



WOMEN'S GOLF MURWILLUMBAH

CONDITIONS OF PLAY 2023

A. GENERAL CONDITIONS

1. **LOCAL RULES:** Please read the local rules board, 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 Thursday 2nd February to the end of November with Tuesday 31st October 2023 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 the correctly completed card into the tray immediately on the completion of the game**. Please check the score you sign for is correct and the score recorded on the computer screen aligns with that score.
6. **MOTORISED CARTS:** Motorised carts 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 to 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 12 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.

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See Appendix 1 for further information.

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.

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

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 become uneven due to the movement of players in and out of divisions. The number of players in each division will be reviewed twice yearly (**January and June**) and as required divisional handicap ranges will be adjusted.

14. HANDICAPPING:

All single 18 hole events will be used for handicapping.

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 and must tee off in the designated time slots for the WGM competition.

17. PROFESSIONAL WOMEN GOLFERS: Professional women golfers are welcome to enter into our daily competition, and are eligible for the trophy for the daily event

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and the ball run down. **Exclusions are: The Pro Pin and Nearest the Pin Trophies, Championship events, Mt. Warning Classic, Medal Rounds, Best Monthly Gross and any other State Amateur Events.**

18. **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. EIGHTEEN HOLE COMPETITIONS Weekdays:

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

- a. **Minimum 8 to 34 competitors** play for a daily trophy, runner-up, one Pro Pin and three NTPs on 2nd /10th, 8th and 14th and second shots on 8th and 14th holes plus the ball rundown which excludes daily trophy winner and runners up.
- b. **35/+ competitors** play for an overall daily trophy winner, daily trophies for the other division winners, runners-up for each division, one Pro Pin and three NTPs on 2nd/10th, 8th and 14th holes and second shots on 8th and 14th plus ball rundown which excludes daily trophy winners and runners up
- c. **Ties** will be decided on a count back.

2. EIGHTEEN HOLE COMPETITIONS Saturday:

Includes **all single stroke and stableford rounds**

- a. **Minimum 4 -7 competitors** play for a daily trophy and 1 NTP
- b. **Minimum 8+ competitors** play for a daily trophy, runner-up, 2 NTP's plus rundown which excludes daily trophy winner and runner up.
- c. **Ties** will be decided on a count back.

3. SUMMER COMPETITION

Includes Single Stableford rounds except 2 weeks over Christmas when a medley is played.

- Minimum of 8 players weekdays is required to make up an 18 hole competition and 4 players on a Saturday
- The competition will be run by the Golf Shop and all prizes will go directly into member's accounts.
- No Divisions and No NTP's.
- Ties will be decided on a count back.

4. MONTHLY MEDAL:

The best nett score in each division on a selected day of the competition from February to September. **All Monthly Medal winners are eligible to play in the Gold Medal playoff in October. Ties** will be decided on a count back

5. PUTTING COMPETITION:

A Putting competition will be played in conjunction with all monthly stroke rounds excluding the Championships, Mt Warning Classic and other speciality stroke rounds at the discretion of the Match Committee and all ties will be decided on a count back.

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

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

c. at the beginning of the month **a best putts for the previous month**, across all divisions, will be awarded a club wine glass.

6. **BEST MONTHLY GROSS:** At the beginning of the month **the best gross score in each division** for the previous month will be awarded a club wine glass. Ties will be decided on a count back. When Flood 9 is played, gross scores are not counted in this competition.

7. **BEST MONTHLY STABLEFORD:** At the beginning of the month **the best stableford score in each division** for the previous month will be awarded a club wine glass. Ties will be decided on a count back. When the Flood Nine is played, stableford scores are not counted in this competition.

8. ECLECTIC COMPETITION:

a. To be conducted over the season from first Thursday in February to the 31st 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.

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 2023 fixture book. Scores cannot be taken when the Flood Nine is played.**

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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.

9. **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.** These scores can be submitted during Flood Nine competitions.

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.**

10. **POINT SCORE COMPETITION (Tuesday & Thursday):**

a. Taken on **all single events played on Tuesdays and Thursdays.**

b. Commences with the first 18 hole event in February to the 31st October.

c. Points **are awarded for 1st to 10th position in the Overall Daily Results Rundown:** 1st=15pts; 2nd=10pts; then 9, 8, 7, etc. in descending order (with 10th position receiving 2 pts).

11. **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).

12. **VWGNSW Mabel Mackenzie Brooch:** An 18 hole stroke event, open to eligible weekday awarded the **best nett score in each division.** Senior Vet cannot win in any other division.

13. **VWGNSW COUNTRY CHAMPIONSHIP:** An 18 hole stroke event, eligible to all players. Gross and Nett winners in each division, weekend and senior vet.

C. DAILY TROPHIES:

All Women's Competitions daily winners and runners up excluded from the ball run down.

1. WEEKDAYS:

18 hole single competitions

Number of players	Overall winner other winners	Runners-up	*Pro Pin 2nd/ 10th balls	Nearest the Pins: 1 st & 2 nd Shots	Ball run Down: 30% of field
Minimum 8 - 34	\$30	\$20	1/8 th of field	\$10	\$5
35+ 3Divisions	\$30/ \$20	\$15	1/8 th Of field	\$10	\$5

***2nd and 10th Holes - when not the Pro Pin, the NTP will be \$10**

Putting - Other Stroke Rounds - 3 Division Winners - \$10/ no Divisions- winner \$10

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

Number of players	**Overall Winner/Other Division winners	Runner-up/ ^Putting	Pro Pin balls	Nearest the Pins: 1 st & 2 nd Shots	Ball run down: 30% field
Minimum 8 - 34	**\$50 voucher	\$20 / ^\$10	1/8 th field	\$10	\$5
35/+: 3Divisions	**\$50/\$40	\$20 / ^\$10	1/8 th	\$10	\$5

Ball run down excludes daily trophy winners and runners up.

*** 2nd and 10th NTPs - when not the Pro Pin, the NTP will be \$10**

Putting 3 Division Winners - \$10/ no Divisions- winner \$10

2. SATURDAY:

18 Hole single Competitions

Number of players	Winner	Runner-up	Nearest the Pin 2 nd & 10 th	Ball run down 30% field
Minimum 8+	\$20	\$15	\$5	\$5
Minimum 4-7	\$20	-	\$5 (2 nd only)	\$5

#Ball run down excludes daily trophy winners and runners up.

Stroke round putts - \$10 winner

3. SUMMER COMPETITION

Summer Competition	Minimum Number of players	Winner	R-ups	Ball run down 30% field
Tuesday /Thursday	8 players	\$30	\$20/\$10	\$5
Saturday	4 players	\$25	\$15 -	\$5

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4. **MEMBERS SPECIAL PRIZES:** Match Committee to organise payment.

Hole in one - \$60 Eagles – Par 5/Par 4 - \$40/\$50

5. **PRO PIN:**

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

6. **NEAREST THE PIN:**

a. **1st SHOT on 2nd or the 10th hole**, (when not the Pro Pin, alternating monthly) **starting with 10th in February, \$10 will be awarded.**

b. **Other nearest the pins: 1st SHOT on the 8th and 14th holes** (Handicap: **+10-30**)
2nd SHOT on the 8th and 14th holes (Handicap: **31-45**)

c. **Equal nearest the pins and second shots** will receive a \$10 each.

7. **BALL RUNDOWN:**

The ball rundown will include the **top 30% of the field on the day. These competitors will receive \$5**. Winners of the daily trophies and runners up will be excluded from the ball run down prize list.

8. **PUTTING:**

Winners will each receive **\$10**.

9. **EVENTS FOR TEAMS OF TWO, THREE OR FOUR:**

a. **All winners will receive daily trophy for \$30.**

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

8 to 34 competitors- no runner-up will be awarded

35/+ competitors - runners-up will each awarded \$20.

10. **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.

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

d. **BEST HANDICAP REDUCTION:** in three divisions and is based on the reduction in a player's handicap from the start of February to the end of October when all competitions are completed. The division the player finishes is the division they are eligible for. e. **BEST PUTTS:** in three divisions

F. Championships

1. **Reciprocal and 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. **Events being played for:**

72 Hole Gross Winner Club Champion - Div 1	72 Hole Gross R/Up Division 1	72 Hole Nett Winner* Division 1
72 Hole Gross Winner Division 2	72 Hole Gross R/Up Division 2	72 Hole Nett R/Up Division 1
72 Hole Gross Winner (Division 3)	72 Hole Gross R/Up Division 3	72 Hole Nett Winner* Division 2
72 Hole Gross Winner Veteran	72 Hole Gross R/Up Veteran	72 Hole Nett R/Up Division 2
72 Hole Gross Winner Senior Veteran	72 Hole Gross R/Up Senior Veteran	72 Hole Nett Winner* Division 3
		72 Hole Nett R/Up Division 3

* **Overall Nett Champion – will come from one of these winners**

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 on the 10th 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 point 5, **a tie in a 72 hole gross runner-up** will be

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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. The 72 hole nett event winner will come from one of the Divisional winners. Ties in 72 hole nett event will be decided by countbacks as in point 6.

8. **Draws** in the first and second rounds will be GRADED by the Match Committee. The third round draw will be SEMI-SEEDED by the Match Committee. The final round draw will be SEEDED by the Match Committee.

9. VETERAN CHAMPIONSHIPS (ages 50-69) and SENIOR VETERAN CHAMPIONSHIPS (ages70+) **will be held over 72 holes in conjunction.** Ties in the 72 hole gross events will be decided as in point 5.

10. **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.**

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 Foursomes Championships will be played over 27 holes with all partnerships playing from the 1st tee in a draw determined by the Match Committee.

3. The current Daily Handicaps of both players must be recorded on the score card. The handicap for this event is one half of the combined handicaps.

4. The event will be played in three divisions determined by $\frac{1}{2}$ of the combined handicaps as at the 7th June 2022. A divisional draw will be done by the Match Committee as of that date, with the field being divided as equally as possible in three (3) divisions.

5. The Gross score for each hole is to be recorded.

6. 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).

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.

9. TIES in the **GROSS EVENT** will be resolved by a Sudden-Death Play Off on the 10th hole if necessary. If the tie is still not resolved, repeating the 10th hole.

10. TIES in the **NETT EVENT** will be decided by the Australian Count-Back System.

11. 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 (73) 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. **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

Appendix 1 - 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 carts on the side of the green nearest the access to the next tee (or where directed by signage)
- Think about where you park your cart 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”.