



SGA Rules of Play

In addition to the USGA rules, the following rules will apply at all events:

1. **Modified Shamble Format** will be played in most tournaments. With this format each player has the option to play from any of the drives of their foursome. The only times we do not play a Modified Shamble is when the tournament format dictates (such as a 2 Person Team (where you could still play the best drive of the twosome) or a Play Your Own Ball Throughout the Round).
2. **Play Ready Golf**. The first person to their ball, who is ready to play, goes first.
3. **Continuous Putting**. Each player has the option to continue putting until his/her ball is in the cup. If the ball is in someone's line, mark your ball and let the other person have the option of putting.
4. If a ball is **in the leather** you may pick it up but you will count it as a stroke.
5. **Moving the ball** one club length is acceptable just as long as it does not progress the ball: (1) Closer to the hole; (2) Out of a sandtrap; (3) Out of the water or out of bounds; (4) Out of a grass bunker; (5) Out of the rough. One-club movement is not permitted on the green.
6. Purchased **Mulligans** can be used to repeat any stroke, not just tee shots. If a Mulligan stroke is taken, the ball hit with the original stroke is out of play and cannot be used to score. Shots made with a Mulligan are not eligible for competition such as closest-to-the-pin or longest drive.
7. The 5-minute rule should apply for search and retrieval of any ball. The entire team should help search for a **Lost Ball** but the 5-minute rule must apply. This rule also applies to finding and retrieving any golf ball out of the water or rough. Bring an extra ball to speed up play. If you do not find your ball, go to where ball traveled out of bounds, drop a new ball and hit. You will count this stroke and add one penalty stroke.
8. **Slow Play**. The Team's A player or captain will be responsible for keeping up with the group in front. If the course marshal has to tell you to pick up your ball and proceed to the next hole, everyone picks up and takes a double par and moves to the next tee box.
9. **Double par** on each hole is the highest score you can record. Allow each player to comply with the rule on his or her own. If they are not observant of the rule, the captain would then be called upon to say something to the player who is not complying with the rule.
10. If any player fails to clear a **Water Hazard** and does not wish to donate another ball they should move to the other side and drop their ball. Three strokes will be counted for that activity (1 in, 1 out, 1 to carry the ball to the other side)