

General Guidelines for Triple S Seniors President's Cup - Match Play Tournament -

1. Practice During a Match

- Between the play of two holes a player may practice putting or chipping on or near the putting green of the hole just completed or on the teeing area of the next hole. But such practice strokes must not be made from a bunker and must not unreasonably delay play.

2. Order of Play to Start

- On the first hole the order of play is decided by a random method, such as tossing a coin. For subsequent holes the honor is held by the player who won the previous hole or when the previous hole was halved, by the player who held the honor on the previous tee.

3. Order of Play During Round

- During play of a hole the player furthest from the flagstick must play first. However, if the balls are equidistant from the flagstick the players may agree who will play.

General Penalties Resulting in Loss of Hole

1. Playing from the Wrong Place

- If you play a shot from a location where you are not allowed to play (such as improperly dropped ball)

2. Playing Out of Turn Without Agreement

- Playing in incorrect order. Strokes made in the wrong order do not count. If not corrected, the hole is lost.

3. Exceeding the 14-Club Limit:

- You are only allowed a maximum of 14 clubs in your bag, and exceeding this limit results in loss of hole for each hole where the excess clubs were available.

4. Grounding the Club in a Bunker:

- You cannot ground your club in the sand of a bunker, and doing so incurs a general penalty.

5. Ball Moving After Addressing

- If the ball moves after you take your address - and you strike the ball after it moved, you lose the hole.

6. Playing the Wrong Ball

- Playing a ball that is not your own results in loss of hole. However, if the player and opponent play each other's ball, the first to make a stroke at a wrong ball loses the hole.

7. Not informing opponent of a penalty stroke

- Information as to strokes/penalties taken must be given as soon as possible when asked for by opponent. Knowingly giving wrong information results in loss of hole.

Penalties That Do Not Result in Automatic Loss of Hole

1. Lost Ball

- If your ball is lost, you incur a one-stroke penalty and play the next stroke from where you played your last shot. An alternative stroke and distance rule that we have adopted the option of playing from the approximate spot where the ball was lost with a one-shot penalty and a one-shot distance penalty.

2. Beginning a Hole

- When commencing a hole, a player must play a ball from inside the teeing area. If a player plays a ball from outside the teeing area or from a wrong teeing area there is no penalty, but the opponent may cancel the stroke. If the opponent cancels the stroke, the player must play a ball from inside the teeing area and it is still his/her turn to play otherwise the stroke counts and the ball is in play and must be played as it lies.

3. Cleaning a Ball in Play:

- You cannot clean your ball when it is in play, except on the putting green, and doing so incurs a one-stroke penalty.

4. Out of Bounds

- If your ball comes to rest out of bounds, you incur a one-stroke penalty and play the next stroke from where you played your last shot. An alternative stroke and distance rule that our club has adopted gives you the option of playing from the approximate spot that the ball crossed into the out of bounds area with a one-shot penalty and a one-shot distance penalty.

5. Unplayable Lie

- If you find your ball and decide to declare it unplayable, you can take one of the three one-stroke penalty options provided to you by the SCGA.

1. Stroke and Distance Relief
2. Back-on-the-Line Relief
3. Lateral Relief