

APPENDIX B – Tie Breaking Procedure

The MGA committee has decided to implement scorecard playoffs for breaking ties for any place that pays pro shop credit.

The same will be used for Top Dog Points for the same places as pro shop credit. Any other ties will be done according to Top Dog Tie breaker process.

The same will be used for Day Money for the same places as pro shop credit, if applicable.

Ties will be decided by matching scorecards of the teams tied.

If the winner of a competition is to be decided by a play-off (Only MGA Championship Club Champion), other position ties in the competition will be decided by matching scorecards.

The tie breaking procedure will be as follows.

Determine the winner based on the GROSS or NET score depending on award:

Compare scores on 10-18 until tie is resolved:

- Gross = The last nine holes (10-18). Net score = gross – (1/2 of handicap).
- Gross = The last six holes (13-18). Net score = gross – (1/3 of handicap).
- Gross = The last three holes (16-18). Net score = gross – (1/6 of handicap).
- Gross = And finally, the 18th hole. Net score = gross – (1/18 of handicap).

If there is still a tie, then the GROSS or Net score depending on award:

Compare scores on 1-9 until tie is resolved:

- Gross = The first nine holes (1-9). Net score = gross – (1/2 of handicap).
- Gross = The last six holes (4-9). Net score = gross – (1/3 of handicap).
- Gross = The last three holes (7-9). Net score = gross – (1/6 of handicap).
- Gross = And finally, the 9th hole. Net score = gross – (1/18 of handicap).

If this process does not result in a winner, the Committee could consider the competition a tie, or alternatively could decide the winner by chance (such as tossing a coin) or other method as designated by the Committee.