

SCCWGA COMMON RULES

On The Putting Green

Any person in the foursome can ask for any ball to be marked at any time. Failure to mark when asked - disqualification for the hole. **Rule 22.**

If your ball hits your opponent's ball - no penalty, the moved ball must be replaced. **Rule 19.5.**

Ball away is to be played first. You may ask your partner to play before you, but never your opponent.

If a player putts when her opponent should have done so, the opponent may immediately require the player to re-putt when it is her turn. **Rule 10-1c.**

If you mark your ball on the green and then span it so another player may putt, and you forget to re-span your ball to its original position when you putt, **you** are disqualified for the hole. **Rule 20-7a.**

You may repair ball marks or an old hole plug on the line of putt. Scuffmarks may not be repaired until all have putt. **Rule 16-1c.**

On The Tee

The pair with the honors shall tee off first. The NET score will determine honors on the tee. If there is a tie, honors continue from the last tee.

If you play a ball outside the teeing area, your opponent may require you to play the stroke in the correct area, without penalty. **Rule 11-3a.**

Other General Rules

After tee shots, the side farthest away from the hole plays first. However, the side away may give permission to the other side to hit first, or the side nearer the hole may ask for permission to hit out of turn. If a side hits out of order without permission they may be asked to replay the shot. **Rule 10-1c.**

In cases where a player would incur a penalty, the penalty shall not apply to her partner unless the infringement helps partner or hurts opponents. Then and only then, the partner will incur the penalty. **Rule 30-3f.**

At any time, your opponent may ask for your strokes. Failure to answer or giving incorrect information before the next stroke is played means loss of hole for your side. **Rule 9-2.**

You may take an unplayable lie at any time, with a 1-stroke penalty. In which case, you have three (3) choices:

- a. Two (2) club lengths from the spot where the ball lay, no nearer the hole.
- b. Back as far as you wish behind the point where the ball lay, keeping that point between you and the hole.
- c. Return to spot where ball was last played. **Rule 28.**

If you hit a wrong ball, (even in a hazard) you are disqualified for that hole. Penalty does not apply to your partner. **Rule 30-3d.**

If your ball hits either of your (two) opponents or their equipment, there is no penalty. You may play the ball as it lies OR cancel the stroke and replay. **Rule 19-3.**

If your ball hits your partner or her equipment, you shall be disqualified on that hole, your partner incurs no penalty. **Rule 19-2.**

If you or your partner accidentally moves a ball owned by your side, the owner of the ball shall take a penalty stroke and replace the ball. **Rule 18-2.**

If an opponent touches or moves your ball (except during search), that opponent shall take a one-stroke penalty and the ball shall be replaced. **Rule 18-3.**

You may carry your clubs or a rake into a sand trap before hitting, but do not stand rake up. It could be used for testing the sand. **Rule 13-4.**

You cannot continuously putt unless your partner is the farthest out. If the other team is away, you must mark your ball unless your opponents give you the putt. Then you **MUST** pick the ball up.

Local Rules

The Host TP Captain will provide local Rules on the day of play.