

SIR BRANCH 99 GOLF MANUAL

Revised

10/23/2020

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ADHERENCE TO THE RULES OF GOLF PROMOTES THE PRINCIPLES OF SELF-RELIANCE AND INTEGRITY

To insure that each player has an opportunity to compete with players of all skill levels, it is essential that we all play by the same rules; therefore, the SIR Branch 99 Golf Club adopted the USGA rules of golf; except for the differences listed.

ENJOY YOUR ROUND OF GOLF, BUT ABOVE ALL

ENJOY YOUR DAY ON THE GOLF COURSE

COMPETITION ELIGIBILITY

You must be an active member in good standing of the

"SONS IN RETIREMENT, INC."

You must be a member in good standing of the

"SIR, NORTHERN CALIFORNIA GOLF ASSOCIATION (NCGA)"

With proof of a current Golf Handicap Information, (GHIN) identification number and Handicap Index. Inactive members are not eligible for competition.

EXCEPTION

New members to SIR Branch 99, joining after August 1st, with a current GHIN identification number and Handicap Index waiting to transfer to a SIR GHIN & Index may compete in branch golf events for the remainder of the calendar year. After that the member must have an index with a SIR Associate Golf Club. New members without a current GHIN may compete in the closest to the Pin during any event.

MODIFICATIONS TO THE RULES OF GOLF

1. SIR RULE 1: PREFERED LIE

Preferred lie: The ball may be moved six (6) inches, no closer to the hole, exception a hazard area or on the green, and when being moved the ball may be lifted, cleaned, and placed. The ball may <u>not</u> be moved from the fairway to the green, *from out of bounds to inbounds nor from within a hazard to outside a hazard*.

2. <u>SIR RULE 2: IN EFFECT FOR ALL BRANCH 99 COMPETITIONS:</u>

Out-Of-Bounds: Defined by white stakes.

Where players are unable to see the landing area of the ball and therefore may not know whether it is out-of-bounds, the player has two options:

1. A Player may hit a provisional ball. If the original struck ball is found to be inbounds, the player must play the original ball. The provisional ball is picked up. He now is laying one (1).

2. *If a player chooses not to hit a provisional ball* and the played ball is found to be out-of-bounds the player gets two (2) stroke penalty. The player then moves his ball to the fairway, no more than two club lengths in and no closer to the pin.

Purpose of this rule is to speed up play. Otherwise the player would have to return to the original spot where his errant shot occurred.

- SIR Branch 99 RULE 4: DISTANCE MEASURING DEVISE'S May be used only if they are incapable of providing any other assistance beyond measuring distance (whether such other assistance is used by the golfer).
- 4. <u>SIR Branch 99 Rule 5: OBSTRUCTIONS</u>

If an obstruction interferes with your swing or stance, the ball may be moved (without penalty) up to one (1) club length from the nearest point of relief.

A. An obstruction is a staked tree, tree well, fence, drainage ditch, french drain, cart path, yardage marker, sprinkler system control box, protective screen, etc.

5. SIR Branch 99 Rule 6: BUNKERS

Players are allowed to remove the golf ball from bunkers that are found to have water in them. The ball is dropped within two club lengths of bunker, no closer to the green. No penalty. **Mud** is not water.

If a ball in the sand trap is unplayable i.e. to close to the rim, or in a hole at the edge of a trap, the ball may be moved to the back of the bunker. A one (1) stroke penalty. Or the player can remove the ball from the bunker, no closer to the green, with a two (2) stroke penalty.

6. <u>SIR Branch 99 Rule 7: ENVIRONMENTAL AREAS</u> On holes 15 and 18.

Players that are past the 150-yard marker (between 150 yard marker and the green) now have an option to pick up their ball and proceed to the drop zone, taking a two (2) stroke penalty.

7. SIR Branch 99 Rule 8: ABNORMAL GROUND CONDITIONS (AGC)

It must be known or virtually certain and agreed to by your playing group that the ball actually is in the AGC area. And that the ball came to rest within the normal playing area on the hole being played and conditions make it impossible to find within the three (3) minute rule.

Abnormal ground conditions are ground cracks, mud, leaves, casual water, and ground under repair, a hole or cast of a burrowing animal, bird, or reptile. Water spilling beyond the markers of a water or lateral hazard is <u>casual water</u>. Extremely soggy (exceptionally soft) ground under tall grass is <u>ground under repair</u>. Soft wet dirt not covered with grass is **mud**. If you think your ball is in AGC, use common sense and apply the appropriate rule.

- A. Determine the approximate point the ball entered the AGC.
- B. Establish the nearest point of relief.
- C. Drop or place the ball within one (1) club length of the relief area and proceed with **NO PENALTY**, whether the ball is found or not.

CLARIFICATION

A tree well is the area between the base of a tree and the dike that holds water to support the wellbeing of the tree.

Drainage Ditch: A long narrow excavation dug in the earth for drainage. Not every indentation in the fairway.

"Through the green" means all areas of the course except teeing grounds, putting greens of the hole being played and all hazards.

Nearest Point of Relief: It is the point on the course nearest the place where your ball lies, not closer to the hole, and at which, if the ball were so positioned, no interference from the specific relief situation would exist for the stroke the player would have made from the original position if the condition were not there.

Each player is responsible for his compliance to the rules of Golf and is obligated to inform other players if they violate a rule.

A ball in a hazard cannot be moved without penalty, except to identify it; but the ball musts be replaced where and as it was.

You <u>cannot</u> hit a ball when it comes to rest <u>out of bounds</u> under these or any other rules, not even if the ball is in plain sight and there is a perfect line to the green.

Completion of a competition 18-hole round of golf is required to qualify for a prize or award. <u>EXCEPTION</u>: Closest to the pin on those holes completed.

Each player is responsible for posting his score, when played in a non-SIR event.

Every stroke must be recorded on a score card. Do not adjust your stroke count before it is written on a score card. The Handicap Chairman will make the necessary adjustments of a player's hole by hole score and post the adjusted score with the GOLF HANDICAP AND INFORMATION NETWORK (GHIN).

Each player is responsible for his golf score, **not someone writing the numbers on a score card**. Also, each player must ensure that his **handicap** is stated There are **no gimme's**. The ball musts be putted in the hole regardless how near the hole it is. The ball must arrive and enter the hole as **the result of being "STRUCK" with head of a golf club, not pushed, scraped or drug to the hole.**

Substituting or replacing a golf ball is not permitted; except under USGA rules.

Play ready golf, be ready to hit when it is your turn and *keep up with the group in front of you*. Putt out if you are not interfering with another player's line. If someone is not in position to hit in turn, hit before him; however, be careful and not be in the way on the green putting/marking your ball when others are trying to hit their approach shot.

Leave the green, then determine your stroke count and record scores after arriving at the next tee box.

~ CHALLENGE ~

LEAVE EACH GOLF COURSE IN THE SAME OR BETTER CONDITION THAN YOU FOUND IT. REPAIR DIVOTS, REPAIR PITCH MARKS ON THE GREEN, RAKE ALL BUNKERS THAT YOU HAPPEN TO VISIT, PLACE TRASH IN THE RECEPTACLES PROVIDED.

APPENDIX "A"

MONDAY GOLF OPERATIONS

SIR Branch 99 golf members should adhere to the following procedures and perform the following functions with respect to Monday Golf Operations.

For cancellations/additions call the committee member doing the pairings. Then <u>on golf day call the pro-shop at (530) 753-4900</u>. We recommend arriving at Wildhorse 30 to 60 minutes prior to your scheduled tee time. If you have not arrived or called at 30 minutes prior to your tee time you're subject to lose your starting position and being placed on stand-by the next time you sign up. Signup sheets will be available each Monday and at the luncheon. Signup notification will go out by email on Friday and Saturday prior to golf day. Pairings will be emailed on Sunday.

The order in which you place member's names on the signup sheet does not guarantee it will be that way on the pairings list. The on-duty golf chairman has the latitude to make changes as necessary to accommodate all members that wish to participate.

Results should be emailed on Tuesday following golf day. Previous results can be obtained from the branch 99 golf chairman.

For shotgun events sign in will start approximately one hour prior to start time and end 30 minutes prior to the start time.

Sign in on Monday morning for consecutive tee times will start 30 minutes prior to the first tee time and end approximately 30 minutes prior to the last tee time.

PRIZE FUND BUY IN

\$5.00 Mandatory for members with SIR Golf Club Index

\$3.00 Mandatory for members w/o SIR Golf Club Index*

(See Competition Eligibility on page 2)

\$0.00 Guests

* Includes new members joining after August 1st with a verifiable NCGA Index.

GUESTS ARE ALWAYS WELCOME UNDER THE FOLLOWING CONDITIONS:

Guests who have indicated an interest in joining Branch 99 (usually by completing an application) may be placed on the pairings list along with their sponsor. Guests who are friends or relatives may be added to the pairings if they are not in a position that would prevent any other member from participating.

1. Members completing any CTP hole, but fail to finish the entire round due to injury/physical impairment are eligible for the CTP prize for those holes completed prior to withdrawing/suspension of score keeping.

2. Ball must come to rest on the green to be eligible for the CTP prize. CTP is awarded starting on the first Par 3 and working through to the last Par 3. The winner on any one hole is not eligible for the following holes.

3. Each member may be awarded one CTP prize per round of golf.

4. Score cards should be filled in as neatly as possible. Two signatures are required.

Results will be determined by flights (A, B, C, D). The number of winners per flight is determined by the number of participates. For example:

16 to 22 players = 2 winners per flight 17 to 29 players = 3 winners per flight

30 plus players = 4 winners per flight

Each flight (A, B, C, D) is governed by the players handicap index. The following handicap index limits have been established to compose the flights.

A Flight 0 to 17.0
B Flight 17.1 to 25.0
C Flight 25.1 to 30.0
D Flight 30.1 to 54.0
All prize's paid through Golf Committee.