



Mulligans, Tosses & Contests

MULLIGANS

- A mulligan is an individual do-over.
- Mulligans **are not transferable** to another team member and cannot be used to win an on course contest (closest to the pin/line).
- A player must declare that she is using a mulligan before attempting a shot.
- Mulligans can be used for any shot where a do-over is desired but **cannot be used to do-over a toss**.
- The team doesn't have to use the mulligan result as their choice for where to play from. The mulligan result (which is the shot for **that person**) will be considered along with the shots from other teammates for the best ball position.

CONTEST HOLES & DRIVES

Closest to the line: Players may participate in closest to the line contest even if they have already reached the four drive maximum.

Player's ball is not counted as a drive and is not in play. The ball must be in the fairway to be in contention.

Closest to the pin: Player's ball must be on the green (and **not** on the fringe) to be in contention.

You must use 1 drive from each player, but no player's drives may be used more than 4 times in 9 holes.

TOSSES

- A toss is used to improve your team position.
- You can only use your toss as an extension of your shot. A toss can't be used to win an on-course contest (closest to the pin/line).
- A toss is a continuation of the previous shot with a better result. ***You do not count your toss as a stroke!***
- **Your team is not required to use the result of a toss.** The toss is evaluated in context of the other shots to determine the team's best ball position.
- **If your team accepts your tossed ball,** that ends your stroke, you step aside and you have used your toss.
- **If your team does not accept your ball** after being tossed, that ends your stroke, **you have used your toss** and you don't step aside because your ball wasn't selected as the best position.
- You can toss from any position on the hole **except if your ball is on the green.**

How to Use a Toss - You're lying three just **off** the green. You toss your ball onto the green and you're still lying three. If your ball is the closest to the pin and your team accepts your throw as the best ball to use, you mark your ball and step aside. Your team doesn't have to accept the result of your toss.