

SUNLAND SPRINGS VILLAGE MEN'S GOLF LEAGUE RULES OF PLAY

GENERAL

Play is governed by the Current Rules of Golf of the United States Golf Association (USGA) and these Sunland Springs Village Men's Golf Club (SSVMGC) Rules of Play.

LOCAL LEAGUE RULES OF PLAY

The following are exceptions or amplifications of USGA Rules used by the League:

Playing ball as it lies: Unless an announcement is made prior to play, the ball must be played as it lies. This means that you cannot move, fluff, clean your ball, or move it from a divot, bare spot, or mud to get a better lie. Penalty is one stroke for moving the ball and another stroke if not replaced, for a total two stroke penalty.

Out of Bounds: are designated by white stakes, property walls, or public roads (including sidewalks). Two Options are available.

1. Out of bounds penalty is stroke and distance. i.e., add one stroke to the score and play the next shot from the same location as the original shot.
2. Bring your ball back in as close as possible to where it went out of bounds, place the ball in the fairway not more than two club lengths from the rough, no closer to the hole from where it crossed the boundary, and hit your next shot from there. This option carries a two-stroke penalty.

Lost Ball: If your ball is lost, there are two options available:

1. Go back to the place that you last hit the ball and play another ball. The penalty is stroke and distance.
2. Determine as close as possible where the ball was lost. Place your ball in the fairway no closer to the hole, and not more than two club lengths from the rough and hit your next shot from there. This option carries a 2 stroke penalty.

Granite Rule: If your ball comes to rest in granite (deemed non-playable areas by local rule) on the course, bring your ball back to the rough and take a drop at the nearest point of relief, no closer to the hole. There is no penalty for this drop.

Water Holes: On Superstition Hole #1, Four Peaks #2 and #3, and San Tan holes #2 and #3, a ball entering the water, or inside the hazard stakes, with a one stroke penalty, the player may:

1. Drop within two club lengths from the point of entry into the hazard, no closer to the hole.
2. Keeping the point of entry between himself and the hole, drop a ball back as far as desired.
3. Drop a ball at the location the original shot was played from.
4. On Four Peaks # 3 only, a drop area is provided.
5. The player may hit the ball from where it lays in the hazard without penalty.

Screen on San Tan Tee Box #6: A player whose ball strikes the screen on San Tan tee box # 6 is entitled to line of sight relief. See next rule.

Immovable Obstructions on the Course: 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 one club length from the nearest point of relief not nearer the hole without penalty.

Boundary markers: White boundary stakes, property walls (not on granite), roads, sidewalks, etc. are not on the course and therefore not immovable obstructions. There is no relief for a ball lying near one of these objects. You must play your ball as it lies or declare an unplayable lie, drop within 2 club lengths, and take a one stroke penalty.

Unplayable Lie: Shrubs, bushes, flowers, and un-staked trees on the course (not in the granite area) 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 (tee up on the tee) and take a penalty stroke.

Drop: A drop is defined as holding the ball at knee height and dropping the ball straight down. You may only place the ball if it does not stay in play after two drop tries. You must always take full relief. You cannot drop a ball so that when you take your stance your feet are in contact with whatever you are taking a relief drop from.

Handicapping: Handicaps are the equalizer in golf. They compensate for the differences in skills between golfers. With a handicap, all members are in contention during Club events. In order to establish a handicap, new Members must submit a minimum of three 18-hole scores. These scores must be the actual scores recorded during Men's League play at Sunland Springs Village. Thirty (30) shall be the maximum allowable handicap for SSV League play. During the handicap establishment period: (1) New Members are welcome to play in the Men's Club regular events, providing Membership dues and event entry fees are paid. (2) New Members are not eligible for flight prize "chits", but their event fee (\$3.00) will be refunded to them in the form of "chits" to their Pro Shop Account. Once a handicap has been established, only scores recorded during regular sanctioned league competition at SSV will be used to maintain the handicap.

Equitable Stroke Control: "Equitable Stroke Control (ESC) is the downward adjustment for handicap purposes of unusually high scores on individual holes. The Gross score is recorded for the hole and is included in the Total Score for the competition of the day, then adjusted for ESC. The adjusted score is then carried over to the Handicap Program, where it is used to compute your handicap. It is NOT used in determining your standing in the day's game.

Guest Play: Family and friends of league members are permitted to play with the member during league play. Guests do not pay the event entry fee and are not eligible to compete for daily prizes. If the daily tournament requires team play (4-man scramble, 2-man best ball, etc.), the member and guest should ask to be placed in a non-tournament grouping. No guests will be permitted during the Annual Club Championships, unless the guest is placed in a non-tournament grouping.

Ready Golf In Stroke Play: The purpose of ready golf is to speed play. The following suggestions apply:
On the tee: The player who is ready should hit. Be ready to hit when it is your turn. Tee off as soon as the group ahead is clear. Carry an extra ball in case needed. All group members should watch and track every tee shot. **On the fairway:** Hit when ready and safe. If necessary, take more than one club to your ball. Have your group watch where each shot goes. All group members should assist in tracking shots and searching for a "lost ball." Limit search for "lost balls" to three minutes. **On the green:** Avoid standing or walking on other players' line of putt or its extension. Keep your cart on the cart path between the green and the next tee. Study your putt while others are putting. Players may optionally continue putting until holed out. **Short cuts:** If your group is falling behind, players should individually leave the green immediately after holing out and tee off on the next hole. Update the score card at the next tee. Make every attempt to keep up with the group ahead.

U.S.G.A. 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. Two stroke penalty and proceed to correctly play a second ball.
2. You may not improve your lie by moving, breaking or bending growing vegetation. Penalty is two strokes in stroke play.
3. If you play a stroke or strokes with a wrong ball, stroke play penalty is two strokes. You must then play out the correct ball before playing from the next tee.
4. If your ball is lost or has been hit out of bounds, you may drop in the fairway within two club lengths of the edge, not closer to the hole to where the ball is estimated to have come to rest or gone out of bounds. This carries a two-stroke penalty.
5. If while putting on the green, your ball hits another player's ball, you incur a two-stroke penalty. You must play your ball where it lies. The other ball must be replaced in its original position.
6. Often abused rules include:
 - A: Touching or nudging a ball in the rough, fairway, hazard, or the green.
 - B: Changing a golf ball while playing a hole.
 - C: Cleaning the ball other than on the green when "clean and place" is not in effect.
 - D: Raking the ball into the hole with your club. The ball must be fairly struck.
 - E: No one shall talk or cause a disruption while a player is addressing the ball or making a stroke.
 - F: Improving lie, area of intended stance or swing or line of play by moving, bending, or breaking anything growing or fixed.