

South Suburban Men's Golf Club Club Guide & Policies

www.ssgolfclub.org

Updated as of May 22, 2026

Introduction

Established in 1974, the South Suburban Men's Golf Club has built a strong tradition of providing competitive and enjoyable tournaments for players of every ability.

The Club is managed by a Board of Directors consisting of twelve members who are elected by the membership and serve two-year terms. The Board meets monthly and any member is welcome to attend. Board meeting minutes are published on the Club website.

The Club is a non-profit organization and takes pride in supporting the community through its charity event and scholarship program.

Our by-laws, member roster, tournament schedule, and other information are published on the Club website. Members are encouraged to gain familiarity with the website.

Membership Registration

- Returning members will receive an email in January with renewal instructions. The renewal deadline is February 10 in order to receive the returning member rate. Returning members who miss the deadline will need to request to be added to the waitlist (if one exists) and pay the new member rate if there are openings available.
- To be considered a "returning member" a member must have played in at least 2 tournaments (not counting match play) in the prior year.
- New members: 75% of openings will be filled from the waitlist. 25% of openings will be filled on a first come, first serve basis starting February 16. Instructions will be published on the website.
- Membership is capped at 250
- Cost of membership is for one calendar year and covers tournament prize money, GHIN membership, and the operational expenses of the Club. Green fees, carts, range balls, skin participation, etc. are not included.
- Golf Genius is our tournament management software. All members must maintain an active user profile on Golf Genius. New members will receive a link to register.

Tournament Sign up Deadlines, Payments, and Cancellations

- The tournament schedule for each season is publicized in January.
- Members will receive notification via email when a tournament has opened for sign-ups.
- Members are required to sign-up for tournaments using Golf Genius.
- The deadline to sign-up is 5:00 pm on Saturday one week prior to the tournament.
- The pro shop will process tournament green fees, and you can (recommended) pay in advance of the tournament.

- Tournament cancellations must be expressed to the Golf Genius tournament chairman (the person sending the tee sheets for a given tournament) by Wednesday of tournament week. If a player needs to cancel their assigned tee time after the Wednesday of tournament week, he will need to notify the **Golf Genius tournament chairman AND also notify the South Suburban Pro Shop** that he will not be playing. This must be done 24 hours prior to the scheduled tee time. **A no-show will not be allowed to play in any future tournament unless the green fees are paid for the event that was missed.** This will be strictly enforced going forward based on the South Suburban No-Show policy that went into effect on May 4, 2026.

Tournament Rules

- USGA Rules govern tournament and match play as well as Local Rules adopted by the Club (see below).
- Players are expected to recognize when they have breached a rule and to be honest in applying their own penalties. Infractions should be pointed out, and the violating player should call the penalty on himself.
- If a dispute occurs or there is doubt about a rule, play two balls, record scores, then refer to the pro shop professionals for a ruling.
- Range finders are allowed but the elevation aspect must be turned off.
- All players within a flight will play from the same tees.
 - The standard format will have Flight 1 from the Blue Tees, Flights 2-4 from the Blue/White Flex tees, and Flight 5-6 from the White Tees.
 - Any changes to the format will be communicated prior to the tournament.
- For Two-Man and Multi-player formats where not enough participants registered or a No-Show occurs and a single participant wants to play:
 - A 'Blind Draw Partner' will be assigned within the participant's flight. The tournament committee will have the blind draw partners pre-drawn by flight before the event when the tournament is set up. In cases of a "No Show" where a blind draw player is needed, they will be selected within the players flight after the round.
 - The blind draw players will be notified to play out every hole in case they are used as a draw partner.
 - The Blind Draw partners will not be eligible for additional skins but will be eligible for tournament shop credit. Skin funds will be refunded if paid by the player.

Local Rules

- The wood fence on the perimeter of the course is considered out of bounds.
- An in-course out of bounds will exist on hole #11. Any ball left of the creek is out of bounds. Players cannot play along the 16th fairway.
- Use of a provisional ball is allowed and encouraged as a means of keeping up with pace of play if there is reasonable doubt that the ball can be found in the allotted 3 minutes, especially for the following holes:
 - Hole #2 (left), #3 (left), #5 (left or cannot determine if crossed penalty area), #14 (left), #15 (left), #18 (left & OB stakes)
- Sprinkler head on fringe of putting surface
 - The player is allowed relief at the nearest point of relief, similar lie, no nearer to the hole and cannot drop on the green.

- Sprinkler head in middle of #4 green
 - If player is on the green and it interferes with the line, confer with group and place at nearest point of relief.
- Tree farm
 - Any shot that enters the tree farm on holes #4 and #7 is considered to be in a no play/red penalty area. The player will take nearest relief and drop the ball accordingly plus assess a one stroke penalty. A player could also take stroke and distance.
- The Club encourages players to refrain from using music on the golf course. However, with the consent of all the players in a group, including type and volume of the music, playing music during the round is allowed. Remember that in many areas of the golf course players outside your group can be impacted by your music. Please be extra careful and considerate when you are in the vicinity of other players, particularly near greens and tee boxes.

Tournament Scoring

- All tournaments except match play will use Golf Genius live scoring. One member from each group is required to enter the scores.
- Scores must be entered promptly after completing play on a hole. This will ensure pace of play tracking is accurate. Failure to do so may result in a penalty being assessed.
- The scores entered into Golf Genius will be the official score. Paper scorecards will still be provided as a means of helping double check scores.
- At the end of the round, all players must confirm their scores are correct in Golf Genius. This should be done immediately following the round to correct any potential mistakes.
- DO NOT enter your own SSMGC tournament scores into GHIN. The SSMGC Handicap Chairman will post scores into GHIN using Golf Genius.

Tournament Index/Handicap

- SSMGC maintains a member's tournament index based on scores posted in SSMGC tournaments on a rolling 12-month calendar.
- The number of tournament scores used in the calculation is 50% of the scores posted. For example, if a member has 10 tournament scores in the past 12 months the tournament index will be based on the average of the lowest 5 scores. If a member has recorded 3 or fewer tournament rounds in the past 12 months, the index is adjusted downward by one stroke (this is done to protect the field until a more robust scoring record is established).
- A member's SSMGC index is established after their first participation in a SSMGC tournament.
- SSMGC tournaments will be played with the lower of the player's GHIN index or SSMGC index. This lower index will be converted, based on tees played, to the player's handicap and strokes shown on scorecards and in Golf Genius.
- Tournament index can be found on the SSMGC website
- New members must have an established GHIN index before playing in their first tournament

Pace of Play

- All foursomes will be required to play the front 9 in two hours and 15 minutes or less.
- All foursomes will be required to play their full round in four hours and 30 minutes or less.

- Each member of a foursome who finishes more than 15 minutes behind the group immediately ahead of them may be penalized one stroke each, unless they completed the front 9 in two hours and 15 minutes or less, and the full round in four hours and 30 minutes or less. Each member may receive a 2 shot penalty if they miss the times for both the front 9 and the full 18 holes in the same round.
- Pace of play will be monitored by the Tournament Coordinators using data from Golf Genius. A timeclock may also be used. Players will be notified of infractions on the day of the tournament via text, email, or phone call. Any foursome that is penalized has the right to appeal the penalty to the Tournament Coordinators.
- Slow play penalties accumulate throughout the year. A 2nd violation for a person results in a 2 shot penalty and a 3rd violation for a person results in a 3 shot penalty.
- Penalties are enforced as follows: The 1st penalty will be assessed on the #18 handicap hole, the 2nd penalty will be on the #17 and #18 handicap holes, and the 3rd penalty will be on the #16, #17 and #18 handicap holes.
- Play ready golf
 - When in carts, drop off one player, take multiple clubs, then proceed to your ball and play your shots
 - If falling behind the group in front of you, use continuous putting, have holed out player proceed to the next tee and hit your shot. Forget honors on the tee and let the shorter hitters play first if they can't hit the group in front of them.
 - Line your putt up if not distracting a current player.

Prize Money

- Tournament prize money will be posted on the website and consist of pro shop credit put under the player's name.
 - The deadline to use pro shop credits is the end of the calendar year. Unclaimed pro shop credits will be transferred to the Board for use in acquiring raffle prizes at next season's Ice Breaker event.
- A skins pool will be available to players on tournament day. Participation is voluntary but highly encouraged. Payouts will be posted on the website and can be picked up at subsequent tournaments.
 - Unclaimed skins after the end of the season will be turned over to the Club general fund (a reminder of deadline will be sent to members).
- Hole-in-One Fund
 - A hole-in-one fund (\$5 per member) is part of the annual membership application.
 - The fund accumulates year to year until a member scores a hole in one during one of our official tournaments. The fund will be paid at the end of the season and the funds will be shared proportionally based on the number of winners.
 - The Member-Guest event is not eligible as this event pays out its own hole-in-one prize.

Eligibility for Two Man Calcutta and Club Championship Tournament

- Players must have a minimum of 3 postable SSMGC tournament scores within the previous 12 months to be eligible for these two tournaments.

- The “previous 12 months” includes the entire calendar month a year ago. For example, if the Club Championship is played August 20-22 in year 2027, any round played within the full month of August 2026 or after will count for eligibility.
- New members must play in early tournaments to be sure they have enough qualified rounds prior to entering these two events.

Season Match Play

- SSMGC has two season-long (one match per month) Match Play tournaments: Singles and Two Man Best Ball, both of which are blind draw, single elimination format.
- Sign up for these tournaments starts late March and competition begins in May. Singles is limited to 64 players and Two-Man is limited to 32 teams.
- Members must have at least 2 SSMGC postable tournament scores between the current season plus the previous season to be eligible for the match play events.
- Additional rules and information are published when match play registration is opened.

Conduct Unbecoming Policy

- Conduct unbecoming that is reported to the Board or Tournament Committee, during or after play, may be considered for disqualification. The conduct may include but not limited to:
 - Verbal/physical abuse of board members, golf course employees, or other players
 - Damage to course property
 - Club throwing / excessive profanity
 - Excessive drinking / drug abuse
- Players may be suspended from play in future events and/or removed from the membership at the sole discretion of the board.

Social Events

- Ice-Breaker: Friday evening before first tournament in March
- Calcutta Auction: Friday evening before the 2-day Two-Man Best Ball tournament in June
- Member Guest: Friday evening before the 2-day tournament.
- Annual Meeting for Members: Typically held following a shotgun format tournament in October

Appendix A: Posting Match Play and Best Ball Scores for Holes Not Completed

Q. I did not play a hole. What score do I post?

A. For a score to be acceptable for handicap purposes, at least 9 holes must be played. If between 10-17 holes are played (typically due to darkness, inclement weather, or match play), hole-by-hole score entry into GHIN is required for the holes played. Once a score is posted for the holes played – for example, holes 1-16 – a Score Differential will be created based on the 16 holes played, and the expected Score Differential for two holes not played will be automatically calculated and added to that value to produce an 18-hole Score Differential. (Rule 3.2, Rules of Handicapping)

Q. I started a hole but did not complete it. What score do I post?

A. When the format of play allows you to start a hole but not complete it, the score recorded for handicap purposes is your most likely score, equal to:

The number of strokes already taken on the hole, plus

Any penalty strokes incurred during the hole, plus

The number of strokes you would most likely require to complete the hole.

A most likely score is a reasonable assessment made by you based on the score you are most likely to make from that spot more than half the time. The following guidelines should be used to determine a most likely score:

- If the ball lies on the putting green no more than 5 feet from the hole, add one stroke.
- If the ball lies between 5 feet and 20 yards from the hole, add 2 or 3 additional strokes depending on the position of the ball, difficulty of the green and your ability.
- If the ball lies more than 20 yards from the hole, add 3 or 4 additional strokes depending on the position of the ball, difficulty of the green and your ability.

(Rule 3.3, Rules of Handicapping)