



MPGA Combination

September 20, 2026 *Hosted by Pebble Creek Golf Course*

Local Rules and Information Sheet

Play is governed by the USGA Rules of Golf, the MPGA Terms of Competition, the MPGA Model Local Rules, and the following MPGA local rules for Pebble Creek Golf Courses.

TEES & FORMAT: The MPGA Combination Championship will consist of **27 holes of stroke play**.

The Championship Division will be conducted from the Blue MPGA tee markers.

The Senior and First Flight will be conducted from the White MPGA tee markers.

The Second Flight and the Net Third Flight will be conducted from the Gold MPGA tee markers on the Championship Course and the White MPGA Markers on the Local9 Course.

The Local9 (across the street) will be played as a **Scramble**.

The Championship Course **Front Nine** will be played as a **Modified Alternate Shot** with each player hitting tee shots, then selecting the ball to be played and alternating shots until the ball is holed.

The Championship Course **Back Nine** will be played as a **Best Ball**.

Order of Play (depends on which course you start on):

- Championship Course Front Nine, Championship Course Back Nine, Local9 Course
- Championship Course Back Nine, Local9 Course, Championship Course Front Nine
- Local9 Course, Championship Course Front Nine, Championship Course Back Nine

The event could be shortened by Committee decision should there be a weather delay, darkness, or other incident that would cause a significant delay.

TIES & PLAYOFFS: In the event of a tie for 1st Place in each Division, a hole-by-hole playoff will be conducted immediately following play starting on Hole #1 of the Championship Course and will continue on successive holes until a Champion has been determined. The format for the playoff will be Modified Alternate Shot.

PACE OF PLAY: Pace of play will be strictly monitored. Please maintain your position with the group immediately in front of you.

ELECTRONIC MEASURING DEVICES: These devices, whether Rangefinders, GPS or Apps are permitted as long as they are used to measure distance only. Any additional functionality that will measure anything other than distance must be disabled. **1st Breach – General Penalty, 2nd Breach – Disqualification.**

OUT OF BOUNDS: Defined by white stakes and/or property fences or white lines between white stakes.

PENALTY AREAS: All Penalty Areas are identified by red or yellow stakes and/or red or yellow lines. When both lines and stakes are used to define penalty areas, stakes identify, and lines define the penalty area. Proceed following USGA Rule 17 – Penalty Areas.

DROP ZONES: A drop zone has been provided as an additional option on the following holes:

1. Hole #2: for a ball in the penalty area behind the green.
2. Hole #7 for a ball in the penalty area behind the green.

Note: No other drop zones are in play.

GROUND UNDER REPAIR: Areas circled by white lines are considered as ground-under-repair. Native Grass areas are considered “General Area.” You must play the ball as it lies or proceed under Rule 18 (Ball Lost) or Rule 19 (Unplayable Ball).

Notes:

1. Cultivated flower and shrubbery beds are considered a “No-Play Zone” and require a mandatory free drop.
2. **Rule 16.1 – Relief for Abnormal Course Conditions is in effect.** Areas in the General Area with reasonably damaged areas that are unmarked are a free drop.

IMMOVABLE OBSTRUCTIONS: The following are immovable obstructions and are only allowed relief if they impact the lie, stance and/or swing.

- (1) all artificially surfaced cart paths, service roads, including gravel and rock surfaced paths and roads and reasonable extensions thereof, and
- (2) stone pavers, rocks or timbers adjacent to a cart path are treated as part of the path.
- (3) Shelters on Hole #7 and Hole #15 and Pump House on Hole #7.

QUESTIONS ON RULINGS: If there are rule related questions and an MPGA official is not available, let your fellow competitors know you will play two balls, and select the ball whose score you wish to count. Subsequent to the round, please discuss with the Committee prior to signing the scorecard.

Severe Weather Course Evacuation Plan

Signals: ONE (1) long blast repeated = Discontinue Play *Immediately*,

TWO (2) short blasts repeated = Resume play

THREE (3) short blasts=Discontinue play for non-dangerous situation (ex. Fog, Darkness)

In the event of severe weather, go to the clubhouse. If a player believes he is in danger from lightning, he may discontinue play *without* permission from the Committee but must report to the Committee as soon as possible (Rule 5.7).