



**2024 MGA SENIOR PLAYERS' &  
MID-PLAYERS' CHAMPIONSHIPS**  
Deacon's Lodge Golf Club – Breezy Point, Minn.  
June 10-12, 2024  
**Local Rules & Information Sheet**



**TEES:** **SENIOR PLAYERS** will play from the **BLUE MGA TEE MARKERS**. (6,414 yards, Par 72)  
**MID-PLAYERS** will play from the **GREEN MGA TEE MARKERS** (6,761 yards, Par 72)

**Championship Format** – 18 holes, match play. In Pool Play, matches may end in a tie. Players will earn one point for a win and one-half point for a tie. After three rounds, the player with the greatest number of points in each group will advance to the Quarterfinal round on Tuesday PM. The Semifinal and Final rounds will be played Wednesday AM and PM, respectively.

In the event of a tie in points within a group after three rounds, the players who are tied will playoff on the course in a stroke play, "sudden death" manner. The playoff will begin at the next hole AFTER both matches are concluded in Round 3. For example, Player A wins his match on the 13<sup>th</sup> hole and finishes with 2 points. Player D wins his match on the 16<sup>th</sup> hole and finishes with 2 points. A and D will have a playoff beginning on the 17<sup>th</sup> hole.

Beginning with the Quarterfinals, matches that are tied after 18 holes will continue until a winner is decided. If possible, matches will continue to the 1<sup>st</sup> hole played; however, conditions may require use of another hole. If a match goes extra holes, it is a continuation of the match.

**RULES OF PLAY**

All play is governed by the Rules of Golf, the MGA Terms of Competition, Pace of Play policy, Notice to Competitors, Entry Blank and the following local rules. **NOTE:** Disregard all local rules printed on the local scorecard.

**OUT OF BOUNDS:** The inside edge of the road (pavement) bordering Hole #9.

**PENALTY AREAS:** When both stakes and lines are present, Penalty Areas are identified by stakes and defined by lines.

**GROUND UNDER REPAIR:** In addition to areas circled by white lines, the following areas are deemed to be *ground under repair*:

- (1) All cultivated flower and shrubbery beds – **No Play Zones**

**OBSTRUCTIONS:** In addition to the standard obstructions, the following are treated as obstructions split rail fencing, exposed bunker edging, and worn areas attached to artificially surfaced cart paths. When artificially surfaced areas touch or encircle an obstruction or area of GUR, they may be treated as one obstruction.

**WASTE AREAS:** Waste areas are to be played as part of the "General Area" and can be differentiated from bunkers by the fact there are no rakes present and waste areas are (often) unprepared with rocks present.

**PACE OF PLAY:** The Pace of Play Policy posted on the Championship landing pages are in effect.

**RULES COMMITTEE:** Doug Hoffmann© and Mike Damman

**NOTE: In the event you need an Official and one is not immediately available,  
please call Doug Hoffmann – 612/964-4249.**