

### **MNM rules**

1. Hole #10 – If a ball hits the wire or pole the player must re-tee no matter what.  
(Since the objects are in the way between the tee and green)
2. Hole #11 – If a ball hits the wire and pole on the far right of the cart path, you must play your ball where it lands. (Since the wire and pole are not in the way between the tee and green)
3. Senior rules: (60+ tee's off from the yellow tips on par 5's only, whites on par 3's and 4's)  
(65+ tee off from yellow tips at all times.)
4. Players are allowed to fluff your ball only, but cannot move it no more than **1 INCH** of where it lands.
5. Players must notify their opponent prior to tee time if running late. If not notified the players already there tee off at the scheduled time can tee off alone and late players must take a stroke added from their handicap on the missing holes.
6. Max of 16 Handicap
7. Max of 10 strokes per hole
8. All tee's will be played as white (Dropping ball by line of flight) to speed up the match.
9. Cart Designations/ Hole-Already setup