



SSCC • 1922

2023 Summer Cup Match Play Tournament

Format: Fourball Match Play from any set of rated tees (must be declared and played for the duration of the event). Handicaps for each player should be updated for each match.

Handicaps: Each player will stroke off of the lowest handicap player in the match at 90% of the difference.

Schedule: Matches for each round MUST be completed as scheduled below:

First Round (32 matches) complete by June 25

Second Round (16 matches) complete by July 16

Third Round (8 matches) complete by August 13

Fourth Round (4 matches) complete by September 3

Final Round complete by October 1

Any questions should be directed to Carl Jacobson (carljacobson11@hotmail.com) or Frank Jones (fdktd5@gmail.com)

Notice to Competitors/ Local Rules:

The USGA Rules of Golf govern all play except as modified by the following local rules:

Distance-Measuring Devices: Permitted provided any feature that calculates elevation change is deactivated.

Embedded Ball Rule: A player may take relief without penalty for an embedded ball anywhere in the **GENERAL AREA**. General area includes everything except (1) teeing area on hole in which you are playing (2) all penalty areas (3) all bunkers (4) the putting green on the hole the player is playing.

Immoveable Obstructions: Relief from all cart paths paved or unpaved and extensions. Areas tying into roads and cart paths have the same status as the roads and paths, that of obstructions. Please use your judgement in these areas.

French Drains: French drains (regardless of whether rock or stone is present or visible) in your own fairway are considered ground under repair.

Ground Under Repair: Larger areas that have been sanded/seeded are considered Ground Under Repair (i.e. course repair not including divots or other imperfections). Please use your judgement and confirm with your competitors before taking relief.

Out of Bounds: Defined by the inside edge at ground level of all white stake, lines and posts of boundary fence on holes 4, 5, 6, 9, 13, 15, 16, and 18.

Penalty Areas: Defined by red lines. In the absence of a line, red stakes shall define the margin of the penalty area. A player may move loose impediments, touch the ground with their hand or ground their club in a penalty area when their ball is in the penalty area.

Bunkers: Please lift, smooth and place your ball back into the bunker as close to the original location as possible.

Hole #14: Players may lift, clean, and place their ball in their own fairway on hole #14. Ball must be placed within one club-length of its original position.

