

# S. S. G. L. - (SILLY STATE GOLF LEAGUE)

All League Play Is at Your Own Risk. This League or It's Officials Are Not Responsible for Injuries That Result from League Play. <mailto:thessql@gmail.com>

League Officers	2026 Season
President	Jackson Morgan
Vice President	Steve Cannon
Secretary/Treasurer	Keith Caskey
Rules Committee	Josh Marshall
	Dave Schucker
	Andrew Hull

Golf Courses and Greens Fees – Jonathan's Landing, Magnolia. **\$29.00**

The Price Includes 9 Holes and a Riding Cart.

Membership - Anyone Can Join the League. You must Provide a Contact Phone Number and E-mail Address.

League Fee - **\$40.00** per Person - Cash or Check (**Made Payable to Jonathans Landing.**). Fee will be paid on first night of league to pro shop. Fees Collected Cover All Prize Monies. The League Secretary's Membership Fee Will Be Waived. If you wish to be in the Hole-In-One pool the cost is an additional **\$5.00**.

Prizes - Per Division

	<b>Team</b>	<b>Individual</b>
1 <sup>st</sup> Place	\$80 (\$40 per Member)	\$40
2 <sup>nd</sup> Place	\$70 (\$35 per Member)	\$35
3 <sup>rd</sup> Place	\$60 (\$30 per Member)	\$30
4 <sup>th</sup> Place	\$50 (\$25 per Member)	\$25
<b>Low Net Week</b>		<b>\$5.00</b>

Total Prize Monies - **\$390.00**

Scheduled Play - Starts April **16th, 2026** and Ends September **10th, 2026** (21 Week Season). Year End outing will be September **17th, 2026**. If position round – **NO** new subs can be used (sub must have established handicap).

**NO GOLF ON JULY 2nd, 2026** for July 4<sup>th</sup> Holiday.

## Morgan Jackson Rule

League Membership Appreciation – the week before July 4<sup>th</sup> layoff everyone signing in at Pro Shop will receive 2 drink tickets.

**Please be considerate of all the other players on the course and maintain a decent pace of play. If a player on the opposing team is asking you speed up your pace of play then try to make an effort to do so.**

**There will be a 75% attendance rule for all players, if you do not comply you will not be allowed to play the next year.**

Regular League Rules \* \* \* \* \*

If you are playing before the league starts and wish to play the back nine, please check with the course desk for permission, otherwise start on one. No league play before 4:30. If playing back, start on holes 10 – 14 only.

**Tee Time** - Starts at 4:30 pm, must call or be present by 5:00 pm - Pro Shop Time. Please Be Prompt. This means that if no players on a team are present at 5:00 PM the opposing team may start and the team not present forfeits, also if 2 players on a team are present and 1 opposing player is present then the player not present forfeits. If both teams have talked and agreed on a later time then the above does not matter.

Score Cards - must Be Placed in the Box on the Counter of the Pro Shop the Night of Play. All Score Cards must Have a Signature from a Member of Each Team to Be Official and to Be Used for Computing Handicaps and Standings. **Score Cards Not in the Box Will Be Considered a Forfeit by Both Teams.**

The Score Cards Are Our Main Form of Communicating Results of Play, Therefore it Is Imperative to Adhere to the Following: **Don't Mix Teams**

- Players 1 and 2 on the Card must Be from the Same Team.
- Players 3 and 4 must Be from the Same Team.
- Keep Opponents in Line - Players 1 and 3 Low Handicap, Players 2 and 4 High Handicap Include Handicaps. Net Score.

Play - Low Handicappers Will Oppose Each Other and High Handicappers Will Oppose Each Other, Regardless If the Player Is a Member or Substitute, for Low Net Individual Point. The Program That the League Uses Will Print the Score Cards with Handicap. If Any Player Does Not Have an Established Handicap Their Opponent Will Be Determined after the Round and Their Handicap Has Been Computed.

Points - Points Are Accumulated in Two Categories. Team and Individual. Prizes Are Awarded in Each Category.

A Maximum of Five Points (Per Team) Will Be Awarded for Each Match. One Team Point for Low Net (½ for Tie.) And Four Individual Points. (1 Point for Each Team Member (Or Sub) That Plays. One Individual Point Each for Beating Opponent's Low Net, ½ for Tie.)

Team Points for Standings Will Include Player Points.

Example:

Team Player	Score	Attendance	Team Points	Individual Points	Total Points
A-1	50	1		1	
A-2	47	1	1	1	5
B-1	51	1			
B-2	53	1			2
A-1	50	1		.5	
A-2	47	1	1	1	4.5
B-1	50	1		.5	
B-2 (Sub)	56	1			2.5

Foursomes - 1 Attendance Point for Each Player. Team and Individual Points must Be Won.

Team Player	Score	Attendance	Team Points	Individual Points	Total Points
A-1	50	1			
A-2	47	1	1	1	4

B-1	49	1		1	
B-2 No Show					2

Threesomes - 1 Attendance Point for Each Player. The One Team Member Is Playing Head-to-head with Their Opposing Handicapper. Whichever Player Wins That Head-to-head Competition Receives the Individual Point. The Second Team Player, Who Has No Opponent, Wins an Individual Point. The Team with Two Players will receive the Team Point.

A-1	50	1			1
B-1	49	1	1	1	3

Twosome (One from Each Team) - 1 Attendance Point for Each Player. Will Play for Team Point and Individual Point.

A-1	50	1		1	
A-2	47	1	1	1	5

Twosome (Same Team) - 1 Attendance Point for Each Player. Team Point. Both Players Win Individual Points.

A-1	50	1	1	1	3
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Onesome - 1 Attendance Point for Player. Team Point and an Individual Point.

Forfeit or Byes - You must Play to Earn Points. Points Awarded Prior to a member dropping out **Will Not** be changed. If a teams quits the points will be adjusted as loss from the start of the season.

All Players Are Responsible for Getting Their Own Subs. A List of Current Subs Will Be Available. Anyone Can Sub - However If They Wish to Attend the Year-end Get Together They must Have Paid the \$35.00 League Fee Prior to Playing in the End-of-year Get Together.

All Subs must Provide a Contact Phone Number and/or E-mail Address, If They Wish to Be Listed on the Sub Roster.

Subs Can Win Individual Points, However Subs Are Not Awarded Prize Money. The Sub Points Are Added to the Team Total by the Program That Is Used.

Standings - a Copy of the Standings Will Be on the Counter of the Pro Shop Each Week. As Well as the League Web Site <http://www.thessgl.org> .

*If for some reason a player must leave before the round is completed they will forfeit the match.*

*Rain Days - the Rules Committee will try to decide as soon as possible, but no later than 3:00 p.m., if decided to be a Rain Day all teams will be notified, otherwise they will decide at the course. Rain-outs will be rescheduled at the next position round. If a position round is rained out then it will not be rescheduled.*

If Rain or Severe weather stops play:

1. If Play Is Stopped by the Course Due to Rain Then it Will Count as a Rain Date and No Scores Will Count.
2. No Rain Checks Will Be Given by the Course **Unless** They Stop Play. Therefore, Expect to Pay Every Week. Those Not Paying Will Forfeit That Round. (if the horn is blown prior to 7 pm for severe weather and we cannot resume play then a rain check will be given.)
3. All Players Are Reminded That They May Suspend Play at Any Time If They Feel Hazardous Weather Conditions Exist Regardless of the Official Status of Play. Only Official Scores Will Count.
4. All Players must Complete at Least Six Holes to Constitute an Official Match.
5. The Match Shall Stand as of the Final Hole Completed and the Winner Determined by Applying Handicap Strokes According to the Course Handicapping on the Scorecard.
6. In the Case Where a Player Does Not Have an Official SSGL Handicap, the Handicap for the Match Will Be Calculated Using the Number of Holes Completed During the Match Prior to Suspension.
7. For Handicapping Purposes the Last Three (3) Holes Will Have Scores Posted Using the Hole Average of the Six (6) Completed Holes.

Tie Breakers for Final Standings - All Positions That Are Tied Will Be Added Together and the Monies Will Be Divided.

Handicap System \*\*\*\*\*

Handicaps Will Be Computed Weekly Using Course Par - See Notes Below.

There Will Be a Maximum of 18 Strokes for Men and 25 Strokes for Women.

For New Players/subs Your 1<sup>st</sup> Match Will Establish Your Handicap – **USGA Rules Apply**

Notes and Rules (for Handicapping):

1. Handicap Is Computed as Above.
2. All Scores Being Competitive by Our Rules Will Be Used for Handicapping.
3. All Handicaps Are Computed in Accordance with the Handicap Formula Established by the Software Purchased.

Miscellaneous Rules \* \* \* \* \*

1. All Matches must Be Played on the Scheduled Date and Time. **No Exceptions.**
2. Winter Rules, Adjust Lie in Your Own Fairway Only.
3. **Out of Bounds.** (a) 1 stroke penalty plus distance, this means you hit another ball from same spot and count a stroke. or (b) 2 stroke penalty and drop in fairway adjacent where ball went out of bounds. If a players chooses (a) and a second ball is hit out of bounds then they must choose (b) and use the location of where the second ball went out of bounds.
4. Water Rules: Ball Hit in Water Is a One Stroke Penalty. Player must Drop Three Club Lengths from the Point of Entry Not Nearer the Hole Keeping the Water Between Him and the Green If Possible. If a Second Ball Is Hit in the Hazard (Another Stroke Penalty) - Player May Drop on the Other Side Without a Third Stroke Penalty. You Are Hitting 5 (Lying 4).

Division A only: on holes 2, 4, 5, 7 and 13. Ball hit in hazard is a one stroke penalty, player can then drop on the other side of hazard from a location agreeable by both teams.

5. Maximum Strokes Allowed per Hole - **DOUBLE** Par. **You must Pick-up.**
6. Disputes must Be Brought to the Attention of the Rules Committee Within 24 Hours of the Occurrence and Acted on Prior to the next Match.
7. All Discrepancies Regarding Standings must Be Brought to the Attention of the Rules Committee Prior to the next Match. Adjustments to Points (Team or Individual) Will Be Made for Only the Most Recent Match.
8. Rough - No Movement of the Ball Is Permitted. Movement of the Ball in the Rough Is a One Stroke Penalty.

**9. Tees:**

White Tees will Be Played by All Males, and Red Tees for All Females. Division A Players age **62** and older can play from forward tees, men's tees will be gold.

**You must stay on the tees that you started on for the full year.**

10. Take a Maximum of Two (2) Minutes to Find a Lost Ball, or Drop a Second Ball Two Club Lengths (No Closer to the Hole) and Take a One Stroke Penalty.
11. In the Event That a Team Drops out of the League, Their Competitors for That Week Will Be Awarded the Team and Individual Points for the Forfeit upon Completion of Round. The League Will Try to Replace a Team by the next Week.
12. Divisions will be assigned by AVERAGE Hdcp of the TEAM. Those teams with a hdcp of greater than **12.5** will be in the A Div, **12.5** or less will be in the B Div. Any new people (those not having an SSSL Hdcp) will play in the A Div the first year. This may be adjusted when the schedule is published.
13. All Teams/Players must be signed for the season by April 1 so that the schedule can be completed.
14. Any Person Who Drops out of the League Forfeits Their Entry Fee and Will Not Be Entitled to Any of the Prizes Awarded at the End of the Season but Is Entitled to Join the Year-end Cookout.

15. Officers Will Be Elected by the Players at the Year-end Cookout and Get Together in Odd-numbered Years. The President, Vice-president, and Secretary/treasurer Will Have Their Dinner Paid by the League at the Year-end Get Together.
16. Dress Code - Follow Local Course Policy.
17. The Secretary will set a February date and E-mail the Meeting Place No Later than 2 Weeks Prior to the Meeting.
18. No Outside Self-Supplied alcoholic Beverages Will Be Allowed. The Penalty for Such Will Be as Follows: 1<sup>st</sup> Offense \$ 10.00 Fine, 2<sup>nd</sup> Offense \$ 25.00 Fine, 3<sup>rd</sup> Offense You Will Be Ejected from the League. If 3<sup>rd</sup> Offense You Will Not Be Entitled to Return of League Fees, Prize Money or Welcome at the End of Year Get Together. If You Do Not Pay Your Fine You Will Be Ejected from the League.
19. **Jonathans Landing Hole #5 SSGL Ruling**

There Seems to Be Some Confusion about the Playing Procedure after Hitting Your Ball into the Marsh on Hole #5. Following Is the SSGL Rule Committee Decision...

**Definition:**

By Jonathans Landing Definition the Marsh Area Is an Environmentally Protected Area and We Players Are Not Permitted to Enter the Marsh for Any Reason (Same Goes for #3). Further the SSGL Rules Will Consider the Marsh Area on #5 as a Water Hazard and We Will Follow the Official SSGL Water Hazard Rules Located under "Miscellaneous Rules, Item #4".

**SSGL Rule:**

The Confusion Lies in Where and When to Proceed to the Designated Drop Area on the Other Side of the Marsh. Following Is the SSGL Ruling:

1. As with Any Water Hazard You must make 2 attempts to Traverse the Marsh Area Before Proceeding to the Drop Area on the Other Side. After Hitting Two Balls into the Marsh Area You May Continue Play by Dropping a Ball in the Designated Drop Area on the Other Side of the Marsh and Assessing Two (2) Penalty Strokes. The Drop area is within 2 club lengths of the Pine Tree that is next to the Cart Path, away from the green.

**SSGL Division Exception:** the SSGL Division "A" Players and Subs May Drop a Ball in the Designated Drop Area on the Other Side of the Marsh after Hitting **One** Ball into the Marsh Area.

2. If a Shot Makes Contact with Any Part of the Land or an Object (Such as a Tree) on Other Side of the Marsh, but Comes to Rest in the Marsh Area, You May Continue Play from the Designated Drop Area on the Other Side after Assessing One (1) Penalty Stroke. Agreement must Be Gained from an Opposing Team Member That the Ball Did Hit Land of an Object on the Other Side of the Marsh Area. The SSGL Rules Do Not Consider the Bridge or the Bulkhead Facing as an "Object" on the Other Side.

**Examples:**

Assuming a Player Hits a Drive from the Tee Area and They Are Hitting Their Second Shot, the Following Scenarios Apply:

1. The next Shot Is Hit Directly into the Marsh Area. They must Take a Penalty Stroke and Drop a Second Ball No More than Three Club Lengths from the Cart Path, Keeping the Marsh Area Between Them and the Hole, and Play the next Shot. If a Second Ball Is Hit Directly

into the Marsh Area or Makes Contact with an Object on the Other Side Coming to Rest in the Marsh Area, They May Continue Play from the Designated Drop Area on the Other Side after Taking Another Penalty Stroke. They Are Hitting Six (6) from the Designated Drop Area.

**SSGL Division Exception:** Players in Division "A" May Proceed to the Designated Drop Area on the Other Side of the Marsh after Their **First** Ball Is Hit into the Marsh.

2. The next Shot Makes Contact with an Object on the Other Side Coming to Rest in the Marsh Area. They must Take a Penalty Stroke and May Play Their next Shot from the Designated Drop Area on the Other Side. Optionally, They May Take the Penalty Stroke and Drop a Second Ball No More than Three Club Lengths from the Cart Path, Keeping the Marsh Area Between Them and the Hole, and Play the next Shot. They Are Hitting Four (4) from the Drop Area of Their Choice (Designated Area on the Other Side or Dropped on the Same Side).

These Rules Approved on 08/26/99

Amended 01/13/00, 01/11/01, 01/17/02, 01/22/04, 01/13/05, 01/15/06, 01/25/07, 01/24/08, 01/21/09, 01/14/10, 01/13/11, 02/02/12, 01/18/2013, 01/30/2014, 1/19/2017, 2/15/2018, 02/11/2019, 02/8/2020, 03/03/2022, 02/15/2024, 02/13/2025, 03/26/2026