

Liga Golf - Copa MX League Rules

1. League Format & Match Structure

- **How It Works**

- The league consists of **11 total matches** within each conference, with **12 players per conference**.
- Each player must compete against the **11 other players** in their conference during the **11-session schedule**.
- Each session has a **14-day window** (Saturday - Friday, 14 days later) for matches to be played.
 - If League has a Back to Back weekend matches, the 14 day window still applies. League will try to match you up with your missed match from prior week while still playing your current match. This means you may have two matches on the same day.
- The league is divided into **two conferences**, with each conference further divided into **two divisions of 6 players each**.
- The **top 3 players in each division** (based on total points and Tie breakers) will advance to the **playoffs** after the 11-session season.
- Top player **IN EACH** conference will receive a bye in the first round while the the remaining players will need to go head to head to advance. Player will face off each other based on ranking. Ex: 3vs 6, and 4 vs 5.

- **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.
 - **Third Tie Breaker:** Best 3 ending scores in the last match played.

- **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.

If a player who initially cancelled their match, makes a number of attempts to make up game within the 14 day make up period, and the their match refuses or makes no attempt to accommodate, that player will lose the 2 pts and the other player will get 1 pt. If both players cannot make up the match, it will be deemed a forfeit or 1 pts each. Committee will decide based on the situation.

- 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).

Course Selection Process

The league will continue to **select the courses played** and will not commit to selecting specific courses for specific players.

The committee will continue to make every reasonable effort to keep course selection as fair and balanced as possible for all players. However, there is **no perfect or exact method** to achieve complete equality.

All league players are expected to **respect league decisions** regarding course selection.

Notes:

Travel distance and fairness were discussed. Limiting courses was considered but not adopted. Course selection remains a league managed decision.

2. Match Scoring & Scorekeeping

- **Live Scoring & Scorecards**

- We are enforcing a rule that one player in the group must enter **Live Scoring via the league website/APP (GLS)** during the match.
- One player should enter scores **live**, while another player in that group **MUST** keep 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

- **Ball Rolling Rules**
 - **No ball rolling** except in the **fairway** on weather-permitted days, within **6 inches or a scorecard length (top to bottom / NOT left to right)**, and must remain in the **same cut of grass**.
 - **No clean and place** in the rough or sand unless there is **standing water**.
 - 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

- **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 / Gimme Rule

- Every player's putter will be measured to **16 inches from the bottom of the grip**
- Any putt **inside 16 inches** is considered a gimme and may be picked up
- Any putt **outside 16 inches** must be put out and is **not** a gimme
- Measurement standard applies equally to all players
- No exceptions based on situation, score, or match status

Notes:

This rule creates a clear, objective standard and removes judgment calls or disputes between players.

6. Tee Boxes & Pace of Play

- **Tee Assignments**
 - All players must use **blue tees (or designated equivalent)**.
 - League will aim to keep **yardage between 6,300 - 6,800 yards**.
 - **No tee box adjustments** based on age.
- **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

- **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

- **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 / 2026

Fee Structure:

- League Fee: \$100
- League App and Website: \$32
- Trophies: \$5
- Handicap Golf Site Fee: \$5

Notes:

All members will be informed of the full fee breakdown prior to the start of the season.

- **Prize Breakdown**
 - **1st place:** \$1000
 - **2nd place:** \$700
 - **3rd place:** \$400
 - **4th place:** \$300

10. Sportsmanship & Conduct

- **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

• Score Verification

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

Management of the \$20 Committee Game

This is **not a league rule**, but a league decision.

The league committee will **not** run, operate, collect, or manage the \$20 game. If players wish to participate in a \$20 game, it must be **organized, collected, and operated by players outside of the league committee**.

The league committee already carries significant responsibility related to league operations and outcomes, and adding management of side games would create unnecessary burden.

Notes:

Players are asked to be respectful of committee members' time so they can remain focused on league administration and operations.

Important

If the league receives **two or more complaints involving any players**, the committee reserves the right to review the situation and **remove a player from the league** if necessary.

If a player is removed and has already paid the full league fee, the league fee will be **refunded at a prorated rate**.

Notes:

The intent of this rule is to maintain a **fun, respectful, and competitive league**. This is not meant to be punitive, but rather to protect the overall league experience for all players.