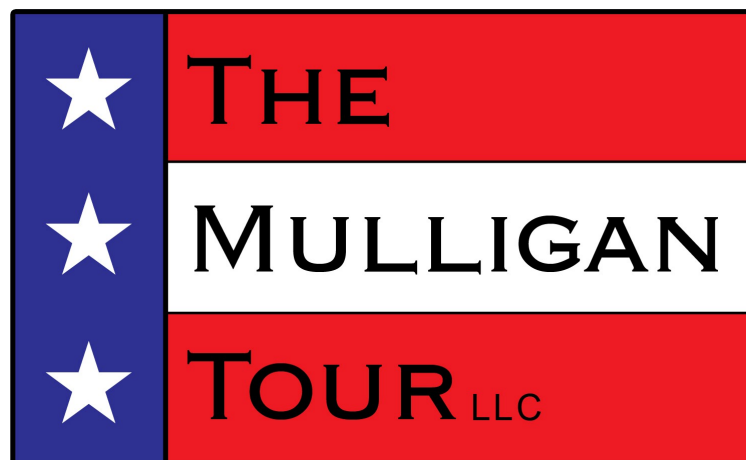


The  
RULES AND REGULATIONS  
OF THE  
**MULLIGAN TOUR**  
**2022**



Revised: February 2022

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## **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 Holdings, LLC is a limited liability corporation that is responsible for conducting a series of golf tournaments 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.

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. The most up-to-date information will always be on the Tour's website ([www.themulligantour.com](http://www.themulligantour.com))

### **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 Policy Against Discrimination**

It is the policy of The Mulligan Tour Holdings, LLC that it does not and shall not discriminate on the basis of race, color, religion (creed), gender, gender expression, age, national origin (ancestry), disability, marital status, sexual orientation, or military status, in any of its activities or operations.

## 5.0 Responsibility of the Mulligan Tour Player

### 5.1 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 the Tour Player) 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 can be done by e-mail to [entry@themulligantour.com](mailto:entry@themulligantour.com) or at the website <https://mulligantour.golfsoftware.net>. Registration deadline is 8pm on Thursday's - 1 week prior. However, registration is only "complete" when the Mulligan Tour has received the entry fee for that tournament — by check (in the mail) or via electronic payment method — Zelle or PayPal.com

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.

After the registration deadline has passed, if there are still spots available the Tour President will add members based on time/date of email registration.

### 5.2 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.

- 1) Inform the Mulligan Tour President (Chuck Withey) of the wish to withdraw.
  - A) if the withdrawal is within 36 hours of tee time then the next steps will be applied.
- 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 the MT President will see if a rain check/credit can be given to the player.

A withdraw inside of 36 hours does not assure a refund to the Tour Player of the tournament greens fee.

## 6.0 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 needs to be avoided. 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.

Some Tournaments are based on walking. Power carts are otherwise optional at the Tour Player's expense payable at the Pro Shop.

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 imminent then the tournament will be postponed. See section 5.7 for postponement of tournaments.

## 6.1 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:

- 6.1.1 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 they start on). Once the player leaves the tee box, they may not return to hit the mulligan. There is **NO** allowance for a “provisional” Mulligan.
  
- 6.1.2 A ball hit out-of-bounds incurs a 1-stroke penalty but without loss of distance. The ball may be placed anywhere along 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.
  
- 6.1.3 Any kind of marks on the putting green can be repaired– including spike marks. The Mulligan Tour encourages players to repair any ball marks found on the green as stewards of the game.
  
- 6.1.4 A 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.
  
- 6.1.5 A 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 6.1.9.
  
- 6.1.6 3-putts 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.
  
- 6.1.7 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.
  
- 6.1.8 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.
  
- 6.1.9 A 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. Please note the USGA rules can also be applied where the ball can be moved to a new spot in the bunker for 1 shot penalty or dropped outside the bunker for a 2 shot penalty.

- 6.1.10 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.
- 6.1.11 There are no "gimme" putts (except for the 3rd putt). Please refrain from "raking" in short putts.
- 6.1.12 If a player believes that a putt went into the cup and hit the liner and bounced out, the player must finish the hole and score accordingly. However, the player may request a stroke deduction from the Rules Committee, if at least one other player in the group concurs.
- 6.1.13 Some tournaments have additional mulligans that can be purchased for the benefit of a charity. These mulligans can vary by tournament at tee, fairway and or putts. These mulligans when hit are considered used but the Player has the option to play the mulligan or the original shot. Please note when hit the mulligan is considered played/used regardless if it is used.

## 6.2 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 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.

## 6.3 Player Scorecards

Players must sign their scorecards and then turn it into the Tournament Commissioner. The Commissioner will verify the scorecards and complete the tournament.

MT will send out a Excel Spreadsheet that is the tournament scorecard. Players need to print their scorecard or use a course scorecard.

Tour Scorecards will 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, or X if the player did not finish the hole)

Failure to submit a scorecard with your signature may be 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.

## 6.4 Prize Money, Trophies, and other awards

### 6.4.1. Prize Money

Each tournament has a set purse with a minimum of the top-7 places (determined by net score) receiving a cash award. In general:

1st place	\$32	5th	\$8
2nd place	\$24	6th	\$5
3rd place	\$16	7th	\$4
4th place	\$11		

In some events, cash awards extend beyond 7th place.

All earned prize money will be accrued during the season and distributed to the players at the end of the season in one check.

### 6.4.2 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 Holdings, LLC. The only exception is the Tournament of Champions and that is an annual crystal trophy given to the winner to keep.

### 6.4.3 Other Awards

Some tournaments have on course prizes for “closest-to-the-pin”, “longest drive”, or other challenges. All Tour players and guests are eligible for these prizes. I

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.

## 6.5 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:

Tournament Commissioner will decide the playing order.

The players involved will play a 4-hole aggregate score putt playoff on the courses’ practice putting green. 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.

## 6.6 Ties for 2nd, 3rd, and 4th place

In the event of any ties for 2nd or lower the collective prize money for the number of people tying for a position will be added together and then divided by the number of people tied. The following is an example:

2 players tie for 2nd	$\frac{2nd / 3rd}{(\$24+\$16)/2} = \$20$ each
2 player tie for 4th	$\frac{4th / 5th}{(\$11+\$8)/2} = \$9.50$

## 6.7 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.

## 7.0 Tournament Handicap

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, subtract the difference between par and course rating, and rounded up if at 0.5 or higher. Par, slope, and rating figures from the tee box being played will be used for that player as based on GAM course directory, if available.

Example: Player with MTHI of 17.4 playing a course where par = 72 slope = 121 and rating = 69.8  
Strokes:  $17.4 \times (121/113) = 18.63$  strokes -  $(72-69.8) = 16.43$  rounds down to 16 strokes

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

## 7.1 Calculation of Mulligan Tour Handicap Index (MTHI)

MTHI = 85% of the average of the 5 lowest handicap differentials from the last 10 tournament scores on the Mulligan Tour

The MTHI of all players is updated after each weekend. Please note that a player's MTHI will not be updated between tournaments within a weekend. All Handicaps are maintained at <https://mulligantour.golfsoftware.net> You will see your tournament gross scores and see what 5 tournament scores are being used to determine your MTHI.

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 (non paying member) for more than 1 year, then that player will return with a temp-3 MTHI. The 3 most recent scores, no matter how old, will be used for a returning member if he/she have been off the Tour for more than 1 year.



## 7.2 Temporary MTHI

New members to the Tour must spend their first 3 events in “Qualifying Tournaments”. While establishing their MTHI is 0.0 (and therefore does not receive any handicap strokes) and is not eligible to win or claim prize money. At the beginning of every tournament calendar year there are 2 or 3 Q School events that new members or members re-establishing their handicaps can play to build their MTHI. 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 (semi-pro) MTHI = average of 3 lowest HD from last 6 events X 0.80
- 8th event (Tour-Pro) MTHI = average of 3 lowest HD from last 7 events X 0.85
- 9th event (Tour-Pro) MTHI = average of 4 lowest HD from last 8 events X 0.85
- 10th event (Tour-Pro) MTHI = average of 4 lowest HD from last 9 events X 0.85
- 11th event and beyond (Tour-Pro) MTHI = average of 5 lowest HD from last 10 events X 0.85

New members are encouraged to attend the 2 or 3 preseason Q-School events and establish their MTHI quicker. Please note there are several tournaments that don't count towards your handicap – Memorial, Strokes on a Rope, Match Play and any event after the Tour Championship.

## 7.3 Handicap Strokes

Based on each Player's MTHI a tournament handicap (strokes) is calculated. Unless otherwise noted for a tournament the low nets score is the winner. Handicap strokes are allotted starting on the #1 handicap hole.

Net score = gross score - handicap strokes

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

See Appendix D for some examples.

## 8.0 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.

## 9.0 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. As per Rule 4.0 Mulligan Tour does not tolerate any discrimination

Infractions will be reviewed by the Mulligan Tour Board 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 Friday round. PGA choices must be made by 8pm the Thursday before the event

In the event that both players do not post a score, for what ever reason, a score of 3-over par (+3) or equal to the worst score assigned to another team that is worse than a +3.

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

Low team score wins.

## **Breast Cancer Awareness Open (est. 2019)**

Low net score wins.

## **Caddyshack Classic (est. 1999)**

Low net score wins.

## **Carrington Classic (est. 2006)**

Low net score wins.

## **Casino Classic (est. 2010)**

Low net score wins.

## **Canadian Open (est. 2018)**

Low net score wins.

## **Chelsea Classic (est. 2005)**

Low net score wins.

### **Cherry Creek Classic (est. 2011)**

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.

### **EASTERN Championship (est. 2010)**

Invitational: Eligible players are that season's winners of East tournaments and those players ranked in the top-20 on the East division's Money List at the end of the regular season. The defending champion, is an automatic qualifier.

Low net score wins.

### **East Side Charity Classic (est. 2011)**

Low net score wins.

### **Fifty Cent Classic (est. 2007)**

Low net score wins.

### **The Fox Hunt (est. 2005)**

Players earn from 1 to 6 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. This is a Par 3 event and the gross score is not used in MTHI calculations.

Most points wins.

### **Harbour Pointe Open (est. 1999)**

The 16 lowest net scores (and ties) from the "open" round are eligible to play in the championship round on the next day.

Low net 36 hole cumulative score wins.

### **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-person scramble format with both partners hitting shots every time. In a scramble the players choose the best shot to hit their next shot. Once the a ball (shot is selected) both partners shoot from that spot (within 1-club length, no closer to the hole EXCEPT ON THE GREEN)

On the putting green or fringe ball may be moved 6 inches but no closer to the hole.

Low net score wins.

Note: Special rule for the Memorial: 1-club length move may allow team to remove ball from hazard or from out of bounds/play.

Number of handicap strokes determined by the following formula:

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

Handicap strokes may go negative.

Mulligan Tour members still in Q-School may play with MTHI = 0 (exception to Rule 6.2) or play as an amateur team. Amateur teams (no established MTHI for one or both players) are not eligible for prize money or winning the Green Towels.

Note: This tournament does not adjust a player's MTHI.

## **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. Utilizing a standard tournament bracket system.

For example in Round 1 - Player #1 vs #16, Player #8 vs #9, Player #5 vs #12 and so on.

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 does not hole out at the "max score" (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 on hole #1 or #10 if allowed by the host course. Or, if both players agree, the match can be decided by 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 winners of Central tournaments 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, is an automatic qualifier.

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:  $\text{MTHI} / 2$

This is a Par 3 tournament and the gross score is not calculated as part of their MTHI.

### **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 scores from all 4 team members. The team consists 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 Friday round (the week of the Quad Tournament). Draft choices must be submitted by 8:00pm on the Thursday night. 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.

### **Reatha Jackson Memorial Tournament (est. 2017)**

Low net score wins.

### **Red Oaks Shootout (est. 2013)**

The 4 low net scores (and ties) from the 9-hole regulation tournament, participate in a 5-hole "shootout" on the putting green. Players earn 5 points for a 1-putt, 3 points for a 2-putt, 2 points for a 3-putt and 1 point for a 4-putt. Most points wins. This is a 9 hole event on an Executive Course layout and the gross score will not be calculated in MTHI

### **Red, White and Blue Tournament (est. 2018)**

This event Celebrates our Independence day. All players will play from 3 different tee boxes. Men will play the Par 3 from the Reds, Par 4 from the Whites and Par 5 from the Blues. Women will play the Par 3 from the Blues, Par 4 from the Reds and the Par 5 from the Whites. The women will be given an additional 4 strokes to their handicap.  
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 no winner per hole the money is "carried over" and added to the next hole. Money earned in the Skins Game is unofficial (does not count on the Money Standings).

### **Sparty Classic (est. 2010)**

Low net score wins.

### **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 or in the cup. That length of string is cut off and discarded. Note: A handicap differential cannot be calculated without a true gross score. This tournament does not adjust your MTHI.  
Low score wins.

### **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-15 on any regional divisions' money list at the end of the regular season, or in the top-30 on the overall money list. The defending champion, if a current member, is exempt from qualifying.  
Low net score wins.

### **Tournament of Champions (est. 2017)**

Invitational: only tournament winners during the current season are eligible to play in this tournament. Eligible winners includes all team members from the winning Commissioners cup team.  
Low net score wins

### **Two-Stick Classic (est. 2001—discontinued 2020)**

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 cannot be changed during the event.  
Low net score wins.

### **Ugly Pants Open (est. 2001)**

After the tournament the players will cast a paper ballot (vote) for the most outrageous (yet still in good taste) 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 winners of West tournaments 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, is an automatic qualifier.  
Low net score wins.

### **Little Diablo Salsa - 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 (club being used to hit shot) 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.

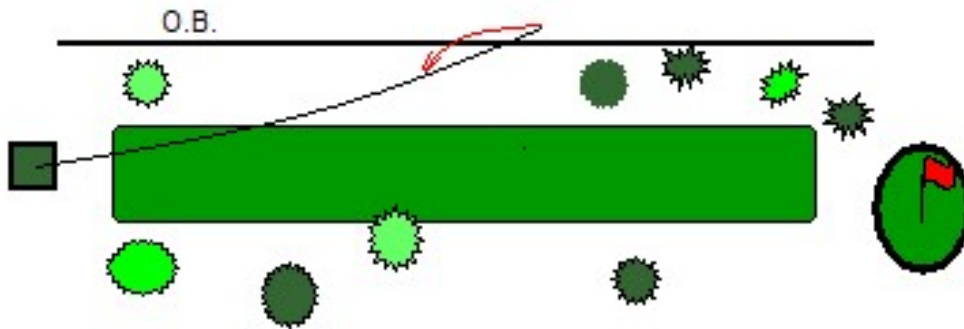
Do not play until you are sure the group ahead of you is out of the way.

# 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.

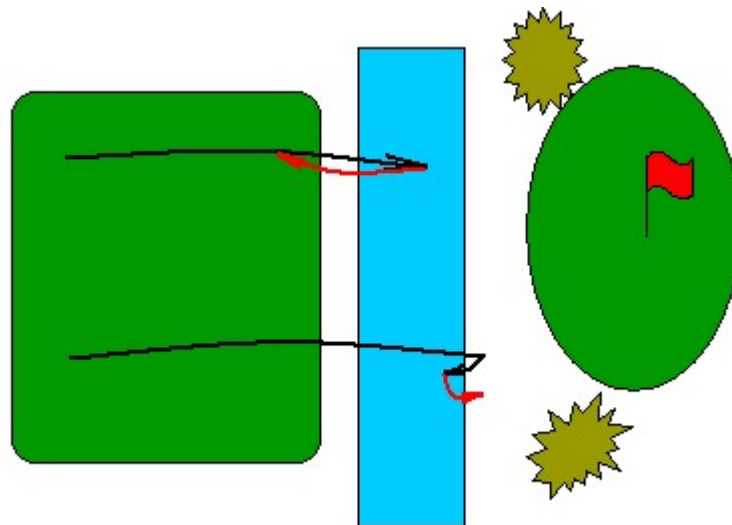


### CASE 2: Shot hit into a hazard

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.

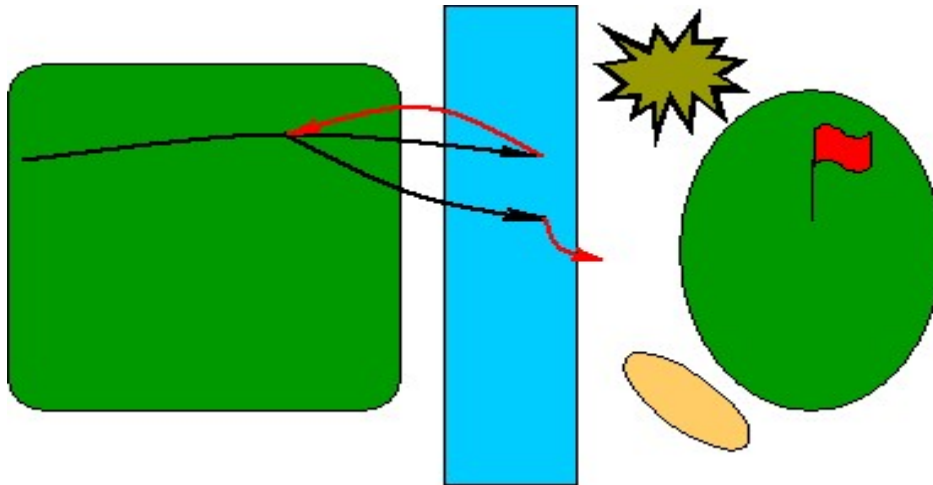




**CASE 4: 2nd shot into the same hazard**

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	11.0
4th	11.0	101	71 / 69.0 / 119	10	91	30.4	13.2
5th	13.2	103	71 / 68.3 / 114	11	92	34.4	15.4
6th	15.4	97	70 / 67.5 / 108	12	85	30.9	23.2
7th	23.2	95	72 / 69.9 / 118	22	73	24.0	22.7
8th	22.7	98	72 / 72.3 / 125	25	73	23.2	21.8
9th	21.8	92	72 / 70.1 / 120	21	71	20.6	19.8
10th	19.8	99	72 / 68.8 / 117	17	82	29.2	24.4

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 5 lowest HD from last 10 events) X 0.85**  
(after 10 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/her 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 deemed necessary.

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.