




COMPETITION RULES

 COMPETITION RULES		Option 1	Option 2	Option 3	Option 4
BALL OUT OF BOUNDS/ LOST BALL	Ball is or virtually certain to be out of bounds (behind WHITE boundary), or ball is lost within general area of course except in penalty area	<i>Stroke & Distance Relief</i> Hit another ball from the same spot as the original ball	<i>Alternative Local Rule</i> Hit another ball from edge of the fairway closest to where the ball crossed boundary, but no closer to the hole	-	-
		Add 1 penalty stroke	Add 2 penalty strokes	-	-
BALL IN PENALTY AREA	Ball is in a Penalty area marked by red or yellow boundary, i.e. body of water. Player may choose to play the ball as it lies, or take a penalty relief option	<i>Stroke & Distance relief</i> Hit another ball from the same spot as the original ball	<i>Back-on-the-Line Relief</i> Drop on any point on a line from the hole through the point the ball crossed into hazard, but no closer to the hole	<i>Lateral Relief</i> <i>(Red penalty areas ONLY)</i> Drop ball within 2 club length area from the point the ball crossed into hazard, but no closer to the hole	<i>Drop Zone</i> If a drop zone is provided, this can also be used as alternative relief area
		Add 1 penalty stroke	Add 1 penalty stroke	Add 1 penalty stroke	Add 1 penalty stroke
UNPLAYABLE BALL	Player can decide if their ball is unplayable anywhere on the course, except in penalty area., i.e.	<i>Stroke & Distance Relief</i> Hit another ball from the same spot as the original ball	<i>Back-on-the-Line Relief</i> Drop on any point on a line from the hole through known position of the original ball	-	-
		Add 1 penalty stroke	Add 1 penalty stroke	-	-
Ball out of bounds/lost ball - Provisional Ball		A provisional ball may be played if the ball just played may be out of bounds, or lost except in a penalty area. The player must announce that they are playing a provisional ball.			
Cleaning Ball		In any part of the general area, if mud is stuck to the ball, the player may mark, lift, clean and replace the ball in the same position with no penalty .			
Scorecards		Each group captain is responsible for filling out and returning the official scorecard. Please write down GROSS SCORES for each hole. Maximum score for hole is double par.			
Pace of Play		Please play 'ready golf' - playing out of turn is acceptable, so long as does not interfere with another player. Please stay within 1/2 a hole of the group in front where possible. Pick up at double par.			