

SGAA RULES OF PLAY – 12/10/17

1. **Rules of Play**—USGA, PGA and local course rules shall govern play except as listed below. While SGAA Rules may seem to be very tolerant it is for the benefit of members of the Senior Golfers Association of Atlanta and to promote speedier play. Any member or members wishing to abide strictly by USGA and PGA rules are welcome to do so.
2. **A PLAYER**--May pick up to identify, clean or exchange a ball that comes to rest anywhere within the boundaries of the golf course and replace the ball one club length, or within one club length, no closer to the hole without penalty except on the green (see rule #3), or in a sand trap (see rule #4). The ball must be placed in the same general environment (1st cut, 2nd cut, rough, etc.) as it originally came to rest. If a ball cannot be played within one club length and still considered unplayable it can be moved any distance on a line of entry back towards the last point the ball was struck with a one stroke penalty.
3. **ON THE GREEN**—A player may mark the balls location and pick up to identify, clean or exchange his ball. Ball must be replaced at the mark where it was picked up.
4. **SAND TRAP PLAY**—If your ball is in a fairway bunker or greenside sand trap and lies in a foot print (human or otherwise), any untended sand marks from previous a player, maintenance equipment, you can pick up your ball, rake the area of untended marks and replace your ball in the same spot without penalty. Also, any ball resting in water or mud can be pulled out and placed one club length no closer to the hole but still in the trap or bunker, without a penalty.
5. **BALL OUT OF BOUNDS, UNPLAYABLE or LOST**—When a ball is hit out of bounds, declared unplayable (see rule #2) or lost, after searching for a maximum of three (3) minutes, the player may place his ball any distance along the flight of the ball where the ball went out of bounds, is presumed lost or determined unplayable. A one (1)-stroke penalty shall be counted.
6. **14 CLUB RULE**—Each player shall have no more than 14 clubs in his bag or face disqualification from that round.
7. **DROP LOCATION**—A ball hit into a water hazard must be marked off from the side of initial entry into that hazard as stated above (where the ball first crossed the yellow line).
8. **NEAREST TO THE PIN**—The position of the marker shall identify the edge of the ball nearest the cup. In the event of a tie the first ball posted in the winner. A player making a hole in one will place his name on the marker and place the marker directly behind the cup. It is also suggested any marker that would be in a direct line from the tee box to the hole be moved one club length left or right of that line but keeping the same distance from the flag.
9. **GUEST PLAY**—Members may bring a guest during the year except to the Annual Tournament, or other designated tournaments when published to the membership.

However, members have priority in the event of a cart shortage. The cards for this foursome will be held by the table captain until all member players have checked in, holes and carts assigned. After this time, the foursome with a guest can be assigned a hole. As stated, in the event of cart shortage the guest will not be allowed to play and the remainder of that foursome has the choice of playing (if there are openings in a group) or not playing. Never will an SGAA member be asked to leave and a guest allowed to play.