

**RULES:**

- 1) The format for TNML shall be Match Play. A blast from the air horn will signify the end of the match at 4½ hours from the start of play. Only teams with all four balls on the green will be allowed to finish the hole. Teams failing to complete all 18 holes will not be eligible for bonus points (example: three players on the green and one player about to chip on). Your point total may only reflect the holes that are completed prior to the horn being sounded. Everyone else must end their match, total their scores and proceed to the clubhouse after the horn is blown.
- 2) Your point total may only reflect holes that are completed prior to the horn being sounded.
- 3) Teams failing to complete all 18 holes will not be eligible for bonus points.
- 4) All players must have active and established handicaps. Strokes are awarded to the higher handicap player based on full handicap. The lowest handicap player nets down to zero.
- 5) Each hole is worth 1 point, ½ point if you tie hole. There is a possibility of winning 72 points each night
- 6) **Bonus points:**
  - If a team scores 36.5 points or more, they shall receive 2 bonus points.
  - If a team scores 36.0 points, they shall receive 1 bonus point.
  - If a team wins all 4 individual matches, they shall receive the 2 bonus points plus an additional 4 points, for a total of 6
- 7) Any points to be deducted as a result of penalties are subtracted after the points and any bonus points have been added. Examples include:
  - If a team does not field 4 players, that team will be penalized 6 points for each missing team member.
  - 5 point penalty for leaving match before completing 9 holes. No matter the reason.
  - 3 point penalty for leaving match after completing 9 holes but <18. No matter the reason.
- 8) If a team has only 3 players, one player will play 2 matches. (playing only his ball)
- 9) Please ensure if you need to utilize the spare list that you have exhausted all options within your team before adding your team to the list. As of 2:00pm each Thursday teams that have been allocated a spare will be committed to that spare. Breach of this rule will incur a 12 point deduction off that week's team point total. (example: being assigned a spare but still showing up with 4 players)
- 10) **\*New for 2016\*** If you have lost the hole but have not holed out yet, please pick up your ball and proceed to next tee. For handicap purposes follow the Golf Canada Handicap Manual procedure of 'Most Likely Score'. (see below)

**Definition:** A "most likely score" is the score a player must post for handicap purposes if a hole is started but not completed or if the player is conceded a stroke. The most likely score consists of the number of strokes already taken plus, in a player's best judgment, the number of strokes the player would need to take to complete the hole from that position more than half the time. This number may not exceed the player's Equitable Stroke Control limit.

**Example 1:** A and B are playing a match. On a hole on which neither player receives a handicap stroke, A has holed out in 4; B has a 30-foot putt for a 5. B has lost the hole, and picks up. B records X-6 on the scorecard because 6 is B's most likely score.

**Example 2:** A and B are playing a match. On a hole on which neither player receives a handicap stroke, A is one foot from the hole, lying 4. B is 10 feet from the hole, lying 3. B putts and misses. They both concede a half. Both players record X-5 because that is their most likely score.