

# Summer Solstice Rules

Creekmoor 2025

## Consolidated rules:

- Play the ball **up** within one **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 outside the leather.
- Balls hit out of bounds (white stakes, aka Little White Soldiers) 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, the 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; **WHITE**
  - **Exception** > 70 and older will play from one tee-box in front of the field.

## Scoring

- **Double Bogey MAX** (once you have 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.