

GOLF

Golf is a game that depends a great deal on the tradition and long custom for its charm. It follows quite naturally that a Golf Club is a conservative institution. This conservatism should extend to the choice of dress, and generally in the standard of conduct on the course and in the clubhouse. It cannot be over-emphasised that the fundamental rule is consideration to one's fellow members. The status of a Golf Club may be judged by the etiquette of its members. It is always better to give a point rather than take one.

ETIQUETTE OF GOLF

1. No one should move, talk or stand close to or directly behind the ball or the hole when a player is addressing the ball or making a stroke
2. The player who has the honour shall be allowed to play before his opponent or fellow competitor tees his ball
3. No player should play until the players in front are out of range
4. In the interest of all, players should play without delay. Rules allow for penalty of 2 strokes for undue delay
5. Players searching for a ball should allow other players coming up to pass them. They should signal to the players following them to go through and should not continue their play until those players have passed out of range. Only 5 minutes is allowed before a ball must be declared lost
6. Before leaving a bunker, a player should carefully fill up any holes made
7. Through the green a player should ensure that any turf cut or displaced by him/her is replaced at once and pressed down
8. Players should ensure that when dropping bags or the flagstick no damage is done to the putting green. Players should not injure the holes by standing too close to them when the ground is soft or when replacing a flagstick.
9. When the result of a hole has been determined, players should immediately leave the putting green
10. Players should at all times play without undue delay and should always observe the rules and etiquette of golf.

Requirements from members

By observing the following requirements and conditions members will assist the various committees and add to the enjoyment and comfort of their fellow members.

MATCH COMMITTEE

Players are earnestly requested to provide themselves with a copy of the rules of golf and make every endeavour to become familiar with the requirements and penalties relating to play and the Rules of Etiquette on the course. Members should look at the notice board before starting play for they are deemed to be aware of all notices, local rules etc. posted there. They should also check their handicaps before starting play

The **lowest marker** is captain of each match and should see that all divots are repaired and that his match does not hinder the rest of the field by slow play.

TIES – HOW DECIDED

1. MATCH PLAY

A match that ends all square shall be continued hole by hole from the hole where the match began until one player or one side wins the hole. When strokes are being allowed they will be taken as if the match has been recommenced until one player or one side wins a hole

2. CLUB CHAMPIONSHIPS AND HONOUR BOARD

Events shall be decided by sudden death play off beginning at the first hole

3. CLUB EVENTS

All club events shall be decided by count back

4. PLAYOFF

Players involved in a playoff must begin play within 15 minutes of notification by match committee

CONDITIONS OF PLAY

1. No member shall change any other member's time of play on the time sheets unless authorised by such member and shall prior to making such alteration notify the Match Committee.
2. In all events, members must obtain their card from the Starter TEN minutes prior to the booked time and must be ready to hit off at the booked time. Members not complying with this condition will hit off at the Starter's discretion.
3. No players are to play in a group of 2 or less without authority from the Match committee or the Starter.
4. The Starter, in conjunction with the Match Committee, is in sole control of all competition play.
5. No player shall play outside of the times stipulated on the starting sheet without the permission of the Starter or the Match Committee. Penalty will be disqualification from the event.
6. Play-off Matches – All knockout matches shall be played and concluded on or before the dates set forth in the fixture list for the particular event. If any member is unable to play-off by such days he shall be deemed to have forfeited, unless prior arrangements have been made with the Match Committee.
7. Return of cards – Cards must be returned within 5 minutes of completion of play.
8. Club Championships – A member must be fully financial and have played in at least 12 competition matches at Byron Bay to be eligible to win any of the Club Championships. Final round leading players to play in seeded time slots for all grades. Penalty disqualification from Championship event.
9. Score cards on return must have both player and marker scores, thereon – penalty disqualification
10. Carrying of sand buckets. Filling of divots is compulsory in competition and social play. Penalty for failing to do so in competition – 2 shots

ADVERSE WEATHER PROCEDURES

Procedures for the Suspension of Play – Weather or Unforeseen Circumstances

Play will be suspended for the following reasons:

- Course deemed unplayable due to conditions e.g. flooded greens, etc
- Course deemed dangerous for play due to weather e.g. electrical storm

In periods of rain, play may be suspended when one or more greens become flooded making them unplayable. If the hole that you are playing is not flooded but play is suspended then all players on the course are to comply. The decision to suspend play and for what period of time will be made by the Club Captain or in his absence the Club Professional and his Staff or the General Manager.

A warning siren has been installed and the sound made by the siren is unmistakably that of an “air raid” siren.

The Rules of Golf, Appendix 1, Part C, Paragraph 5 – Suspension of play Due to a Dangerous Situation applies. This refers specifically to the taking of precautions against possible lightning strike. Rule 6-8 and rule 32-2d also apply.

The following signals are to be used:

- **Discontinue play immediately: one prolonged note of the siren** (mark your ball and immediately move back to the club house or seek shelter on the course)
- **Resume Play: Two short notes of the siren, repeated**

Members must comply with this condition of play. Failure to carry out the prescribed action on hearing the siren will result in disqualification on the basis of Rule 1-3.

NSWGA has issued the following tips, in relation to lightning:

Lightning Safety – Tips for Club Members

Avoid:

- Solitary trees
- Small rain and sun shelters
- Large open areas
- Wet areas
- Elevated areas
- All metal objects including golf clubs, golf carts, fences, electrical and maintenance machinery and power lines

Seek:

- Large, permanent buildings
- Fully enclosed metal vehicles (car, van, etc)
- Lowest elevation area
- Dense areas of trees or bushes

If sudden, close-in lightning does not permit evacuation to a safer place, crouch in a wicket-keepers position with feet together and hands on knees.

Members should also be reminded that the NSW Golf Association emphasises that players in a competition have the right to stop play if they think lightning threatens them, even though the Committee may not have authorised it specifically by signal.

Should it be necessary to extend the Suspension of Play, this may be done until it would be impossible for the days play to be completed, at this stage play should be abandoned.

JUNIORS PLAYING IN MEMBERS' COMPETITIONS

1. A maximum of 1 junior per group of 3 or 2 juniors per group of 4.
2. At least one person in the group must be 21 years of age or older.
3. A junior's card must be marked by a Playing Member.

The match committee reserves the right to alter this program if necessary. All members playing socially or in competition are to report to the Pro Shop staff prior to commencing play.

COURSE COMMITTEE

Members must confine their practice to the areas so defined by the Committee from time to time. Play on the practice tees is to be strictly within the roped off area. No green fees are charged when practicing in these areas. The prescribed green fee must be paid for any play on other parts of the course.

Members should never walk up the face of a bunker and are responsible for smoothing out any marks made in same.

Buggies, with wide wheels only, may be taken across greens.

The carrying of sand buckets and use of same is compulsory for all members, whether playing in competitions or socially, for the repair of all divots.

A maximum of two (2) balls may be played when playing a practice round or practicing on the course. One ball only is to be played on Par 3 Tees.

HOUSE COMMITTEE

Members and their visitors to be suitably dressed at all time and conduct themselves in an orderly manner in the Clubhouse. It will be appreciated that the suitability or otherwise of the dress depends on the particular occasion, and there should be no need to instruct members on this point.

Members may introduce visitors subject to various conditions laid down by the Committee from time to time.

When introducing visitors, the names of such visitors shall be entered in the Visitor's Book prior to using the facilities of the Clubhouse. Any member introducing a visitor shall be responsible for the conduct of such visitor, both in the clubhouse and on the course.

A visitor shall not be supplied with liquor on the Club premises unless on invitation and in the company of a member.

A Junior Member or visitor under 18 years of age shall not be permitted to the Club premises except that area defined as the non-licensed area.

Persons under the age of 18 years are not permitted to play the poker machines.

In no instance shall a servant/employee of the Club be directly reprimanded by a member.

Members are reminded that the furniture & fittings in the club house are their property and are requested to protect and preserve the same.

MEMBERS DRESS RULES

Dress must be neat and tidy at all times.

• **Competition Play**

Collared shirt - may be tucked in or worn out

Socks & Shoes - the wearing of soft spikes is preferred

• **Social Play**

Any shirt with sleeves - can be worn tucked in or outside pants

Socks & Shoes - the wearing of soft spikes is preferred

Attire must be clean and tidy

PRIORITY ON THE COURSE

Unless otherwise determined by the committee, priority on the course is determined by a group's pace of play. Any group playing a whole round is entitled to pass a group playing a shorter round. The term "Group" includes a single player.

HANDICAPS

Application to different types of competitions:

INDIVIDUAL STROKE	Full Handicap
PAR	Full Handicap
STABLEFORD	Full Handicap
ECLECTIC	Half of stroke handicap on last day.
SINGLE MATCHPLAY	Full difference between their respective handicaps, except Club championships.
FOUR BALL MATCHPLAY	Lowest marker to play from scratch. The rest to take full difference between their respective handicaps and lowest marker.
FOURSOMES	Half Aggregate handicap
CANADIAN AND AMERICAN FOURSOMES	3/8th combined handicaps
2 MAN AMBROSE	Quarter Aggregate handicap
4 MAN AMBROSE	Eighth Aggregate handicap

MAXIMUM HANDICAP FOR COMPETITIONS

MEN'S HANDICAP	Maximum of 36 for all events
LADIES HANDICAP	Maximum of 45 for all open events and other events designated by the match committee.

COMPETITIONS

FOURSOMES Two competitors play as partners and play one ball. A competitor tees off the even numbered tees, the other competitor tees off the odd numbered tees. The competitors hit alternate shots until the ball is holed.

CANADIAN FOURSOMES Both players play a Tee Shot, select one and then proceed as in foursomes.

AMERICAN FOURSOMES Both players play Tee Shots, then each play another shot with their Partner/s ball. One ball is then selected which the owner plays - play then continues as in Foursomes.

AMBROSE Owner of best ball must play first - others then drop within one club length.

IRISH 4 BALL Is a team Stableford event. Ensure each team member's handicap is recorded. Byronised version:

Team of Four: Holes 1-3 Record best score only

Holes 4-6 Record best 2 scores

Holes 7-8 Record best 3 scores

Hole 9 Record all scores

(Front nine and back nine)

MODIFIED STABLEFORD

Nett Albatross = fifteen (15) points

Nett Eagle = ten (10) points

Nett Birdie = four (4) points

Nett Par = one (1) point

Nett Bogey = minus one (-1) point

Nett Double bogey (or worse) = minus two (-2) points

MEXICAN EVENTS

Tee shot is selected either from 4 or 2 drives per hole and players play their own ball for the duration of hole from there.

TWO SIGNATURES REQUIRED ON SCORE CARD

SLOW PLAY

The regular occurrence of "Slow Play" is discussed consistently among members and with the thought that almost every player-member of the Club has at some time expressed concern about the effects of Slow Play on their enjoyment of the game, we publish the following ten suggestions which could be of assistance in overcoming the problem.

1. Not being ready on time. Select club and ball while other players are having their shots.
2. Delays on tees or greens while marking the card. Always mark the card while awaiting your turn at the tee.
3. Players wait with others on the tee until all have played their shot, then walk to their own ball. Walk directly to your own ball, or level with same; and select club to be used while waiting for others to play their shots.
4. Unnecessary number of practice swings. It is agreed that each player has his own preference in this matter, but practice swings should be limited by discretion.
5. Delays in locating lost balls. If, after a reasonable period, it is apparent you are holding up play, call next group through.
6. Lack of discretion in going through a team that has lost a ball. If called ahead as in (5) but immediately afterwards the team ahead locate their ball and it is evident that play will proceed faster if they continue; you should signal to them to go ahead.
NOTE: the discretion is in the hands of the team called through and not the players who were looking for the lost ball.
7. On the putting green unnecessary marking of balls and players not continuing to putt out. On reaching the green and your ball, study the line of your putt immediately. When it is your turn to putt, try and wherever possible putt right out. Marking the ball is sometimes necessary, but not always, and should be avoided.
8. Players not using the time on the green, while waiting their turn, to assess their own putt. Whenever possible, a player should have assessed his own putt for direction and speed while the other players are putting, providing in doing so, no interference is caused to the other players.
9. Incorrect handling of the flag on the green. The player nearest the hole should attend the flag and then pass to the first player to hole out, and then appraise his own putt.
10. Leaving buggies around the green on the wrong side of the tee. Always place your buggy adjacent to the approach to the next tee.

BY FAR THE MOST IMPORTANT RULE IS BRIEF

EACH PLAYER WALKS DIRECTLY TO OR ADJACENT TO HIS BALL AT ALL TIMES, AND WAITS THERE FOR THE PLAYER FARTHEST FROM THE HOLE TO PLAY HIS SHOT. USE THIS TIME TO ASSESS YOUR OWN SHOT.

WE ASK YOU ALL TO GET INTO THE HABIT OF PLAYING THIS WAY, AND IF YOU SEE ANYBODY NOT PLAYING THIS WAY, THIS IS WHY YOU ARE HAVING A SLOW ROUND.