

The Rules of Golf as approved by the Royal and Ancient Golf Club of St Andrews shall apply; except as amended by the Local Rules detailed on the back of the Scorecard, posted on the Club Notice Board and this Document.

It is the responsibility of every player to familiarise themselves with these rules; ignorance is no defence; penalties for breach of rules will apply without exception.

## **1. General Competition Rules**

**1.1 Non-Competition / Competition Handicaps:** A player with a non-competition handicap is eligible to play in any Medal or Stableford competition in order to obtain a 'c' status handicap and would not have to pay the entry fee, nor would they be able to win or take any prize. In order to qualify for any club knockout or cup competition, a player must have returned a minimum of three scores in qualifying stroke play events during the preceding 12 months of the year of the competition. Once a minimum of three scores in qualifying events have been submitted excluding 'no returns' (N/R's) and 'incomplete cards' a player will be given a competition handicap which will be denoted by the annotation of a 'c' for the remainder of the current year and the following year. Thereafter three score cards from qualifying competitions will need to be submitted to maintain the 'c' (competition status) within every calendar year ending on the 31<sup>st</sup> December. A player must hold a 'c' type handicap to represent the club in external competitions.

**1.2 Player Registry:** Players who have not, registered, paid the entry fee by the publicised closing date, or are ineligible to play in a competition will not be included in the competition but submitted scores will be considered for handicap adjustment.

**1.3 Withdrawal From Competition:** A player that has registered to play in any competition and is unable to play, under normal circumstances, must cancel prior to 16:00 hours on the preceding Thursday through the Pro-shop by telephone, in person or electronically. Failure to cancel unless extenuating circumstances are found to prevail will be spoken to by a member of the committee to explain the problems caused by their non-compliance.

**1.4 Postponement/Abandonment Procedure:** When any postponement is due to; greens becoming flooded, fog rolling in, thunder or lightning, or any other significant unforeseen circumstances during a competition.

If the circumstance is one that arises during the round and causes play to be suspended, i.e. flooding of greens, water logged fairways, fog or thunder and lightning, the cessation of play will be signified by the sounding of the Air Horn located in the pro shop. When the Air Horn is sounded a group must stop playing immediately and walk back to the clubhouse. Any ball already in play should be left where it lay (although if appropriate, marked & lifted, any ball not marked at the time of cessation of play may on resumption of play be marked lifted and cleaned without penalty). A delay of up to one hour will be instigated, if the circumstance does not by then cause disruption to play then the competition may be resumed if decided safe to do so by the responsible person on the day. Play will start again from the exact spot if known, or nearest vicinity as agreed by playing partners, or the next tee if the previous hole had been completed when the Air Horn sounded. Should the circumstance continue, or re-occur once play has re-started, the competition will be abandoned by the sounding of the Air Horn and no scores will count for that day.

If the competition is postponed prior to the due date or abandoned on that day and it is possible to reschedule the competition, the original starting sheet and all those players entered will automatically be carried forward to the new date when a new competition will take place with all players starting their round again. It is the player's responsibility to ensure their name is removed if they are unable to play on the rescheduled date. Players not on the original sheet may enter at any time prior to 16:00 hours two days prior to the new date. If it is not possible to rearrange a new date for the competition the original start sheet shall be void and players will be informed by notices in the clubhouse, Pro-shop and on the club's website, and any entry monies refunded.

Please note: The fact the course may not have been officially closed does not warrant that it is fit or safe for play. Players have a duty of care not to behave in such a way that others may be injured by their actions. They also have a duty of care not to injure themselves.

**1.5 Unpleasant Weather:** If unpleasant weather descends on the course during any competition it is not a good reason for discontinuing play and sheltering is strictly prohibited without specific permission from the committee otherwise the player is disqualified in accordance with the Rules of Golf, rule 6-8a.

**1.6 Lightning:** A player may discontinue play if they believe there is danger from lightning in accordance with the Rules of Golf, rule 6-8a. However, there must be obvious evidence i.e. thunder being heard by other groups of players or the person in charge of the competition. The player-s who have stopped play must immediately report to the person in charge of the competition and act accordingly to their instruction. If there is no evidence of thunder or lightning a player will be advised to continue play within five minutes, failure to comply will result in disqualification.

**1.7 Minimum Entries:** For any competition to gain official status there must be at least ten competitors taking part in order to count for order of merit points; where a competition does not reach that required number there will be no points awarded. Competitions with nine competitors and down to five competitors taking part will have a pay-out dependant on exact number of competitors. Below five competitors taking part will result in the competition becoming become null and void with those competitors receiving a credit note for entry to the next relevant competition; their scores will not count but will be considered for handicap adjustment.

**1.8 Scorecard Submission:** All competitors must on completion of their round ensure that their scorecard is signed as the player and by their marker; failure to complete will result in the players disqualification in accordance with the Rules of Golf, rule 6-6b. All scorecards taken out for competition must be returned and handed in whether or not the round has been completed, or N/R'd. Any player not submitting their competition card will be spoken to by the committee. Multiple incidents may result in disciplinary action by the committee.

**Scorecard Marker:** The person who is marking a player's scorecard must also be taking part in the same competition. The committee may appoint a marker in extreme circumstances.

**Note:** Players are required to play with and have various players marking their cards, any players not complying will be spoken to and requested to comply.

**Correct Handicap:** The player's correct handicap must be shown on the scorecard, if the player fails to enter his handicap this will result in the player's disqualification in accordance with the Rules of Golf, rule 6-2b.

**Scorecard Return:** Any player not placing his scorecard in the Pro shop door upon completion of his round (correctly completed as above) will be disqualified in accordance with the Rules of Golf, rule 6-6b.

**PSI (player score input) Terminal:** All competitors should, on completion of their round, enter their scores on the PSI terminal located outside the Pro-Shop. Although not compulsory, it is in the spirit of golf to enter scores to enable full use of the clubhouse 'Leader Board' facility.

## 1.9 Results:

**Ties:** In the event of two or more players returning the same score, the winner(s) shall be decided in the following order:

### **Handicap Stableford, Scratch Stableford and Scratch Medal**

- a. Best score over the last nine holes.
  - b. If no difference; best score over the last six holes.
  - c. If no difference; best score over the last three holes.
  - d. If no difference; best score on the 18<sup>th</sup> hole.
  - e. If no difference; best score over the last twelve holes.
  - f. If no difference; best score over the last fifteen holes.
  - g. If no difference; the scores will be treated as matchplay starting from the first with the winner being decided by 'Sudden Death'.
- If no winner is produced, then the result will be a tie.

### **Handicap Medal**

- a. Best score over the last nine holes after deduction of one-half of exact handicap.
- b. If no difference; best score over the last six holes after deduction of one-third of exact handicap.
- c. If no difference; best score over the last three holes after deduction of one-sixth of exact handicap.
- d. If no difference; best score on the 18<sup>th</sup> hole after deduction of one eighteenth of exact handicap.
- e. If no difference; best score over the last twelve holes after deduction of two-thirds of exact handicap.
- f. If no difference; best score over the last fifteen holes after deduction of five-sixths of exact handicap.

Where a fraction of a whole number is the result of these deductions the full fraction will be taken into account in deciding the winner.

If no winner is produced, then the result will be a tie.

All competition results for qualifying and non-qualifying stroke play events and your exact handicap are published to the website:

www.howdidido.co.uk. This is a free to use website, however, you do need to register to view. Alternatively, competition results are displayed on the club notice boards.

- 1.10 Starting Tee:** All competitions and general play are to start from the first tee; the tenth tee is not a starting tee unless advised otherwise by a committee member or person in charge of the course at any given time.
- 1.11 Competition Tees:** All competitions will be played from the white tees unless otherwise stated in the specific rule applying to that particular competition.
- 1.12 Silverware/Main Competitions Entries:** Will have an entry sheet displayed on the main notice board at least one month prior to the date of the competition. Members wanting to take part may be able to select their tee time, dependant on the rules of individual competitions. Normally the entry sheet will close on the Thursday prior to the competition date. Players wishing to enter after the Thursday will be at the discretion of the person running that particular competition taking into account numbers and grouping. At least three players will be required in each group and tee times strictly adhered to. Timings of competitions are publicised well in advance therefore it is up to individual players to make sure they are available to play within the allotted time prior to entering a competition. Only extreme cases will be considered by the committee. It will be the responsibility of the person running the competition to make sure of compliance. It could mean that players have to move into different groups to make up the required three ball grouping, it is therefore possible that the final one or two groups have to go out as four balls. Members are asked for their co-operation as they may be requested to move to different tee times with different playing partners if it becomes necessary to maintain the correct numbers in each group, this could mean tee times being brought forward or delayed.
- 1.13 Buggies:** Are permitted for all qualifying and knockout competitions with the exception of any competition played over 36 holes in one day.
- 1.14 Trophies:** All trophies are retained on display in the Clubhouse and are held by the winner for one year only and can never be won outright.

## 1.15 Rules for Knockout Competitions

**1.15.1 The Entry Fee:** shall be as per the displayed notice, per player, and should be paid in the Pro-shop at the time of entry. Members who have not paid the entrance fee will not be included in the draw.

**1.15.2 A Draw:** will be held for opponents in the first round and play thereafter shall proceed according to the match sheet.

**1.15.3 Tees:** All matches must be played from white tees and shall be played out over 18 holes and starting from the first tee only to allow for the stroke indexes to have their correct effect. In the event of the match being level after the initial 18 holes then extra holes again starting from the first tee must be played in 'sudden death' format with the winner(s) being the first to win a hole taking handicap into account.

**1.15.4 Contact:** It is the responsibility of both player(s) named on the match sheet to approach the opponent(s) at least fourteen days before the last day on which the match can be played, and to offer three separate dates for the match, one day of which must be a Sunday in the case of seven day knockouts.

**1.15.5 Agreeing a Date:** If there can be no agreement, both sides having complied with the fourteen day rule, the match shall be decided on the toss of a coin by the Director of golf, or his nominated deputy on the last day of the due date for completion of that round. If no sides are present then the toss of the coin will be carried out with a committee member making the call and the decision will be final.

**1.15.6 Etiquette:** requires that the losing player or pair should write in the winner's name on the match sheet, but the winner must be responsible for ensuring that this has been done by the last date for the round.

**1.15.7 EXTENSION OF TIME WILL NOT BE GIVEN FOR ANY ROUND PRIOR TO THE FINAL.**

## 2. General Local Rules and Conditions

**2.1 Out of Bounds:**

- a. Beyond any fence bounding the course.
- b. Beyond any white stakes bounding the course.

**2.2 Stones in Bunkers:** Are movable obstructions; rule 24.1 Applies.

**2.3 Fixed Sprinkler Heads, Warning Bell and Ball Washer Posts:** Are all immovable obstructions and relief from interference from them may be obtained under Rule 24.2.

In addition, if such an obstruction on or within two club lengths of the putting green of the hole being played intervenes on the line of play between the ball and the hole; the player may obtain relief, without penalty, as follows:

If the ball lies off the putting green but not in a hazard and is within two club-lengths of the intervening obstruction, it may be lifted, cleaned and dropped at the nearest point to where the ball lay which a) is not nearer the hole, b) avoids such intervention and c) is not in a hazard or on the putting green.

**2.4 Pylons, Poles and Overhead Cables:** If a ball strikes a pylon, pole or overhead cable that stroke must be replayed without penalty in accordance with Rule 20-5.

**2.5 Ground Under Repair:** Play Prohibited From These Areas: If a player's ball lies in the following areas of 'ground under repair' from which play is prohibited, or if such an area of 'ground under repair' interferes with a player's stance or the area of intended swing the player must take relief under Rule 25-1.

Within the area of framework of pylons.

All manmade paths and edgings.

Sleepers are immovable obstructions and relief may be taken under Rule 24-2.

Where a ball comes to rest in a bunker it must be dropped within that bunker.

**2.6 Protection of Young Trees:** Protection of young trees identified by stakes, guarded or white tags.

If such a tree intervenes with a player's stance or area of intended swing, the ball must be lifted, without penalty, and dropped in accordance with the procedure described in Rule 24- 2b (i) (immovable

instruction). The ball may be cleaned when so lifted.

Penalty for Breach of Local Rules 2.4, 2.5 and 2.6:

Match Play - Loss of hole. Stroke Play - Two strokes penalty added to gross score.

- 2.7 Aeration Holes:** On the putting green. If a ball lies in an aeration hole on a putting green, a player may place the ball to avoid the situation on a spot as close as possible to the exact spot where the ball is lying and not nearer the hole. Before relief can be taken it has to be in agreement with another member or opponent within that playing group.
- 2.8 Accidental Movement of a Ball on the Putting Green:** Elimination of the penalty for all circumstances when a player, an opponent or either of their partners, caddies or equipment (all described as 'Player' in the rule) accidentally moves a ball or ball marker on the putting green.  
The following are examples where the rule applies:
- 2.8.1** When preparing to make a stroke a player accidentally causes the ball to move - No Penalty.
- 2.8.2** A player accidentally drops their ball which hits and moves a ball marker - No Penalty.
- 2.8.3** A player accidentally drops their ball marker which accidentally moves a ball - No Penalty.
- 2.8.4** A player accidentally kicks a ball - No penalty.
- Not Included: A player intentionally moves or lifts the ball without first marking its location –For breach of rule - One Shot Penalty  
Note - In each case the ball or ball marker accidentally or intentionally moved must be replaced on its original spot.
- 2.9 Preferred Lies:** Only apply when a notice is displayed to say these are in operation. A ball lying on a closely mown area through the green may be lifted without penalty and cleaned. Before lifting the ball, the player must mark its position. Having lifted the ball, he must place it on a spot within six inches (15cm) of and not nearer the hole than where it originally lay, that is not in a hazard and not on a putting green. A player may place his ball only once and it is in play when it has been placed. If the ball fails to come to rest on the spot on which it is placed and it subsequently moves, there is no penalty and the ball must be played as it lies. If the player fails to mark the position of the ball before lifting it or moves the ball in any other manner (such as rolling it with a club), he incurs a penalty of one stroke. Closely mown area means any area of the course, including paths through the rough, which during the growing season would be cut to fairway height or less.



## **Important Points of Etiquette**

**Divots:** Are to be replaced and stamped down.

**Pitch Marks:** On greens must be properly repaired.

**All Marks Made in Bunkers:** Must be smoothed over for the benefit of others.

**Speed of play:** Players are reminded that they must give way to faster matches be they two, three or four ball.

**Note:** At weekends speed of play will be that of a four ball; in general a four ball medal should be completed within four hours of the first teeing off time. Teams who persistently take longer may be spoken to by a member of the committee who may advise on methods to speed up play where possible.

**A single player:** Has no standing.

**Bag Tags:** All players, members and visitors must display a valid membership tag or day ticket.