Liga Golf - Copa MX League Rules

1. League Format & Match Structure

1.0 How It Works

- The league consists of **9 total matches** within each conference, with **10 players per** conference.
- Each player must compete against the **9 other players** in their conference during the **9-session schedule**.
- Each session has a **14-day window** (Saturday Friday, 14 days later) for matches to be played.
- The league is divided into **two conferences**, with each conference further divided into **two divisions** of **5 players each**.
- The **top 2 players in each division** (based on total points) will advance to the **playoffs** after the 9-session season.

1.1 Points System

- Win: 2 points
- Tie: 1 point
- Loss: 0 points
- Missed Match: If a player cannot complete their match within the 14-day window, they receive 0 points, while the opponent gets 1 point.
- Season End Tie Breaker:
 - First Tie Breaker: Head-to-head winner.
 - Second Tie Breaker: Last round best score with handicap.
 - o **Third Tie Breaker:** Best 3 ending scores in the last match played.

1.2 Match Scheduling & Locations

- Matches will be scheduled on Saturdays and Sundays to accommodate everyone, but flexibility is appreciated, including course locations.
- If you choose to play on a **different day** within the **14-day window**, coordinate with your match opponent.

- Players may elect to play at a different golf course within the window.
- Notify Guillermo (Memo) if playing at a different course so live scoring can be activated for that location.
- Matches must be completed within the 14-day session window to avoid forfeits.
- If playing at a different course within the window, an **adjusted scorecard with** handicaps will be provided.
- No make-up rounds after the 14-day window, except for serious injury or family emergencies (league committee reserves approval rights).

2. Match Scoring & Scorekeeping

2.0 Live Scoring & Scorecards

- We recommend using **Live Scoring via the league website (GLS)** during the match.
- One player should enter scores live, while the other keeps a physical scorecard.
- After the match, compare scores for accuracy.
- Both players MUST sign the scorecard and submit it to a league committee member.
- If playing on another day without a committee member present, take a picture of the signed scorecard and text it to a committee member.

3. Ball Rolling & Course Conditions

3.0 Ball Rolling Rules

- No ball rolling except in the fairway on weather-permitted days, within one club length, and must remain in the same cut of grass.
- No clean and place in the rough or sand unless there is standing water.
- Any ball movement or sand footprint adjustment must be approved by your match partner.
- The committee will determine clean and place allowances based on weather before play.
- Tree Root Rule: If your ball lies on or near a tree root, you CANNOT improve your lie. Improving your lie will result in a one-stroke penalty.

• Footprint in Sand: If a ball lands in a footprint in the sand, the player must ask their match opponent for approval before raking and replacing the ball. The opponent must agree without dispute.

4. Out of Bounds & Provisional Balls

4.0 OB & Provisional Play

- Players must hit a provisional ball if their shot is suspected to be out of bounds or lost.
- If a ball is **OB** or lost, players may take stroke-and-distance relief or an alternative drop rule (drop near fairway with penalty stroke, if allowed by the league).
- USGA OB rules apply unless modified by a league decision.
- Some courses have **specific OB rules**, and we will follow **USGA rules** unless a course rule requires otherwise.

5. Putting Rules

5.0 Gimmies & Putting Guidelines

- **Gimmies:** Putts within **putter grip length** may be conceded but **must be agreed upon by both players**.
- No gimmies on birdie or par putts.
- All birdies and pars must be holed out. For all other putts, the gimmie rule may apply.

6. Tee Boxes & Pace of Play

6.0 Tee Assignments

- All players must use blue tees (or designated equivalent).
- League will aim to keep yardage between 6,300 6,700 yards.
- No tee box adjustments based on age.

6.1 Pace of Play

- Keep pace with the group ahead.
- **Lost balls:** 3-minute search time limit.
- Ready Golf is encouraged—players hit when ready rather than waiting for honor.

7. Handicaps & Adjustments

7.0 Handicap Calculation

- Handicaps follow official league calculations and cannot be manually adjusted by players.
- Adjustments are based on previous rounds.
- New players receive an estimated handicap, which adjusts over multiple rounds.

8. Weather & Cancellation Policy

8.0 Weather Delays & Rescheduling

- Weather decisions are made by the **committee before scheduled matches**.
- Weather-affected rounds may be rescheduled within the 14-day session window.
- If a course is deemed **unplayable**, the session **may be moved** within the same window at the committee's discretion.

9. League Fees & Prizes

9.0 Payment & Payouts

- League dues must be paid by March 29th (before Session 2 begins).
- The GLS website tracks live scoring, standings, and schedules.
- Cost per player: \$20 for league website access.
- **League Dues:** \$120 per player.

9.1 Prize Breakdown

• 1st place: \$900

• 2nd place: \$600

• 3rd place: \$300

• 4th place: \$200

10. Sportsmanship & Conduct

10.0 Code of Conduct

 No arguing about rules or with competitors. Repeat offenses may result in league removal.

- Honesty & Integrity: Players must self-report scores accurately.
- Respect for Competitors: Unsportsmanlike conduct will not be tolerated.

11. Scorekeeping & Discrepancies

11.0 Score Verification

- Although **live scoring** is available, a **physical signed scorecard** is required for official records.
- **Disputes** must be reported to the **committee immediately** for resolution.