



PLAYING CONDITIONS

General

The Rules of Golf as laid down from time to time by the Royal and Ancient Golf Club of St Andrews shall apply, including any local rules applicable as determined by the match committee. The organisation, control and conduct of competition play on the course is vested in the Captain and Match Committee, whose decisions shall be final. The following conditions apply to all competitions.

Commencement of Competitions

All competitions shall commence at the 1st tee unless otherwise advised by the Match Committee.

Competition Prizes

No player can win more than one trophy in any event with the exception of Championships and Monthly Medals.

Soft Spikes

Glenmore Heritage Valley has a "soft spike" only policy. Metal spikes are not to be worn on the golf course.

Ties

With the exception of stipulated major Championships, Match play events or Monthly Medals, the approved "Australian countback system" will apply. For ball competitions only, countbacks will not be extended past the last 9 holes.

Protests

Claims under Rule 2-5 (match play) must be made in accordance with that Rule. All other protests or claims in connection with a competition or match must be made in writing to the Captain (in his/her absence, a member of the Match Committee) immediately after the completion of such competition or match. The protest will be considered as early as possible by the Match Committee whose decision shall be final.

Starting Times

A starting sheet with tee times is located in a prominent position and is available through the Members Online services. The head Professional is the designated starter and is responsible for the collection of competition fees and issuing of score cards with the player's name, date and event. Members unable to play at their booked time **MUST** phone and advise so that this time slot may be re-allocated. If the player arrives at his starting point, ready to play, within five minutes after his starting time, in the absence of circumstances that warrant waiving the penalty of disqualification as provided in Rule 33-7, the penalty for failure to start on time is loss of the first hole in match play or two strokes at the first hole in stroke play instead of disqualification.

Match Play Events

Players participating in match play events **ARE NOT ELIGIBLE TO PLAY IN THE STROKE EVENT** of the day.

Two or Four Ball Events

Where only three players are available for play in a two or four ball event, the player with the lowest handicap will "Swing" with each of the other players forming two teams.

Professional Golfers

No PGA member is eligible to win a scratch event.

Mobile Phones

Must be switched off or on "silent" mode while on the course during competition and are only to be used for emergency outgoing calls. Mobile phones may be used during any break at half-way provided there is no disruption to the play of any competitor.

No Shows for Golf Bookings

Players must report to the starter at least 15 minutes prior to their tee time. Players are required to notify the pro shop if they are unable to make their tee time. This includes competition and social bookings.

Failure to do so will result in a warning letter being issued. Repeat offenders will be suspended from play for a period of time determined by the match committee of Glenmore Heritage Valley Golf Association (2 weeks – 4weeks).

Inclement weather is not a sufficient reason for canceling without sufficient notice.

Pace of Play

Slow play detracts from the enjoyment of the game for the majority of golfers, few golfers are heard to complain about play being too quick. Here are a couple of things you can do to help:

- Move quickly between shots.
- Be aware of your position with regard to the group in front.
- Do not concern yourself with the group behind; the fact that you are not holding them up is irrelevant as it is your group's responsibility to keep up with the group in front.
- If you feel that your group is falling behind, advise the other players in your group.
- If your group is behind, try to catch up quickly.
- If you lose a clear hole and are delaying the group behind, or if there is no group in front of you and you are delaying the group behind, invite the group behind to play through.
- Do not wait until it is your turn to play before putting your glove on.
- Do not wait until it is your turn to play before calculating your distance and selecting your club.
- Look at your own line of putt while the other players in the group look at theirs (within the bounds of normal etiquette).
- At the green, position your bags so as to allow quick movement off the green to the next tee.
- Move off the green as soon as all players in your group have holed out; mark score cards at the next tee as other are teeing off.
- Play a provisional ball if your ball may be lost outside a hazard or out of bounds.
- If playing a Stableford or Par event, once you cannot record a score (1 point in Stableford or Square in Par) pick up your ball.

If you keep up with the group in front, you cannot be accused of slow play