

SSCCE Men's League Rules of play

Fairways

Fairways are defined as any portion of the course not considered to be out of Bounds", a "Hazard" (sand or water), or the "Green".

1. Ball may be moved 12 inches on the fairways at any time (no closer to the pin).
2. Ball may be moved off of bare ground (no closer to the pin).
3. Ball may be "Picked, Cleaned and Placed" at any time except in a hazard or trap.
4. An unplayable ball may be moved 2 club lengths from the following: (no closer to the pin).
 - A. In bounds but next to "Out of Bounds" marker or wall.
 - B. Ground under repair.
 - C. Short of going into the water or where Water Hazard impedes stance.
 - D. Man-made objects.

Out of Bounds and Water Hazards

Course boundaries are indicated by white post and/or low cement or wood barriers. A ball must be completely beyond the boundary line to be considered "Out of Bounds". Water hazards boundaries are considered to be inside vertical face, and it's vertical extension, of the cement sand bag walls of the hazard. A ball hitting the vertical face of the sand bag wall and falling into the water without touching ground beyond the vertical extension is deemed to be in the hazard and not be the point at which it entered the hazard. A ball lodging in the wall (space between cement sand bags) of a water hazard is deemed to be in the hazard. Drop point for lodged ball will be where it last crossed the hazard boundary before lodging.

1. All balls "Out of Bounds" or in a "Water Hazard" will be played from the point they crossed the "Out of Bounds" boundary or "Water Hazard" boundary. The ball will be dropped no more than 2 club lengths from the point where it crossed the boundary line (no closer to the pin) (1 penalty stroke). If the shot that enters "Out of Bounds" or a "Water Hazard", from a teed ball, the player has the option to re-tee and incur the standard "Stroke and Distance" penalty. ie. Player hits ball OB or in the water, re-tees and lands in the "fairway". The player now lies 3. LEAGUE DOES NOT USE DROP ZONES.
2. Exception to above rule. If a ball is hit from the 7th tee into the "Out of Bounds" behind the 6th green or if a house obstructs the view to the 7th green, the ball may be

put into play by dropping in front of the 7th tee box with a one stroke penalty or may be re-teeed with utilizing the standard “Stroke and Distance” rule.

Sand Traps

1. Grounding club to improve your lie or a practice swing that touches the sand is a 1 stroke penalty. Except as indicated in
2. Picking up your ball (1 stroke penalty).
3. A ball may be picked up and marked when 2 balls are side-by-side in a trap. The ball may not be cleaned and must be placed as close as possible to the original position and condition of the lie after the first player hit (no penalty)

Casual Water

1. “Casual Water” is defined as any water pooling on the course in any place not designed as a “Water Hazard”. Pooling can be considered to occur if water is evident around the sole of your shoe when you stand in a wet spot. When in doubt, consult with playing partners. If doubt still exist, play the original and a provisional and consult with the tournament director when the round is completed.
2. When in “Casual Water”, the ball may be moved back or laterally to gain complete relief (no closer to the pin). No penalty.

Bridges

1. All bridges will be treated as cart paths.
2. If a ball comes to rest on a bridge the ball may be played as it lies or it may be dropped at the closest point of relief, no closer to the hole, and be played without penalty.

Tee Box

The “Tee Box” is defined as the area on the teeing ground between the tee markers. The “Tee Box” extends from the front edge of the tee markers to a point two club lengths behind the front edge of the tee markers. Only the ball must be within the tee box when teeing off. If the ball is outside the Tee Box when put into play a one stroke penalty will be assessed and the ball must be re-teeed and put into play from the Tee Box.

1. When teeing off, a tee must be used.
2. All whiffs are counted. A whiff is when you address the ball, swing and miss.

3. If a ball does not clear the tee ground, the ball will be played as it lies or opt for re-teeing with a 1 stroke penalty.

Greens

The “Green” is that area of closely mowed grass surrounding the cup. The “Fringe is the slightly longer grass surrounding the green. For our purposes, the “Fringe shall be treated as “Fairway”.

1. When marking a ball, the marker should be placed behind the ball. If the ball is in the line of another player’s putt the marker may be moved to the side as far as deemed necessary by the player whose line is infringed. The ball will be returned to its original position before putting. Failure to return the ball to the original position will result in a one stroke penalty. If the penalty is assessed for failure to putt from the original position, the ball must be placed in the original positioned and putt.
2. A two stroke penalty will be assessed if, while putting on the green, you play from another player’s marker
3. A one stroke penalty is assessed for your ball striking another player’s ball that is lying on the “Green” while putting your ball from any spot on the “Green”.
4. A two stroke penalty is assessed for hitting a club or flagstick lying on the “Green”.
5. The flag may be in or out when chipping or putting from the fringe.
6. If your ball is on the “Green” and the hole cannot be clearly seen, you may ask to have it attended. The flag must be released or removed before the ball gets to the hole. If the ball hits the pin while being tended it’s a 1 stroke penalty.
7. Once a player starts putting he has control of the green and may putt out if he so desires.
8. All putts must be holed. No gimmies! Failure to complete the hole will result in disqualification.

Other Rules or Situations Not Covered by Above Rules:

USGA rules will deem to be in place when situation or rulings not covered by the mentioned rules occur. In all situations the Rules Committee, made of the League Officers, or their designee(s), will make the final ruling when disputes or rules questions occur. If, while playing, a situation occurs that the players are unsure of, play a provisional ball with deemed relief as well as the original ball as it lies and the Rules Committee will make a determination of the correct score for the hole after the round.

Common Golf Courtesy

1. Exit the "Green" as soon as all golfers have finished putting.
2. Record your scores on the next tee.
3. Do not drive or park carts within 15 feet of the fringe of the "Green".
4. REPAIR ALL BALL MARKS ON "GREEN".
5. Repair and replace all divots on the "Tee Box" or fill them with available sand.
6. Share carts when possible!
7. Rake sand traps after use.
8. Do Not run golf carts through casual water.
9. No practice chipping to the "Greens".
10. Do not spend excessive time looking for a lost ball (3 minutes should be Maximum limit).
11. No loud noises while a golfer is taking a shot.
12. Golfers 90 years or older may hit from the women's "Tee Box" if they desire.
13. Do not drive golf carts between sand traps and "Greens".
14. Practice putting only on the PRACTICE GREEN.
15. Be respectful of workers. Wait till they have completed their task, have waved you up, or are aware of you hitting at them.

Rev: 2/22/24