

SAN DIEGO COUNTY SENIORS GOLF ASSOCIATION RULES OF GOLF

The SDCSGA is a social golfing fraternity, not a competitive group. We aim to have a good time playing golf with persons of all ages over 55, and a myriad of abilities. As we get older, we tend to slow down and don't play as fast as we once did, but we are still able to get out at least once a month with our senior peers and that is a BIG plus. For the younger seniors, the slower play may be a little irritating, but remember, you will get there very soon and we hope you will be able to come out and play golf with the SDCSGA once a month.

PATIENCE IS A VIRTUE.

- 1. If you intend to post your scores for the USGA handicap purposes, these rules do not apply. Follow the USGA rules.**
- 2. Winter rules are always in effect. Bump with club only. No lift and replace.**
- 3. Play ready golf at all times, regardless of where your ball lies.**
- 4. Drive your cart to the first ball, drop off golfer and proceed to the next ball, then return to pick up the first golfer; or park between balls and walk to your ball and back.**
- 5. Make club selection and line up next shot while the group ahead is hitting, then hit when clear.**
- 6. Drive cart toward the back of the green before putting, then drive to next tee prior to recording scores.**
- 7. There are no honors on the tee: READY GOLF! However, short hitters should go first as soon as the group ahead is clear.**
- 8. Stay up to the group ahead. If you fall a hole behind, pick up and count the hole as a par, PLUS your handicap for that hole.**
- 9. Putt when ready. Do not always wait for the away-player to putt or for someone still out in the fairway.**
- 10. Line up putts while others are putting. Do not wait until it is your turn to think about your putting line.**
- 11. After three putts, pick up and add one more stroke to your total for the hole.**
- 12. "Gimmie" a gimmie is a putt within 18" of the hole**
- 13. After you have made double the holes' par, pick up your ball and add one stroke.**
- 14. Lost balls: 3 minute search time, then drop another ball and add one stroke.**
- 15. White stakes: (out of bounds.) Drop a ball as close as possible to the line your ball crossed the out of bounds area and add a stroke. Do NOT GO BACK to the tee. If your ball is obviously out of bounds from the tee, tee it up again and you are hitting 3. No provisional balls allowed.**
- 16. Red stakes/water: Drop a ball on the line your ball entered the staked area or water and add one stroke. Do not drop the ball where you think it landed, but where it crossed the staked or water area.**
- 17. USGA rules apply except as modified by the course or SDCSGA rules.**
- 18. Low handicap player for each group is the "captain" for the group and is responsible for compliance with these rules and holding his group accountable. The "captain" is responsible for having his team pick up and skip a hole when falling more than one hole behind.**
- 19. The Tournament Chair may at his discretion, allow anyone who is age 75 or older and has a handicap of 25 or more to play from the forward tee boxes of a specific Golf Course.**

TRY TO MAINTAIN AN AVERAGE OF 12 (TWELVE) MINUTES PER HOLE