

Summer Solstice Rules

Creekmoor 2024

Consolidated rules:

- Play the ball **up** within a scorecard (**not a club length**) when in the **fairway or rough (first cut)**.
- Play the ball **down** if your ball is in the **hazard, in the junk\very high grass**.
- Only putts **inside the leather** are good. **Do not** give putts that are not inside the leather.
- Balls hit out of bounds (white stakes) will be played as lateral hazard. One **stroke penalty, no closer to the hole, ball to remain in first cut of rough NOT THE FAIRWAY**.
- **Lost balls in the rough** (grass on the course that has been somewhat recently mowed) **drop the ball in the approximate area with a stroke penalty**.
- Make sure you stay up with the group in front of you, we need to make sure we keep the pace of play up. Double bogey is the max score, there is no sense in continuing to play the hole if you have already made double.
- Ties - in the event of a tie:
 1. Net Best 36-hole score will determine the winner.
 2. In the event of both golfers having the same net 36-hole score, winner will be determined by a 3-party coinflip. Best 2 out of 3.
- Tee Box
 - The field will play from the same tee-box.
 - **Exception** > 70 and older will play from one tee-box in front of the field.

Scoring

- **Double Bogey MAX** (once you reached double bogey, pickup and move on).
- Enter your **GROSS** scores into the Golf League Site (GLS) Floundering Strokes Summer Solstice. GLS will use your handicap, adjust the score, and calculate your Team Score.
- Scores need to be entered **immediately** after finishing the hole, since this is the benefit of Live Scoring!
- Scores **WILL NOT** be re-reviewed once entered; it's your responsibility the scores entered are correct before final Live Scoring accepted by Crapper.
- Live (real time) Scoring will be available.