non-members to play in tournaments as guests. The guests are not handicapped and are not eligible for prize money (or trophies) but may be eligible for some challenge prizes (i.e. long drives, closest to the pin, etc). Members are expected to register their guests (including entry fee) to insure their spot in the field.

If 2 or more players' entry fees are received at the same time and there are, finally, a limited number of positions to complete the last foursome, preference will be given to the players in order of their initialized registration. Therefore it is important to initialize (by e-mail) the registration as far in advance as possible.

It is the Tour Player's responsibility to forward their entry fees after they have initialized their registration. It is not the Mulligan Tour's responsibility to remind players to complete their registration.

4.2 Player Withdrawal / Cancellation process

The Mulligan Tour recognizes that occasionally plans change at the last minute and that a player registered for a tournament must withdraw. The following process should be followed to find a replacement.

- 1) Inform the Mulligan Tour of the wish to withdraw.
- 2) If the host course has no issue with the withdrawal, then the player is excused and the entry fee is refunded (credited).
- 3) If the greens fees have already been paid to the host course, then a replacement player must be found. If a Mulligan Tour player can be found as a replacement (possibly someone on stand-by), this player can pay the entry fee to the Mulligan Tour and the withdrawing player's entry fee will be refunded (credited).
- 4) If a Mulligan Tour player cannot be found to replace, then the withdrawing player can find a replacement outside the tour (non-member) to play. This player is not eligible for prize money or other awards.

The Mulligan Tour requires 36 hour notice of the wish to withdraw.

5.0 Tournament Playing Regulations

Each tournament may have specific rules or scoring formats. Refer to Appendix A for the details associated with each tournament.

Arriving late for one's scheduled tee time will not be tolerated. Players arriving late may join their group in progress but must take a quadruple bogey gross score for each hole missed (but a gross par for each hole missed for the purpose of MTHI update) or, if match play format, lose each hole missed.

When power carts are required by the host course the associated cost is included in the entry fee. Power carts are otherwise optional at the Tour Player's expense at the time of the tournament.

Tournaments may be played in drizzle or light rain conditions. Players should be prepared for such conditions. If the weather conditions are too severe (moderate to heavy rain) or if thunder and lightning are eminent then the tournament will be postponed. See section 5.7 for postponement of tournaments.

5.1 The Mulligan Tour Rules of Golf

The USGA Rules of Golf govern play "in general".
See Appendix B for the Rules of Golf in brief.

The Mulligan Tour has adopted the following exceptions:

- 5.1.1 Optional mulligan on the player's first tee only. If the mulligan is hit, it must be used. (In shotgun start events - the player's first tee is the hole that he/she starts on). **Once the player leaves the tee box, he may not return to hit the mulligan.**
- 5.1.2 Shots hit out-of-bounds incur a 1-stroke penalty but without loss of distance. The ball may be placed anywhere on the line of flight or 2-club lengths from the point of entry not nearer to the hole. Same rule applies for a ball declared unplayable or a lost ball.
See Appendix C for illustration.
- 5.1.3 Any kind of marks on the putting green may be repaired- including spike marks. In fact, the Mulligan Tour encourages players to repair ball marks and all other damage and to leave the green in better condition than it was found.
- 5.1.4 Ball may be substituted at any time. A player may change his/her ball at any time, but it remains the players responsibility to be able to identify his/her ball.
- 5.1.5 Ball may be "rolled over" to improve the lie as long as it is not in a hazard. The ball may even be picked up and cleaned provided that the position is marked for replacement. The ball may be moved up to 6 inches in any direction. A ball in deep rough may be "fluffed up" as desired. A ball in a sand bunker may not be moved, except as allowed by rule 5.1.9.
- 5.1.6 3-putt maximum. A player must pick up his /her ball after missing the 2nd putt and add 1 stroke (and mark a 3-putt on the scorecard). A stroke is only considered a putt when the ball is on the green (fringe not included). In the event that a putt rolls off the green, the next stroke is not considered a putt - but once back on the green the player does not start counting putts over again. The 3-putts maximum is regardless of the putts being consecutive strokes. If a player forgets that they have already putted twice and strokes a 3rd putt and misses, the player must not count the extra stroke.
- 5.1.7 Ball hit into a hazard may be placed anywhere on the original line of flight into the hazard with a 1-stroke penalty.
See Appendix C for illustrations.

5.1.8 A 2nd shot into the same hazard allows the player to cross the hazard on a line between the original shot and the hole, with a 1-stroke penalty.

See Appendix C for illustration.

5.1.9 Ball hit into a sand bunker that lies in a washed out area or in casual water may be moved without penalty and placed elsewhere in the bunker. If the amount of casual water only allows for a drop in the bunker that creates a stance outside of the bunker or in the water, then a free drop is allowed outside the bunker on the line of flight into the bunker. A ball that lies in a footprint in a bunker may be picked-up, the footprint smoothed out (by hand or by rake), and the ball replaced in the same location.

5.1.10 A player may not record a gross score greater than quadruple bogey for any hole. When a player reaches 4-over par for any hole, the player must pick-up his/her ball and proceed to the next hole. If the ball was not putted out, then an "X" is placed in the PUTT stat for that hole.

5.2 Rulings during Tournament play

The Mulligan Tour does not incorporate marshals on the course. Any issues that are not clear on the course during a tournament should be played as best understood by the player and reviewed afterward for a ruling.

Each tournament will have a 3-person Rules committee made up of veteran Mulligan Tour players. This committee will advise and rule on any issue after the players have finished playing and before their scorecards have been signed. Their decision is FINAL and BINDING. Any player not accepting their decision will be DISQUALIFIED

The Mulligan Tour recognizes that each member is an individual and there are varied personalities. While politeness cannot be mandated, courteous behavior is expected from all Tour Players. See Appendix E for recommended conduct during tournament play.

5.3 Player Scorecards

Players must turn in their scorecards at the end of each tournament. The scorecard must be signed by the player and attested by another player. After all scorecards are submitted, an officer of the Tour will verify the scorecards of the top 6 scores and ties.

Scorecards are provided already formatted to provide handicap strokes per hole and places to document stats per hole.

Scorecards must include the following information for each hole:

GROSS score

NET score (please circle birdies and triangle eagles)

FH: fairway hit ("1" if made, blank if missed)

GR: green in regulation ("1" if made, blank if missed)

Putts: number of putts taken (0, 1, 2, or 3)

Failure to submit a scorecard with signatures is grounds for disqualification. Additionally, the scorecard must be totaled for gross score, net score, fairways hit, greens in regulation, and putts.

Additionally, each group will have a common scorecard for reporting the gross scores of each player in the group. This scorecard must be turned in after the tournament. It is recommended that players use this common scorecard to check each other during play.

5.4 Prize Money, Trophies, and other awards

5.4.1. Prize Money

Each tournament has a set purse with the top-4 places (determined by net score) receiving a cash award. In general:

1st place 40% of the purse

2nd place 30% of the purse

3rd place 20% of the purse

4th place 10% of the purse

In some events, cash awards extend beyond 4th place.

5.4.2 Trophies

Each tournament has a 1st place perpetual trophy. Tournament winners will have their names added to the trophy and may keep the trophy until the tournament is replayed the following year.

All trophies are "traveling" trophies that may be held by the current tournament winner but remain the property of the Mulligan Tour LLC.

Tournament winners are required to sign a Traveling Trophy Agreement in order to take possession of the trophy.

5.4.3 Other Awards

Some tournaments have door prizes for "closest-to-the-pin", "longest drive", or other challenges. All Tour players are eligible for these prizes. In some events, non-members may also be eligible for these challenge prizes.

Specific tournaments have a "Closest-to-the-Pin" challenge awarding the winner an invitation to the Skins Game at the end of the season (must be Tour member). It is not an obligation to participate in the Skins Game if awarded an invitation.

5.5 1st place Playoffs

In the event of a 1st place tie among 2 or more players, the following procedure will be used to decide a tournament champion:

Players flip a coin or a tee to decide playing order.
(Winner of coin toss can choose to play first or second)

The players involved play a 4-hole aggregate score playoff on the courses' practice putting green. The 4 holes are considered par-2 and will be chosen by an officer of the Tour.

The player with the low score after the 4 holes is declared the tournament winner. If 2 or more players remain tied after 4 holes, then the players continue under sudden death format. If a player does not make the low score for a hole, then that player is eliminated from the playoff. The final player left is declared the winner.

5.6 Ties for 2nd, 3rd, and 4th place

In the event of any ties for 2nd, 3rd, or 4th place, the following formula will be used to split the prize money among the players:

	<u>1st / 2nd / 3rd / 4th</u>
2 player tie for 2nd	40% / 25% + 25% / 10%
2 player tie for 3rd	40% / 30% / 15% + 15%
2 player tie for 4th	40% / 30% / 20% / 5% + 5%
3 player tie for 2nd	40% / 20% + 20% + 20%
3 player tie for 3rd	40% / 30% / 10% + 10% + 10%
3 player tie for 4th	40% / 30% / 20% / 3% + 3% + 3%
4 player tie for 2nd	40% / 15% + 15% + 15% + 15%
2 player tie for 2nd and 2 player tie for 4th	40% / 25% + 25% / 5% + 5%

5.7 Tournament postponement

In the event that a tournament must be postponed due to inclement weather or other circumstances beyond the control of the Tour, the tournament will be rescheduled to a designated open date. Entry fees will be returned to all players registered for the postponed tournament. Registration for the rescheduled tournament must start anew with details to be forwarded to all members via e-mail.

In the case where the tournament has already started:

IF ALL PLAYERS HAVE COMPLETED 12 holes:

The 12 hole scores (net scores thru 12 holes) will be used to complete the tournament.

(In the case of a modified shotgun start, all players must get thru hole #12 so that the net scores from hole #1 thru hole #12 can be used.)

IF ANY 1 PLAYER HAS NOT COMPLETED 12 holes

All scores are dismissed and the tournament is rescheduled in whole.

6.0 Handicapping Policy

Every Tour player will have a Mulligan Tour Handicap Index (MTHI) with which to determine a net score in each tournament. The MTHI is multiplied by the course slope, divided by 113, and adjusted for the difference in course rating to establish the number of strokes given to a player to determine a net score in a given tournament.

Example: Player with MTHI of 17.4 playing a course with par = 72, rating = 70.3, and slope = 121
Strokes = $(17.4 \times 121/113)$ minus $(72 - 70.3)$ =
18.63 minus 1.7 = 16.9 = 17 strokes

The handicap indices of all Tour players will be maintained and updated as required and published on the Tour's website.

A player's MTHI will be based solely on the performances in Mulligan Tour tournaments. Playing outside of the Tour is considered "practice" for the Mulligan Tour. **The maximum value for any player's MTHI will be 40.0. There is no minimum value (could be negative).**

A player's MTHI is based on the Handicap Differentials (HD) that are calculated every time a gross score is recorded in a Tour event.

$$HD = \frac{(\text{gross score} - \text{course rating}) \times 113}{\text{course slope}}$$

It is assumed that all players are trying their best when playing in an event. Obvious "sandbagging" will not be tolerated.

6.1 Calculation of Mulligan Tour Handicap Index (MTHI)

MTHI = 80% of the average of the 3 lowest handicap differentials from the last 6 tournament scores on the Mulligan Tour

The MTHI of all players is updated after each tournament for use in the next tournament.

At the beginning of a new season, a player returns to his/her last calculated MTHI from the previous season. A player may take a 1 year leave of the Tour and still return to his/her last calculated MTHI.

If a player is off of the Tour for more than 1 year, then that player must return to Q-School to reestablish his/her MTHI.

6.2 Temporary MTHI

New members to the Tour must spend their first 3 events in “Qualifying School”. While in Q-School, a player’s MTHI is 0.0 (and therefore does not receive any handicap strokes) and is not eligible to win or claim prize money (**exception: Memorial Tournament**). After 3 events the player acquires a temporary MTHI that is based on the lowest HD. The player is now eligible to win or place in the money.

1st event (Q-School)	MTHI = 0.0
2nd event (Q-School)	MTHI = 0.0
3rd event (Q-School)	MTHI = 0.0
4th event (semi-pro)	MTHI = lowest HD from first 3 events X 0.50
5th event (semi-pro)	MTHI = lowest HD from first 4 events X 0.60
6th event (semi-pro)	MTHI = lowest HD from first 5 events X 0.70

7th event and beyond (Tour-Pro)
MTHI = average of 3 lowest HD from last 6 events X 0.80

New members are encouraged to attend the 2 preseason Q-School events and establish their MTHI quicker.

6.3 Handicap Strokes

Players are granted a number of handicap strokes for a tournament in order to produce a “net score”. It is the net score that is compared to other players in the field in determining a winner and final standings.

Net score = gross score - handicap strokes

Handicap strokes = MTHI X (course slope / 113) minus (par - course rating)

See Appendix E for some examples.

7.0 Modifications to the Rules

The Rules and Regulations herein shall not be modified during the Mulligan Tour season (April–October). Any changes to this document shall be made during the off-season.

8.0 Acceptable Player Behavior

Members (and invited guests of members) playing in Mulligan Tour tournaments are expected to behave in a courteous and civil manner.

Swearing, angry outbreaks, club-throwing, or the like will not be tolerated. Racial and sexist comments will not be tolerated.

Infractions may be referred to the Mulligan Tour Player’s Advisory Council for possible disciplinary actions, including suspension or expulsion from the Tour.

Appendix A

Playing format and rules for specific tournaments

Animal House Classic (est. 2000)

Low net score wins.

Additionally, each player collects “animals” throughout the tournament:

1 bear for each lost ball or unplayable lie (penalty stroke incurred)

1 snake for each 3-putted green

1 frog for each ball in water hazard (penalty stroke incurred)

1 gorilla for each ball out-of-bounds (penalty stroke incurred)

1 camel for each ball in sand trap

ZOO = Total number of animals collected

Zoo Ratio = ZOO / MTHI

4 players with the lowest Zoo Ratio are invited to play in a 4 hole aggregate score putt-off for a door prize.

Big Dog Pro-Am (est. 2005)

Final net score is determined by adding the 2 scores of the team. The team shall consist of 1 Mulligan Tour player and 1 PGA Tour player.

The Mulligan Tour player must draft 2 PGA Tour players at the time of registration. The better score of the 2 pro players will be used. The scores from the PGA Tour player will come from their tournament on a specified day (see website).

Draft choices may be changed up to the deadline described on the website.

In the event that both players do not post a score, for what ever reason, a score of 3-over par (+3) will be used for that player.

The Mulligan Tour player's contribution to the team score is his / her net score. Low team score wins.

Caddyshack Classic (est. 1999)

Low net score wins.

Carrington Classic (est. 2006)

Low net score wins.

Chelsea Classic (est. 2005)

Low net score wins.

Crazy Brit (est. 1999)

British Stableford scoring system

4 points for net eagle or better

3 points for net birdie

2 points for net par

1 point for net bogey

0 points for net double bogey or worse

High score wins.

Fifty Cent Classic (est. 2007)

Low net score wins.

The Fox Hunt (est. 2005)

Players earn from 1 to 5 points for hitting greens-in-regulation, 2 points for a 1-putt, 1 point for a 2-putt, and 3 points for a chip-in.

Most points wins.

Harbour Pointe Open (est. 1999)

Low net score wins.

Slope = 113 (regardless of actual course slope)

The Holy Grail (est. 2004)

Low net score wins.

Each player may use 3 Holy Hand Grenades (maximum 1 per hole). The player may pick up and throw the ball without counting a stroke. The throw may have a one-step delivery. The ball is in play where ever it comes to rest. Only 1 grenade can be used on 1 hole.

For handicapping purposes, each player will get 3 strokes added to their gross score when recalculating the player's MTHI.

The Memorial Tournament (est. 1996)

2-man scramble format

Both partners tee off. The best shot is selected.

Both partners shoot from that spot (within 1-club length)

The best shot is selected.

This continues through putting and until the ball is holed out.

Low net score wins.

Note: Special rule for the Memorial: 1-club length move may allow team to remove ball from hazard.

Number of handicap strokes determined by the following formula:

$(\text{lower MTHI} - (100 / \text{higher MTHI})) \times 0.5$

Minimum number of strokes = 0 (no negative strokes)

Mulligan Tour members still in Q-School may play with MTHI = 0 (exception to Rule 6.2)

Note: A handicap differential cannot be calculated without an individual gross score. Therefore, there is no adjustment to a player's MTHI based on the performance in the Memorial. Also, individual player statistics are not recorded.

Match Play Championship (est. 2001)

Invitational: Eligible players are ranked in the top-16 on the Mulligan Tour World Ranking at the time of registration.

If any player ranked in the top-16 does not register, then invitations are extended to the 17th ranked and beyond until a field of 16 players is guaranteed. The 16 players are seeded 1 through 16 based on their World ranking.

Round 1	Round 2	Semi-Final	Final
#1 vs #16			
#8 vs #9			
#5 vs #12			
#4 vs #13			
etc.			

The player with the higher MTHI is granted a number of strokes equal to the difference of the 2 opponents. A player wins the hole if his/her net-score for that hole is lower than his/her opponents. If both players have the same net-score, then the hole is a "push". A player that "maxes out" a hole (gross quadruple bogey) cannot win the hole regardless of net strokes granted.

Players win the match by winning more individual holes than his/her opponent. If the match ends "all square" (tied), then the match continues with a 4-hole playoff on the practice putting green followed by sudden-death, if needed.

The PLAYERS Championship (est. 1999)

Invitational: Eligible players are that season's tournament winners from the Central division and those players ranked in the top-20 on the Central division's Money List at the end of the regular season. The defending champion, if a current member, is exempt from qualifying.
Low net score wins.

Par-54 Classic (est. 2004)

Tournament is played at a par-3 course. Low net score wins.
Handicap strokes determined by the following formula: $MTHI / 2$
There is no adjustment to a player's MTHI based on the performance in the Par-54 Classic

Pine View Classic (est. 1999)

Low net score wins.

Plymouth Open (est. 2005)

Low net score wins.

Quad-Tour Challenge (est. 1999)

Final net score is determined by adding the 4 scores of the team. The team shall consist of 1 Mulligan Tour player, 1 PGA Tour player, 1 Champions Tour Player, and 1 LPGA Tour player. The Mulligan Tour player must draft 2 PGA Tour, 2 Champions Tour, and 2 LPGA Tour players at the time of registration. The better score of the 2 pro players from each pro tour will be used. The scores from the PGA, Champions, and LPGA players will come from their respective tournaments on the Sunday before the Mulligan Tour event.

Draft choices may be changed up to 8:00pm on the Saturday before the tournament.

In the event that both players do not post a score, for what ever reason, a score of 3-over par (+3) will be used for that player.

The Mulligan Tour player's contribution to the team score is his / her net score. Low team score wins.

Real McCoy Classic (est. 2005)

Low net score wins.

The Skins Game (est. 1999)

Invitational: Eligible players are winners of "Closest-to-the-Pin" challenges from select tournaments during the regular season.

The 3 invited players join the division's Commissioner competing to win individual holes (match play style). Each hole is worth a set amount of money. A player that makes the low net score for a given hole wins the "skin". If 2 or more players tie for the low net score then the hole is "pushed" and the value of the hole is "carried over" and added to the next hole. Each division shall hold its own Skins Game.

There is no adjustment to a player's MTHI based on the performance in the Skins Game
Money earned in the Skins Game is unofficial (does not count on the Money Standings)

Strokes on a Rope (est. 1999)

Handicap strokes are converted into a length of string — 1 foot of string per handicap stroke. A player's ball may be moved at any time after the tee shot in order to improve the player's lie and that length of string is cut off and discarded. The ball may be taken out of a hazard, but the player must be able to reach the ball if it is in a water hazard.

Note: A handicap differential cannot be calculated without a true gross score. Therefore, there is no adjustment to a player's MTHI based on the performance in this event.

Sweet Sixteen (est. 2005)

Players throw out their worst 2 scores (relative to par). The best 16 scores (relative to par) are counted toward the final score.

Low score wins

Tin Cup (est. 1999)

Low net score wins.

The TOUR Championship (est. 2005)

Invitational: Eligible players are ranked in the top-10 on any regional divisions' money list at the end of the regular season, or **in the top-20 on the overall Money List**. The defending champion, if a current member, is exempt from qualifying.

Low net score wins.

Two-Stick Classic (est. 2001)

Players may only use 2 clubs of choice and a putter during the competition. Any 2 clubs of choice may be selected but must be committed to before the first tee and remain the 2 clubs of choice for the entirety of the tournament.

Low net score wins.

Ugly Pants Open (est. 2001)

Low net score wins.

Additionally, players vote after the tournament on the most outrageous outfit worn by a player. The winner receives a \$40 credit for the following years membership fees.

Low net score wins.

The WESTERN Championship (est. 2005)

Invitational: Eligible players are that season's tournament winners from the West division and those players ranked in the top-20 on the West division's Money List at the end of the regular season.

The defending champion, if a current member, is exempt from qualifying.

Low net score wins.

Western Swing (est. 1999)

Low net score wins.

Appendix B

The Rules of Golf in Brief

No more than 14 clubs in your bag

Be sure you can identify your ball from others. If you cannot identify it as yours, it is considered lost (1-stroke penalty)

Tee off within 2-club lengths behind the front edge of the tee markers.

If your ball is moved by someone else or another ball, replace it with no penalty to you.

If your ball in motion is deflected by or stopped by another ball in play and at rest, play your ball as it lies and, if your ball and the other ball were on the green before your stroke, then you incur a 2-stroke penalty.

A ball on the putting green may be lifted but its position must be marked.

If your ball is in “casual water” or “ground under repair”, you may drop without penalty within 1-club length of the nearest point of relief not nearer the hole.

A ball hit into a water hazard may be played as it lies or may be dropped any distance behind the water hazard on the line at which the original ball crossed the margin of the hazard and incurring a 1-stroke penalty.

A swing at the ball with the intention of hitting the ball must count as a stroke even if the ball is missed.

Observe proper etiquette:

Play without delay

Replace divots, rake sand traps, repair ball marks

Do not step on the line of another players putt

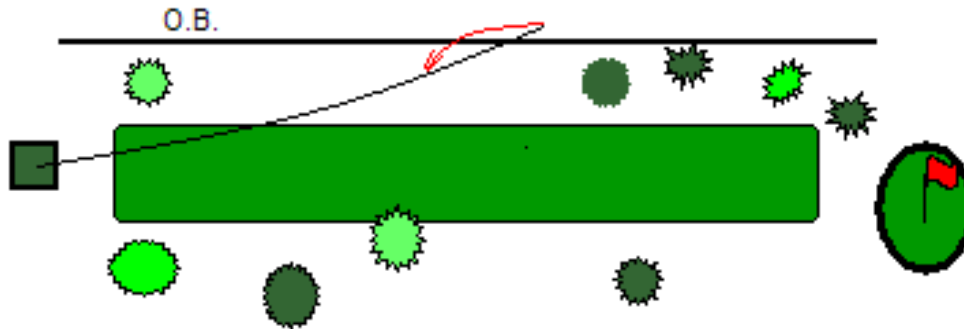
Do not play until you are sure the group ahead of you is out of the way.

Appendix C

Illustration of Rule 5.1.2, 5.1.7, and 5.1.8

CASE 1: Shot hit out-of-bounds

Go back as far as desired on the line of the original shot to place a ball and take a 1-stroke penalty. Beware of the amount of time taken to proceed so as not to delay the next group. Alternately, a player may move 2-club lengths, no closer to the hole, and take a 1-stroke penalty.

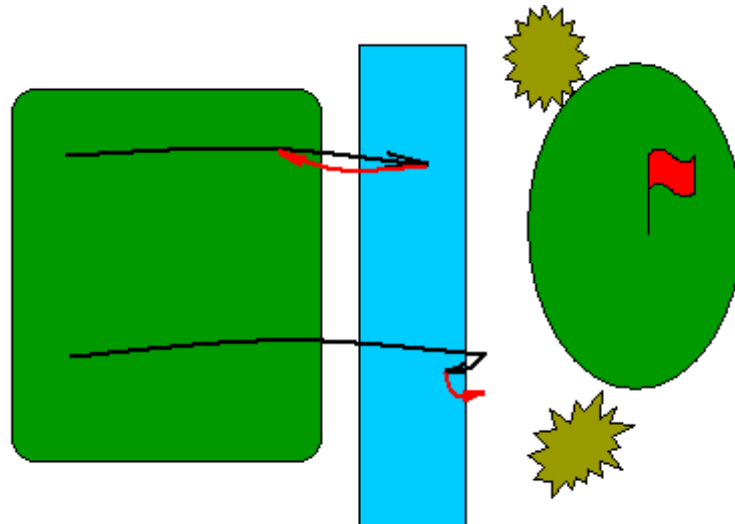


CASE 2: Shot hit into a hazard

Go back as far as desired on the line of the original shot to place a ball and take a 1-stroke penalty.

CASE 3: A shot over the hazard that falls back into the hazard

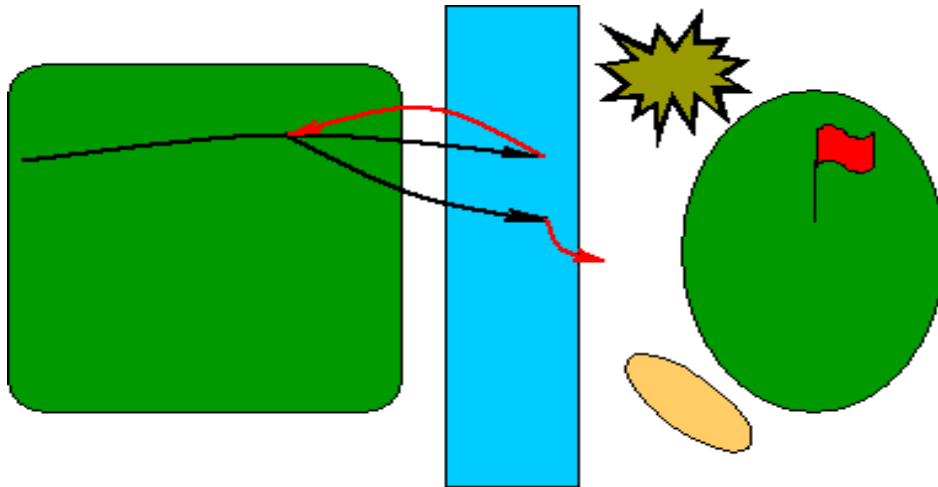
Ball may be placed on the other side of the hazard minimizing the distance gained to the hole and taking a 1-stroke penalty.



CASE 4: 2nd shot into the same hazard

After hitting into a hazard for a 2nd time, a ball may be placed ahead of the hazard (taking a 2nd penalty stroke)

REMEMBER—Any time there is a known “drop area”, a player may place a ball in the drop area (1-stroke penalty) after the first hit into the hazard.



Appendix D

Example calculations of MTHI

A player has recorded the following gross scores in Mulligan Tour tournaments that resulted in the evolution of his MTHI:

Event	MTHI	Gross Score	Par / Rating / Slope	Strokes	Net Score	HD	New MTHI
1st	0.0	106	72 / 71.3 / 124	0	106	31.6	0.0
2nd	0.0	100	71 / 68.7 / 107	0	100	33.1	0.0
3rd	0.0	98	72 / 70.6 / 120	0	98	25.8	12.9
4th	12.9	101	71 / 69.0 / 119	12	89	30.4	15.5
5th	15.5	103	71 / 68.3 / 114	13	90	34.4	18.1
6th	18.1	97	70 / 67.5 / 108	15	82	30.9	23.2
7th	23.2	95	72 / 69.9 / 118	22	73	24.0	21.4
8th	21.4	98	72 / 72.3 / 125	24	74	23.2	19.5
9th	19.5	92	72 / 70.1 / 120	19	73	20.6	18.1

Net Score = gross score – Handicap strokes

Handicap strokes = MTHI X (slope / 113) minus the difference between rating and par (and rounded off)

$$HD = \frac{\text{gross score} - \text{rating}}{\text{slope}} \times 113$$

MTHI = (Average of 3 lowest HD from last 6 events) X 0.80
(after 6 events)

Appendix E

Recommended conduct during tournament play

If an opponent suspects that a player is not proceeding properly with a drop placement or other ruling, the opponent may advise the player of his beliefs for a proper play. This should be done in a courteous manner. There should never be arguing or demeaning comments which may adversely affect the continuing play of the opponent, the player, and possibly the other participants in the same playing group.

The player must ultimately decide how to proceed. This must be done quickly so as not to delay play. An opponent that believes a player has not proceeded properly **MUST NOT** antagonize or further disrupt the play. The opponent should leave the matter alone, continue play, and then bring the matter to the Rules Committee after the round is complete. The Rules Committee will make a **FINAL** judgment on the validity of the play and assess penalty strokes if so ruled.

Players should not be offended if a matter involving them is brought to the Rules Committee. As informed in the **Rules and Regulations**, the Mulligan Tour does not incorporate on-course marshals and can only resolve issues and conflicts after play is completed.