



## SOKS Golf Rules and Modifications

***Each course is set up differently so each tournament/tournament director has the authority to set the course the best way possible – examples are hole distances, which holes the athletes and partners tee off from.***

### Events Offered:

1. Individual Skills
2. Unified Alternate Shot
3. 9 hole Stroke Play

### Rules

1. Alternate shot format.
2. Play 9 holes – if the athlete/team numbers indicate that another 9 holes are needed to complete the competition, then athletes/teams that start on the front 9 will play only the front 9 and those that start on the back 9 will play only the back 9.
3. Tee off from the closest tees to the pin on the course – color will vary by course.
4. Always play the ball up.
- 5a. A tree or something is affecting your swing, move the ball so you have a free swing – keep the ball in the same type of grass (rough, pine) even if your lie improves.
- 5b. A tree in front of a shot that does not affect the swing but may knock the shot down is in play and the golfer cannot move the ball to avoid the tree.
6. Swing and miss by the athlete does not count as a stroke. A swing and miss by the partner counts as a stroke but the partner keeps their turn.
7. If the ball goes into the water, drop in advance of the water so the water will not affect the teams next shot. A one - stroke penalty must be taken.
8. If the ball goes out of bounds and you can find it, place the ball in the rough and hit again. No penalty.
9. If the ball is lost out of bounds, put the ball in play nearest the point it went out of bounds and take a 1 stroke penalty.
10. 10 stroke per team limit per hole.
11. Golf carts will be used unless the course doesn't have them or doesn't allow them on the course.

### **For additional info please contact:**

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