

Strokeplay Competitions 'DCGU Hard Card'

In the event of an emergency, other than thunder/lightning (see Section D Safety Advice), the DCGU Mobile telephone number is: 0777 999 0393 or call the Host Club number on scorecard

STROKE PLAY COMPETITIONS

A. LOCAL RULES

The following Local Rules, together with any additions or amendments published by the DCGU at the golf course, will apply to all Competitions run by the DCGU.

Note: These Local Rules replace any Local Rules published by a host club (e.g. on a club's score card). References to Match play herein relate only to the Devon Amateur Championship.

1. Out of Bounds (Rule 27-1)

- a) Beyond any wall, fence, hedge or line of white stakes defining the boundary of the course.
- b) On or beyond any white line defining the boundary of the course. (A ball is out of bounds when **all** of it lies on or beyond such a line).

Note:

- i. Where out of bounds is defined by a fence or line of white stakes, the line joining the nearest inside points at ground level of such stakes or any inside fence posts (excluding angled supports) defines the boundary. A ball is out of bounds when all of it lies beyond such a line.
- ii. Objects defining out of bounds are not obstructions; therefore relief without penalty from them is not available.

2. Water Hazards, including Lateral Water Hazards (Rule 26)

Water hazards are **defined** by yellow stakes or yellow lines. Lateral water hazards are **defined** by red stakes or red lines. When both stakes and lines are used, the stakes **identify** the hazard and the lines **define** the hazard margin.

When only stakes are used, the hazard margin between stakes is defined by the line of the natural break of the land (beyond which a ball will not normally remain at rest). If that is unclear or ambiguous, the margin is a straight line between the two nearest stakes

Note:

- i. A ball is in a water hazard when it lies in or any part of it touches the water hazard, including any stake or line.
- ii. Stakes defining the margin of a water hazard are obstructions.
- iii. Relief without penalty is not available from immovable obstructions or abnormal ground conditions when the ball is in a water hazard.
- iv. Retaining artificial walls and pilings surrounding/bordering water hazards are immovable obstructions.

- 3. Ground Under Repair (Rule 25–1) includes:**
- a) Any area encircled by a white or blue line.
 - b) Any area of damaged ground that is considered by a Rules Official to be abnormal.
- 4. Immovable Obstructions (Rule 24–2) include:**
- a) All artificially surfaced roads and paths on the course, including those covered with wood chips.
 - b) All other paths and tracks are integral parts of the course. White lined areas adjoining any immovable obstruction are part of the obstruction and not ground under repair.
 - c) Stone-filled drainage ditches or channels.
 - d) Sleepers or wooden boards within bunkers.
 - e) Artificial hole-plugs or drainage hole on putting greens.

Temporary immovable obstructions: The specimen Local Rule in the Rules of Golf (pages 131-135) is in effect.

- 5. Trees** which are staked or otherwise identified or protected (e.g. by wrapping). If such a tree interferes with a player's stance or the area of his intended swing, the ball **must** be lifted, without penalty, and dropped in accordance with the procedure prescribed in Rule 24-2b (Immovable Obstruction).

6. Immovable Obstructions Close to Putting Green

Relief from interference by an immovable obstruction may be obtained under Rule 24-2. In addition, if a ball lies off the putting green but not in a hazard, and an immovable obstruction is on or within two club-lengths of the putting green and within two club-lengths of the ball, and intervenes on the line of play between the ball and the hole, the player may take relief as follows:

The ball must be lifted and dropped **at** the nearest point to where the ball lay that (a) is not nearer the hole, (b) avoids intervention and (c) is not in a hazard or on a putting green. The ball may be cleaned when lifted.

Relief under this Local Rule is also available if the player's ball lies on the putting green and an immovable obstruction within two club-lengths of the putting green intervenes on his line of putt. The player may take relief as follows:

The ball must be lifted and placed at the nearest point to where the ball lay that (a) is not nearer the hole, (b) avoids intervention and (c) is not in a hazard. The ball may be cleaned when lifted.

- 7. Stones (not shells) in Bunkers** are movable obstructions (Rule 24–1 applies).
- 8. Wrong Greens (Rule 25–3)**
Practice putting and/or pitching greens on the course **must** be treated as wrong greens.
- 9. Bunker Faces**
- a) A bunker face which consists of stacked turf is not part of the bunker and is not deemed to be a "closely mown area" (Rule 25–2: Embedded ball).
 - b) A grass covered bunker face, not consisting of stacked turf, is likewise not part of the bunker.

10. Distance-Measuring Devices (Rule 14–3 and Appendix iv, page 162)

In all DCGU Competitions, a player may obtain distance information by using a device that measures distance only. If, during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g. gradient, windspeed, temperature, etc), the player is in breach of Rule 14–3, **for which the penalty is disqualification**, regardless of whether any such additional function is actually used.

- Note i:**
- a. Trolleys with a distance-measuring capability: May be used provided any other features, which are non-conforming, are disabled (e.g. 'taped up' or switched off).
 - b. Multi-functional devices such as mobile phones with a distance-measuring application may **not** be used, unless the application is restricted to "distance only" and the device does not have any other "non-conforming" features or applications.**

PENALTY FOR BREACH OF 10 a. or b. : Disqualification

Note ii: This Local Rule applies to team captains in both stroke play and match play championships. If a team captain uses a device in breach of this Local Rule, any distance information sought and received by a player from that team captain or given by that team captain and willingly received by a player, will result in the player's disqualification.

Unless otherwise specified above or the breach is covered by a Rule of Golf,

PENALTY FOR BREACH OF A LOCAL RULE:

Match play – Loss of hole; Stroke play – Two strokes

**** DCGU's advice on the use of mobile phones as a distance-measuring device:** Because of problems over whether a particular phone conforms to the Local Rule and, therefore, to protect players from the risk of disqualification, the DCGU **strongly recommends** that mobile phones are **not** used as distance-measuring devices.

B. CONDITIONS OF COMPETITION

The following Conditions of Competition, together with any additions or amendments published by the DCGU on the relevant entry form or at the golf course, will apply under Rule 33–1 to all DCGU Competitions.

1. Eligibility; Entries; Withdrawals

Refer to the DCGU website (www.devongolfunion.org.uk) for "General Conditions" and Conditions for the particular competition. N.B. Failure to play in the Match Play stages of the Amateur Championship, having qualified, will result in the competitor's entry for all subsequent County events (excluding the Parker Trophy, Palairet Memorial Trophy & Palairet Plate) being refused for a period of one year to include the Event next following at which the competitor originally defaulted.

2. List of Conforming Driver Heads

The specimen Condition in the Rules of Golf (pages 137 & 138) is in effect.

Note: An updated List of Conforming Driver Heads is available on the R&A's website (www.randa.org). *This is your responsibility to check*

3. 2010 Rules – Club Face Markings (The new "groove regulations") do not apply.

4. List of Conforming Golf Balls

The specimen Condition in the Rules of Golf (page 138) is in effect.

Note: An updated List of Conforming Golf Balls is available on the R&A's website (www.randa.org). *This is your responsibility to check.*

5. Caddies

The use of a Professional Golfer or an Assistant Professional Golfer of whatsoever status as a caddie is not permitted at any time. **Note:** There are no other restrictions on the use of caddies, except in DCJGS Junior Competitions (see Conditions for the particular competition), when the use of caddies is not allowed.

PENALTY FOR BREACH OF CONDITION: See Rules of Golf, page 140

6. Practice

Rule 7-1b applies

PENALTY FOR BREACH OF CONDITIONS: Disqualification (waived specifically for the Cooper Cup & President's Trophy at the Devon Amateur Championship)

Note:

- i. All recognised practice areas within the bounds of the course may be used by players for practice on any day of a competition.
- ii. See also Practice Rounds' Regulations (Refer Section C, Para 4 below).

7. Time of Starting (Rule 6-3)

All players in a group must be present and ready to play at the time established by the Committee and should report to the starter at least five minutes before their start time.

8. Slow Play (Rule 6-7)

Slow Play will not be accepted. Pace of Play Guidelines are no longer in effect for DCGU competitions generally, but may be established for a particular competition. Course Marshals and referees are nevertheless authorised to issue slow play warnings, after which the players concerned will be at risk of incurring the prescribed penalty for undue delay (Match play: Loss of Hole; Stroke play: Two strokes).

9. Suspension of Play Due to a Dangerous Situation (Note to Rule 6-8b)

- a) The specimen Condition in the Rules of Golf (pages 140 & 141) is in effect i.e. when the klaxon sounds, play **must** be discontinued **immediately**.

PENALTY FOR BREACH OF CONDITION: Disqualification.

Note:

- i. Suspension of play for a dangerous situation will be signaled by one prolonged note of the klaxon.
 - ii. Other suspensions will be signalled by three consecutive notes of the klaxon.
 - iii. See "Safety Advice".
- b) **Resumption of Play** (Rule 6-8b) will be signalled by two short notes of the klaxon. Players must then (but **not** before then) resume play.

PENALTY FOR BREACH OF RULE: Disqualification.

Note:

- i. Players will be informed by DCGU Officials that play will resume shortly.
- ii. Players will be given sufficient time to reach their original position on the course before play was suspended.

9. Transportation

Players must not ride on any form of transportation during a stipulated round unless authorised by the Committee.

PENALTY FOR BREACH OF CONDITION: See Rules of Golf, page 142

Note: See also DCGU's General Conditions for Competitions which include provisions for people with disabilities.

10. Returning Score Card

A player's score card is deemed officially returned to the Committee when he has left the Recorder's Office/Area. Note: Players must promptly return their score cards to the DCGU Recorder.

11. Deciding Ties

See DCGU General Conditions for Competitions and www.devongolfunion.org.uk.

12. Results of Match or Competition

- a. Match play: The result of a match is deemed officially announced when it has been received by the DCGU Recorder. (Amateur Championship only)
- b. Stroke play: The results of the competition are deemed officially announced and the competition is closed when the presentation is made to the winner.

13. **Disputes** will be settled by a Committee, formed by the Chairman of Competition or his Deputy (three to form a quorum). That Committee's decision shall be final.

C. REGULATIONS

The following regulations, together with any additions or amendments published at the course, will apply to all DCGU Competitions, **including practice days**.

1. Dress Code for Players & Caddies

Dress, both on and off the course, shall be appropriate and satisfy both the Host Club and the Devon County Golf Union. If the wearing of shorts is permitted, they shall be tailored and worn with white socks covering the ankles.

2. General Behaviour

Any player who during the course of an event (including practice days) misbehaves by, for example, swearing, spitting, abusing others, throwing clubs or purposely damaging the golf course, clubhouse, or other club property, or acts in a manner which otherwise might bring the game into disrepute may be barred from entering or playing in DCGU Competitions for such period as the DCGU Committee may decide.

3. **Trolleys** must not be taken onto tees or between a greenside bunker and the green and/or onto fringes of greens.

4. **Practice Rounds** (when booked by a competitor at the Host Club)

One ball only may be played during practice rounds, with the following exceptions:

- a) If a player misses the green with his shot to the green, he may play one additional shot.
- b) Where the Rules of Golf apply (e.g. provisional ball).
- c) A player may practice putting (but **not** chipping or bunker play) provided play is not unduly delayed.

5. Mobile Phones (including pagers and similar devices): May **not** be used on the course (including on practice days) by players or caddies for making/sending or receiving calls or texts except in cases of emergency.

Note: Local Rule 10 (above) covers the use of mobile phones when used as a distance-measuring device.

If a serious breach of any the above Regulations occurs, or where there are repetitive breaches, a player may be disqualified under Rule 33-7 for a serious breach of etiquette and/or may be barred from entering or playing in DCGU Competitions for such period as the DCGU Committee may decide.

D. SAFETY ADVICE - DANGEROUS SITUATIONS

DCGU Officials will signal a suspension of play for a dangerous situation with one long note of klaxons. That is the signal for everyone to evacuate the course.

If you can see it, flee it. If you can hear it, clear it

If it is not possible to give sufficient warning to clear the course before an electrical storm, anyone affected should comply with the following advice. This advice is designed to assist. It is not an instruction or a Condition of Competition. The DCGU is not liable for any injury or damage caused by following this advice.

When the warning klaxon is sounded to suspend play for a dangerous situation, ensure that you:

DO NOT stand under overhead power lines.

DO NOT shelter under trees or on high ground.

DO NOT take cover in wooden or metallic shelters, unless the shelter is fully enclosed and properly earthed.

DO NOT exit the course by walking under trees if at all possible.

Keep as low as possible and, if necessary, crouch in the nearest bunker or other low point on the golf course.

Switch off and most certainly **DO NOT** use a mobile telephone.

DO NOT put up your umbrella under any circumstances.

Better soaked than croaked!
