

## **Fairway Golf League (23-24)**

### **LOCAL SSV GOLF CLUB RULES**

1. Cart paths, curbing, water control boxes, rock creeks and french drains are man-made obstructions and free relief may be taken no closer to the hole.
2. Granite areas throughout the course are considered non-playable areas and free relief may be taken. Relief must be the closest point of relief and no closer to the hole.
3. The embedded ball and casual water rule are in effect through the green.
4. All lakes are played as lateral water hazards and are defined by the edge of the hazard.
5. Out of bounds is defined by white stakes, property fences, boundary walls, or the street edge of the hole you are playing.
6. When in doubt of correct procedure play a second ball. USGA Rule 20.1
7. Accidental Movement of a ball on the green. When a ball on the green is accidentally moved, replace to the original spot with no penalty.
8. Distance measuring devices are allowed.

The Sunland Springs Golf Club has implemented Rules of Play for all golfers to help ensure that all golfers will be able to enjoy playing at SSGC. The 7 simple rules are posted in the Pro Shop and on the rental carts for your review.

1. Observe 90-degree rule unless otherwise noted.
2. Keep carts on the path around the tees and greens.
3. Fix your ball marks and replace your divots.
4. Keep carts out of the granite areas.
5. Granite areas are considered non playable areas and free relief is recommended.
6. Play Ready Golf.
7. Have Fun!

## USGA Rules to Note and Remember

1. When playing from the tee ground, the ball must be teed up or placed between the markers and not more than two club lengths behind the markers, never in front of the markers. 2 stroke penalty and proceed to correctly play a second ball.
2. You may not improve your lie by moving, breaking, or bending growing vegetation. 2 stroke penalty.
3. If you play a stroke or strokes with the wrong ball, the penalty is 2 strokes.

## **Fairway Golf will be shared carts & tee time start.**

The following **WILL** be assessed penalties:

- 1) Out of bounds options. If the ball goes out of bounds one option is to take a 1 stroke penalty and play from same spot. The second option is to bring your ball to the fairway in line with where it went out of bounds. Place the ball within two club lengths of the rough and not closer to the hole. This option carries a 2-stroke penalty.
- 2) Ball goes in water-ball must carry. Drop in line of flight and add 1 stroke. The exception is Four Peaks #3. Must use the drop area.
- 3) Striking the wrong ball at any place on golf course-add 2 strokes at end of hole.
- 4) Hitting another person's ball on the putting green while putting-replace the ball that was hit and play your ball from where it lies-add 2 strokes at end of hole.
- 5) Unplayable in bunker, move within bunker for no penalty, or move it out of bunker (no closer to the hole) for 2 stroke penalty. In the event the bunker is not playable at all, i.e., Full of water, free drop outside the bunker, no closer to the hole.

The following **WILL NOT** be assessed penalties:

- 1) Hitting another ball when approaching green-no penalty-ball hit is replaced and your ball plays from where it lies.
- 2) Ball lost ON golf course-drop a ball and play on. If you're not sure it stayed on the course, play as out of bounds.
- 3) Unintentionally hitting outside the tee box
- 4) Ball ends up in gravel-drop on rough, NO closer to (1 club length) hole.
- 5) You may change ball at any time. You cannot improve your lie when replacing it.
- 6) You may carry as many clubs as you wish
- 7) Removing ball from hole (i.e. sprinkler head)
- 8) Ball on cart path-move it to nearest point of relief and play on
- 9) "Pick and clean" whenever needed, but only when needed. Notify playing partner. You may not improve the lie when replacing the ball.
- 10) Accidental "tapping" ball on tee when addressing it.
- 11) Bare dirt on fairway or in rough. Free drop no closer to the hole.
- 12) Ball against boundary wall. Take a free drop no closer to the hole.
- 13) Balls coming to rest where stance or swing are affected by cart paths, staked trees, control boxes, ball washers or other immovable obstructions on the course may be dropped two club length from the nearest point of relief not nearer the hole without penalty.
- 14) Shrubs, bushes, flowers and un-staked trees on the course (not in the granite) are not immovable obstructions. If your ball, swing, or stance is affected by any of these objects, you may: 1) hit it the best you can 2) drop within 2 club-lengths and take a penalty stroke 3) drop on a backward extension of the line from the hole to the ball and take a penalty stroke or 4) take a drop on the site of your last stroke and take a penalty stroke.

## **Fairway Golf League Standards of Play**

1. Pace of play is very important. Keep up with the group in front of your foursome. Do not allow an open hole between your group and theirs.
2. Putt out on all holes, no gimmies. Accurately count all of your strokes. Do not depend on your partners for your score.
3. Mark your ball on the green by placing your marker as close to the back of the ball as possible. This traditional method of marking will avoid confusion. Never lift or move your ball before you mark it. The mark can only be moved if requested by another player.
4. Replace or sand all divots. On the green, always repair your ball mark and any others that you see.
5. Players with handicap flags on their carts are asked to park as least 20 feet from the greens and tee boxes.
6. Remove ball from the hole with your hand or suction retriever, not the putter blade.
7. Make sure at least 2 members of your group are keeping a complete scorecard with legible names of all players. When all in your group agree on the scores, return a signed and attested scorecard to the pro shop.
8. Proper golf etiquette must be maintained on the course at all times. Consider if your language or actions may be negatively received by fellow golfers or the public.
9. Arrive for league play in plenty of time to check-in. 20 minutes at a minimum is recommended.
10. If you are in doubt about any rule, ask your playing partners for their opinion. If you disagree, play two balls through the green and get a ruling from the pro shop after the round. Do not get into an argument on the course.
11. If you are prone to self-deprecation, please remember that your playing partners may not share your demonstrativeness. Kindly cuss yourself out quietly.

12. Be considerate of your playing partners. Don't offer advice or instruction during a round.

13. Food for Thought:

- A) The rules of golf are only designed to ensure that what is fair for one is fair for all.
- B) We play for \$3, not \$300.
- C) There is nothing wrong with giving a playing partner the benefit of the doubt.
- D) There is a reason we are not golf professionals.
- E) Golf pros have good and bad days, shouldn't you?