



## WOMEN'S GOLF MURWILLUMBAH

### CONDITIONS OF PLAY 2019

#### **A. GENERAL CONDITIONS**

1. **LOCAL RULES:** Please read the local rules board and the back of the score card and note any message on the score card before each game.

2. **PLAYING GROUPS:** A group for any single event is **not to exceed 4 players** unless organised by the starter.

3. **SEASON:** From the first Thursday in February to the end of November with the 31<sup>st</sup> October as the cut off for all point scoring competitions.

4. **COMPETITORS:** To be eligible to play in events, a player **must hold a Golf Australia Women's Handicap** and pay a competition fee.

**A new player**, who is submitting a card for handicapping, may play in a group of competitors, to have her card marked by a GA handicapped player.

5. **CARDS:** It is each player's responsibility to **enter the scores into the computer and deposit her correctly completed card into the tray immediately** on completion of her game. Please check the score you sign for is correct.

6. **MOTORISED BUGGIES:** Motorised buggies are permitted in all women golfer's competitions, subject to course conditions.

7. **MEASURING DEVICES:** **Only distance** measuring devices are permitted.

8. **MOBILE PHONES:** A mobile phone may be carried on the course, but **must be in passive mode**. First unauthorised use of a mobile phone on the course will result in a warning being given, followed by disqualification for any subsequent unauthorised use.

9. **SLOW PLAY-UNDUE DELAY:** An 18 hole match should take **approximately 4 hours, with a limit of 4 hours 20 minutes. Players must read Rule 5.6 Prompt Pace of Play and the local Prompt Pace of Play Flyer on the locker room notice board and page 14 to this document.**

**ACTION TAKEN ON SLOW PLAY OR UNDUE DELAY** will be at the discretion of the Match Committee. **Action may be as follows:** First offence - a group warning; second offence - a one stroke penalty for each player in the group; third offence - a two stroke penalty for each player; subsequent offence- disqualification (Rule 5.6a);

**or** penalties may be issued to individuals in groups who by their pace contribute to such delay.

#### 10. **MAXIMUM SCORE (Rule 21.2) LOCAL RULE:**

Maximum Score is a form of *stroke play* where a player's or side's score for a hole is capped at a maximum number of strokes set by the Committee. (Rule 21.2a)

**The Women's Match Committee has capped the maximum score for a hole at 15 strokes.**

To assist with pace of play players are to stop playing a hole when the maximum score of 15 strokes has been reached (During a stroke round)

This local rule must be read in conjunction with Rule 21.2 Maximum Score.

11. **PROTESTS:** A protest must be in writing and be lodged with the Captain before the presentation of trophies on the day of play.

12. **COUNTBACKS:** Scorecards are compared in the following order.

**For 9, 18 or 27 hole competitions:** Compare totals for the last 9 holes, then the last 6 holes, then the last 3 holes, if scores are still equal, then hole by hole backwards till the winner is decided.

**For 36 hole or more competitions:** Compare totals for the last 18 holes, then the last 9 holes as above.

13. **DIVISIONS:** Players are organised into three divisions, **based on Daily Club Handicaps**, so that the spread of players across the divisions is as even as possible. Therefore, it is necessary to adjust the divisions from time to time when the numbers becomes uneven due to the movement of players in and out of divisions. The number of players in each division will be reviewed twice yearly (**Jan and June**) and as required divisional handicap ranges will be adjusted.

#### 14. **HANDICAPPING:**

a. All single 18 hole events will be used for handicapping.

b. **A single 18 hole event will be held in conjunction with each stroke or stableford four ball best ball event**, thus eliminating the application of any separate four ball handicapping.

c. 9 hole events may be used for handicapping at the discretion of the Match Committee.

15. **MATCH COMMITTEE:** The Match Committee **has the right to alter or cancel, at any time: fixtures, conditions of play and commencing and finishing times of competitions.**

16. **VISITORS.** Visitors to the club who wish to play on an ordinary competition day are very welcome and eligible to win the daily trophy.

17. **EXTREME WEATHER CONDITIONS:** Unless a competition or match is officially stopped, **players must use their own good sense and discretion** whether to discontinue the golf round and leave the course, or continue playing.

## **B. COMPETITIONS**

### **1. NINE HOLE COMPETITIONS:**

**Tuesdays** off the **1st Tee** and **Thursdays** off the **10th Tee**.

The same competition fee will be paid by all competing players and 9 hole players must nominate they are playing 9 holes when they pay.

Players should book on the time sheet and may play together as a group or along with 18 hole players in normal single events or **as a group behind team events**.

Players should use 1/2 18hole handicap (or may be given a local handicap).

If only playing once a week, players should alternate their starting tee. (To allow for local handicapping on the completion of 2 different nines.)

- a. **2 to 3 competitors** to play for a daily trophy and NTP's as part of the 18 hole competition
- b. **4 to 5 competitors** to play for a daily trophy, runner-up, NTP's as part of the 18 hole competition
- c. **6 to 7 competitors** to play for a daily trophy, runner-up, NTP's as part of the 18 hole competition, plus ball rundown.
- d. **8 to 9 competitors** to play for a daily trophy, runner-up, NTP's as part of the 18 hole competition, plus ball rundown.
- e. **10 to 19 competitors** to play for a daily trophy, runner-up, NTP's as part of the 18 hole competition plus ball rundown.
- f. **20 plus competitors** to play for a daily trophy, runner-up, NTP's as part of the 18 hole competition, plus ball rundown.
- g. **Ties** will be decided on a countback.

### **2. EIGHTEEN HOLE COMPETITIONS:**

Includes **all stableford, stroke, monthly medals, monthly mugs and all other single events**.

- a. **8 to 9 competitors** to play for a daily trophy, one Pro Pin, plus ball rundown.
- b. **10 to 19 competitors** to play for a daily trophy, runner-up, one Pro Pin, one NTP, plus ball rundown.
- c. **20 to 34 competitors** to play for a daily trophy, runner-up, one Pro Pin, three NTPs-on 2nd /10th, 8th and 14th and second shots on 8th and 14th holes, plus ball rundown.
- d. **35/+ competitors** to play for a daily trophy for overall winner, club trophies for the other division winners, runners-up for each division, one Pro Pin, three

NTPs, (on 2nd/10th, 8th and 14th holes and second shots on 8th and 14th), plus ball rundown.

e. **Ties** will be decided on a count back.

### 3. **MONTHLY MEDAL:**

**The best nett score in each division** on a selected day in each calendar month of competition. **All Monthly Medal winners are eligible to play in the Gold Medal playoff**

### 4. **MONTHLY MUG:**

**The best Stableford score in each division** on a selected day in each calendar month of competition. **All Monthly Mug winners are eligible to play in the Gold Mug playoff.**

### 5. **SATURDAY MONTHLY MEDALS and MONTHLY MUGS:**

Monthly medals and mugs are not presented to Saturday players. However, the winning score is recorded and winners are eligible to play in the Gold Medal and Mug Play-offs with weekday players.

### 5. **PUTTING COMPETITION:**

**Played once a month** in conjunction with the Monthly Medal competition (or a stroke event at the discretion of the Match Committee).

a. **<35 players** one daily trophy will be awarded to the overall winner

b. **35/+ players** one daily trophy per Division.

c. Equal winning scores will each receive a daily trophy.

### 6. **ECLECTIC COMPETITION:**

a. To be conducted over the season from first Thursday in February to the 31<sup>st</sup> October.

b. All **players are eligible** to participate.

c. Players may submit **only two Eclectic score sheets per week (if extra sheets are submitted, only the first two will be recorded)**, and they must be lodged within a week of the game played. ***(This will change in the future as electronic reporting is still work in progress due to the current closure of the 3<sup>rd</sup> hole and use of 8a. Initially the Match committee will manually record scores which will be attributed to holes by their name and 8a will be excluded)***.

d. Scores are to be taken from **18 hole single events** played on **Tuesday, Thursday or Saturday** as part of **Women's Golf Murwillumbah designated competitions in the 2019 fixture book.**

- e. **If a player changes division her Eclectic scores go with her.** She is only eligible to compete for the Eclectic trophy of her final division.
- f. **Gross and nett trophies will be awarded in three divisions. In the event of ties,** in the nett or gross, all tied winning competitors will receive a trophy.
- g. **The eclectic nett winners are decided by taking the gross minus 3/8 of daily club handicap at the end of the season.**
- h. **Disqualified and incomplete cards are ineligible** for the eclectic competition.

**7. BIRDIE, ROYAL CHIP, AND SAND SAVER COMPETITIONS:**

- a. The rules for submitting the recording sheets for all of these competitions are the same as for the **Eclectic Competition.**
- b. A **Sand Saver** is based on **one shot out of the bunker plus one putt into the hole.**
- c. A **Royal Chip** is **any shot into the hole that was not hit from the putting green.**

**8. POINT SCORE COMPETITION:**

- a. Taken on **all single events.**
- b. Commences with the first 18 hole event in February to the 31<sup>st</sup> October.
- c. Points **are awarded for 1st to 10th position in the Ball Rundown:** 1st=15pts; 2nd=10pts; then 9, 8, 7, etc. in descending order (with 10th position receiving 2 pts).
- d. A separate Point Score will be kept for Designated Saturday players.

**9. WOMEN VETERANS' POINT SCORE COMPETITION:**

- a. Points from **all specially programmed Women Veterans' Events,** Championships and Monthly Medal rounds.
- b. **Points will be allocated as follows:** Veterans lowest nett=5pts; 2nd lowest nett=4pts; 3rd lowest nett=3pts; in the ball rundown=2pts; and veteran playing=1pt.
- c. Players with equal nett scores receive the same number of points.

**10. GOLF NSW WOMEN'S MEDALS: Played in conjunction with Murwillumbah Monthly Medal events.** Division winners will have lowest nett aggregate of three best scores over 6 stroke rounds, February to September. See also GNSW Web Site. (Entry fee paid by WGM).

**11. GWLAD MURRAY MEMORIAL EVENT: Open to all members of GNSW VW** whose club is affiliated with WGNR. To be played over **three 18hole stroke rounds between 1st June and 31st August.** Played in conjunction with regular club stroke rounds. (Entry fee paid by WGM)

12. **WG GOLD COAST-DISTRICT BROOCH**: Played in conjunction with Monthly Medal rounds in June, July, August and September. **Best 3 aggregate nett scores of these stroke rounds in three grades.** (Entry fee paid by WGM)

13. **WG GOLD COAST-DISTRICT TROPHY**: For the **Best Nett Overall on a Stroke Round**, that has been previously nominated by the WGM. The Trophy to be presented by the Club's WGGC Councillor on behalf of Women's Golf Gold Coast. (Entry fee to be paid by WGM)

14. **JAN WILLIAMS' BROOCH**: Awarded **for the best nett aggregate over three nominated Stroke Rounds** (sometimes played in conjunction with other Stroke Events such as the Monthly Medal). (No entry fee required).

C. DAILY TROPHIES:

1. **WEEKDAYS: 18 hole single competitions**

Number of players	Winner/Other Grade Voucher	Runner-up Voucher	Pro Pin 2nd/10th balls	Nearest the Pins: \$5	Ball Rundown
Minimum 8-9	\$10	Nil	1/8 <sup>th</sup> of field	Nil	30% of field
10-14	\$10	\$5		1 * 2 <sup>nd</sup> /10 <sup>th</sup>	
15-19	\$15	\$10		1 * 2 <sup>nd</sup> /10 <sup>th</sup>	
20-34	\$25	\$15		4 = 1 <sup>st</sup> shot on holes 8, 14 2 <sup>nd</sup> shot on 8,14	
35+ <b>3Divisions</b>	\$25/ \$15	\$10		4 "	

\* **2<sup>nd</sup> and 10<sup>th</sup> NTPs** when not the Pro Pin, will receive **\$10** vouchers

**TUESDAYS- \$10 WGM voucher THURSDAYS- \$10 Tweed Fruit Exchange Voucher**

**Monthly Medals (\*\*\$50 Varela & Swift Voucher)**

Number of players	**Winner/Other Grade Voucher	#Runner-up/ *Putting	Pro Pin balls	Nearest the Pins: \$5	Ball Rundown
<35	**\$50	#\$15 /*\$5	1/8 <sup>th</sup> field	4= 1 <sup>st</sup> shot on holes 8, 14 2 <sup>nd</sup> shot on 8,14	30% of field
35/+: <b>3Divisions</b>	**\$50/\$20	#\$15 / *\$5		4= "	

\* **2<sup>nd</sup> and 10<sup>th</sup> NTPs** when not the Pro Pin, will receive **\$10** vouchers

**TUESDAYS- \$10 WGM voucher THURSDAYS- \$10 Tweed Fruit Exchange Voucher**

**WEEKDAYS: 9 hole single competitions**

Number of players	Winner Voucher	Runner-up Voucher	Pro Pin	Nearest the Pins	\$4 Ball Rundown
2,3	\$10		<b>As per 18 hole competition</b>	<b>As per 18 hole competition</b>	Nil
4,5	\$10	\$5			Nil
6,7	\$10	\$5			2
8-10	\$10	\$5			3
11-14	\$15	\$7			4
15-19	\$15	\$10			5
20+	\$20	\$10			6+

2. **SATURDAY: 18 Hole single Competitions**

Number of players	Winner Voucher	Runner-up Voucher	Nearest the Pins \$5	\$4 Points Ball Rundown
4-5	\$10		1	30% of field
6 -9	\$10		2= 2 <sup>nd</sup> /10 <sup>th</sup>	
10-16	\$15	\$10	2= 2 <sup>nd</sup> /10 <sup>th</sup>	
17-19	\$20	\$10	2= 2 <sup>nd</sup> /10 <sup>th</sup>	
20-22	\$25	\$15	2=2 <sup>nd</sup> /10 <sup>th</sup>	

### 3. PRO PIN:

Pro Pin to be on **one hole only (2nd or 10th, alternating monthly, starting with 2nd in February)**, and is **open to all players**. The number of balls is one eighth of the number of players (taken to the next number if point 5 or more.)

### 4. NEAREST THE PIN:

a. **1st SHOT on 2nd or the 10th hole**, (when not the Pro Pin, alternating monthly) **starting with 10th in February**. A club voucher of **\$10 will be awarded on Tuesdays** and the **\$10 TWEED FRUIT EXCHANGE VOUCHER will be awarded on Thursdays**.

b. **Other nearest the pins: 1st SHOT on the 8th and 14th holes** (Handicap: **+10-29**)  
**2nd SHOT on the 8th and 14th holes** (Handicap: **30-45**)

c. **Equal nearest the pins and second shots** will receive a \$5 voucher each.

### 5. BALL RUNDOWN:

The ball rundown will include the **top 30% of the field on the day**. (The number will be rounded up if the calculation results in having a decimal point five or more.) **These competitors will receive 400 points** in their Club Loyalty Points account.

### 6. PUTTING:

Winners will each receive a **\$5 voucher**.

### 7. EVENTS FOR TEAMS OF TWO, THREE OR FOUR:

a. **All winners will receive daily trophy for \$25**.

Other trophies will be decided in accordance with the number of players.

**<35 competitors**- no runner-up vouchers will be awarded

**35/+ competitors** -runners-up will each receive a \$15 voucher.

### 8. OTHER SPECIAL TROPHIES: to be **awarded at the end of the season**

a. **BEST GROSS SCORE:** in three divisions.

b. **BEST NETT SCORE:** in three divisions.

c. **BEST STABLEFORD SCORE:** in three divisions.

## **F. Championships**

1. **Non - members are not eligible.**
2. **Four 18 hole stroke rounds** are to be played over two weeks on Tuesday and Thursday as per the Program Book.
3. **A player will stay in the division in which she commences the championships** regardless of later increases or decreases in her handicap.
4. **The original handicap will apply for the 72 hole nett events**, but reductions and increases in handicap are to be used for the daily competitions.
5. **A tie in the 72 hole of ALL gross events** will be decided by a play-off over 3 holes (the 1st, 2<sup>nd</sup> and 3<sup>rd</sup> holes), and then if necessary by repeatedly playing the 10<sup>th</sup> hole until a decision is reached. In a two-way tie, the loser will become the 72 hole gross runner-up. In the event of a three-way or more tie, the runner-up will be the second place getter in the play-off.
6. Unless decided as in paragraph 5, **a tie in a 72 hole gross runner-up** will be decided by a countback - the best score for the last 18, 9, 6 or 3 holes played as necessary, and if a tie still persists, then hole by hole from the last 18.
7. **There will be a 72 hole nett event winner and a 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> runner-up across the whole field.**
8. **Ties in 72 hole nett event** will be decided by countbacks as in paragraph 6.
9. **Protests** are to be made in writing and lodged with the secretary before presentations are made on the day of play. **The MATCH COMMITTEE'S DECISIONS are final.**
10. **Draws** in the first and second rounds will be GRADED by the Match Committee with players alternating between 1st and 10th tees to start the two rounds in their respective grades.

The third round draw will be SEMI-SEEDED by the Match Committee continuing the alternation between the starting tees.

The final round draw will be SEEDED by the Match Committee continuing the alternation between the starting tees.

11. The committee may send competitors in the same division off both the 1st and 10<sup>th</sup> tees (while continuing the alternation between the starting tees) if necessary to keep the field even.

12. VETERAN CHAMPIONSHIPS (ages 50-69) will be held over 72 holes in **conjunction**. Ties in the 72 hole gross event will be decided **as in paragraph 5**, and ties in the 72 hole nett event will be decided by countbacks as in paragraph 8.

13. SENIOR VETERAN CHAMPIONSHIPS (ages70+) will also be held over 72 holes in **conjunction**. Ties will be decided in the same manner as for the Veterans' Championships. **A MINIMUM OF 10 PLAYERS** is needed to hold the Senior Veterans' Championships.

## **G. Foursome Championship**

1. Foursomes is **STROKE event played with a partner, using only one ball**, with players alternating shots until the ball is holed. (i.e If Player A hits the Tee shot, Player B hits the 2nd shot, then Player A hits the 3rd shot, etc. until the hole is completed.)
2. **The Gross score** for each hole is to be recorded.
3. **The Foursomes Championships will be played over 27 holes with all partnerships playing from the 1st tee in groups of 6 (i.e. 3 balls) in a draw determined by the Match Committee.**
4. The Daily Handicaps of both players must be recorded on the score card.
5. **Partners are required to hit off from alternate tees.** Prior to the game each partnership needs to discuss and make the initial decision about the order in which they wish to play. **Player A** will play the Tee shot on the **odd numbered holes** (1,3,5,7,9,11, 13,15,17), leaving **Player B** to hit the Tee shot on the **even numbered holes** (2,4,6,8,10, 12,14,16,18).
6. NOTE: If a penalty is incurred, **the order of play does not change**, including the playing of a provisional ball.
7. **When playing the 3rd Nine, the order of hitting off the tee MUST BE REVERSED** with Player B hitting off the odd numbered holes (1,3,5,7,9,) and Player A hitting off the even numbered tees (2,4,6,8).
8. Gross and Nett prizes will be awarded in 3 divisions, with the **division of the lowest handicapped player in the partnership determining their division.**
9. **The Divisions will be the divisions of players at the point of time of the championship i.e.**  
**DIVISION 1: +10-22    DIVISION 2: 23-29    DIVISION 3: 30-45**
10. **TIES** in the **GROSS EVENT** will be resolved by a Sudden-Death Play Off over the 1st, 2nd, 3rd, & 10th holes if necessary. If the tie is still not resolved, repeating the 10th hole.
11. **TIES** in the **NETT EVENT** will be decided by the Australian Count-Back System.
12. **Protests** should be made in writing to the Match Committee immediately after the game. All decisions made by the Match Committee will be final.

## **H. Special Competition Rules:**

1. **FLAG EVENT:** To be played to par of the course (71) plus Daily Handicap. Players must complete 18 holes to be eligible for the ball run down
2. **AMBROSE:** Balls must be placed within one card length of the chosen ball through the general areas and when on the green.
  - two person game - 6 tee shots each player must be selected during the round
  - three person game - 4 tee shots each and
  - four person game – 3 tee shots each are required.

3. **HANDICAPS FOR FOURSOMES AND AMBROSES:**

Canadian Foursomes	½ combined handicap
Canadian Two Stroke	3/8 combined handicap
American Foursomes	3/8 combined handicap
Foursomes	½ combined handicap
Two person Ambrose	¼ combined handicap
Three person Ambrose	1/6 combined handicap
Four person Ambrose	1/8 combined handicap

4. **IRISH 4BBB STABLEFORD ( Team of Four)**

Holes 1,2,3,4,5,6 ( on the card ) select **ONLY the best score from the team**

Holes 7,8,9,10,11 (on the card) select **the TWO best scores**

Holes 12,13,14,15 (on the card) select **the THREE best scores**

Holes 16, 17 18 (on the card) **ENTER ALL SCORES FROM ALL PLAYERS**

5. **GOLDEN BALL in conjunction with single Stableford.**

Each team will use a specially marked ball i.e. the golden ball (Played in conjunction with a single Stableford). Each player will take it in turn to play the golden ball on each hole. The score for the golden ball holes will be recorded on a separate score card with each players initials beside the score recorded. **If the golden ball is out of bounds, lost or unable to be retrieved, the points scored with it to that point will be the teams score for the golden ball competition.**

6. **WIPE OUT:** Teams of two players, playing off half their combined handicap.

The format:

**Holes 1 to 6 on the card – American Foursomes.**

Both players play tee shots at each hole, then play a second stroke with their partner's ball. One ball is then selected and play proceeds as

in foursomes, with the owner of the ball selected playing the third stroke, players alternate until the hole is completed.

The order of play is affected by penalty shots.

**Holes 7 to 12 on the card – Ambrose**

Each player plays a tee shot at each hole, the better position to play from is then selected. The other ball is placed within one card length through the green and on the spot on the green (see para 2 above).

**Holes 13 to 18 on the card – 4BBB Stroke**

Both players play an individual stroke game, recording the best single score for each hole.

**7. HARTBALL:**

Number team members 1, 2, 3 & 4. Each Player retains that number throughout the competition. Apart from the instructions for who tees off and who putts out, all team members play a normal Ambrose to the green, selecting the best ball, marking that position and all playing to the green. **Ball to be placed** by other team members.

**Hole No**

- 1. 1&2 tee off 3&4 putt out
- 2. All tee off All putt out
- 3. 3&4 tee off 1&2 putt out
- 4. 1&3 tee off 2&4 putt out
- 5. 2&4 tee off 1&3 putt out
- 6. 1&4 tee off 2&3 putt out
- 7. 2&3 tee off 1&4 putt out
- 8. All tee off All putt out
- 9. 1&2 tee off 3&4 putt out

**Hole No**

- 10. All tee off All putt out
- 11. 3&4 tee off 1&2 putt out
- 12. 1&3 tee off 2&4 putt out
- 13. 2&4 tee off 1&3 putt out
- 14. All tee off All putt out
- 15. 1&4 tee off 2&3 putt out
- 16. 2&3 tee off 1&4 putt out
- 17. 1&2 tee off 3&4 putt out
- 18. 3&4 tee off 1&2 putt out.

Divide the total team handicap by 8 and subtract from the gross score.

## PROMPT PACE of PLAY (Rule 5.6b)

**YOUR PACE OF PLAY affects how long it takes other players to play their rounds, including your group and those behind. You should play at a prompt pace throughout your round including the time taken to:-**

- Prepare for and make each shot
- Moving from one place to another between strokes, and to the next teeing area after completing a hole.

**When it is your turn to play:**

- **YOU must make a stroke in no more than 40 secs** after you are ( or should be ) able to play without interference or distraction, and
- **YOU should be able to play more quickly than that - if each golfer takes 5 secs off each shot YOU will play in 25mins less per round.**
- **USE YOUR TIME WISELY** when waiting to play, so **YOU are ready** to play when it is your turn

**Ready Golf means:-**

- The first player to get to tee hits off then marks their card after teeing off
- **Hitting your shot when safe to do so if a player further away faces a challenging shot and needs time to assess**
- Playing a provisional ball to save time if you think your ball is lost
- **Hitting your shot before helping someone else look for a lost ball**
- Hitting your shot if the person who has just played from a bunker is still furthest from the hole but delayed by raking the sand.
- **Lining up your putt and getting set to putt while others are putting without breach of putting etiquette and putting out even if means standing close to someone else's line.**
- Putting out in pairs sending the first 2 players to putt out to the next tee
- **Leaving the putting green quickly when play has been completed and leaving buggies on the side of the green nearest the access to the next tee ( or where directed by signage)**
- Think about where you park your buggy in relation to your next shot and taking more than one club with you if you are unsure which club to use
- **Know how long it has taken to play your 18 holes?** 4hrs with a limit of 4 hrs 20 mins
- **Unreasonable Delay of Play (Rule 5.6a) – you must not unreasonably delay play, either when playing a hole or between two holes. There are penalties for the breach of this rule and players should**

**familiarise themselves with all the elements of Rule 5 “Playing the Round”.**