

GWANDALAN BOWLING CLUB SOCIAL GOLF CLUB

REGULATIONS

1. In these regulations the expression “the club” means the G.B.C. Social Golf Club.
2. These regulations are made by the Management Committee pursuant to the power conferred upon the committee by the constitution.
3. The Management Committee may alter or repeal the regulations as it may deem necessary or expedient for the proper conduct and management of the club.
4. These regulations are to be read subject to the constitution of the club and in the event of any inconsistency, the constitution shall prevail.
5. These regulations are binding on each member of the club in the same manner as if each member had subscribed his or her name thereto.
6. A copy of the constitution is available on the website or from the Management committee upon request.

Competition Events

Any financial member who has a current handicap, earned from playing with Gwandalan BC Social Golf club, is entitled to play in any competition event including the Pointscore, Singles or Pairs championships.

Visitors cannot participate in any competition however they can qualify for the Nearest to the Pin prizes

Championship Events

If a player is unable to play an event on the scheduled day due to medical grounds, then the following rules apply. Medical grounds are defined as an ailment requiring surgery and/or hospitalisation. A request based on Compassionate grounds will also be considered.

1. A request must be made through the Captain who will confer with the management committee and advise the member of the decision.
2. If approved the Captain must be advised of the date the game will be played and once finalised the date cannot be changed.
3. All games must be played on the same course scheduled for the event.
4. The card must be marked by an impartial GBCSGC member.
5. Games can be played before or after the scheduled game as follows.
 - a. Game 1 may be played before the scheduled game 1 or before game 2
 - b. Game 2 may be played before the scheduled game 2 or before game 3
 - c. Game 3 must be played on the scheduled date due to the playoff rules in the event of a tied result as shown below.
6. For PAIRS matches both players must play together.

The Singles championship will consist of three (3) games of Stroke play. There will be both a Scratch and Handicap champion.

The Pairs championship will consist of three (3) different games as follows

1. 4 ball best ball stableford
2. Aggregate stableford
3. Ambrose

Teams for the Pairs championship will be selected as follows

1. Players will be divided evenly into two groups based on their averages in ascending order
2. A player will be selected from each group to form a team

Where a tie exists for first and second place, a playoff will be used to decide the winner.

There will be four (4) weeks initially allocated for both the Singles and Pairs championships, the fourth (4th) week being used only where one of the first three (3) games is abandoned. Where the fourth (4th) week is not required for a championship round it will become a normal game.

Annual Presentation

To qualify for a prize or gift at the annual presentation day a member must have played a minimum of SEVEN games for the full year. The Management Committee may make an exception to this rule where appropriate.

Functions

To attend a function that may be provided free of charge to financial members, a member must have played a minimum of SEVEN games up to the date of the function. Any member who does not meet these requirements may still attend the function but at the same cost as a visitor. These functions may include the Hawks Nest trip (FIVE games), Annual Presentation day (SEVEN games) or any other event at the discretion of the management committee. The Management Committee may make an exception to this rule where appropriate.

Day Divisions

The field for each game is divided into Day Divisions based on the number of players.

- 1-12 players division 1 only
- 13-18 players the field will be divided equally into divisions 1 & 2.
- Over 18 players the field will be divided equally into divisions 1, 2 & 3.

Prize Money / Prizes

Daily Prize Money

- Normal games per Div 1st \$20, 2nd \$10, Front & Back 9 - Balls, NTP voucher
- Pairs Championship 1st \$20, 2nd \$15, 3rd \$10, NTP voucher
- Singles Championship 1st \$20, 2nd \$10, Front & Back 9 - Balls, NTP voucher

Annual Prize Money

- Winner \$80, Runner Up \$40, Encouragement \$80
- For tied winners the money for first/runner up will be combined and split between the winners, there will be no additional prize money

Year End Ambrose

- Winner \$20, Runner Up \$10

Annual Prizes

- Normally each financial member, who has met the seven games qualification, will receive a gift which can be either golfing apparel or an equivalent value voucher at the discretion of the Management Committee.
- New members who join during the year are entitled to purchase apparel, if we have stock and they have played a minimum of three games, at a cost of \$25.

Handicaps

1. Handicaps are adjusted weekly as follows
 - a. The winner on the day in division 1, 2 or 3 will automatically lose 5% of their handicap plus/minus whatever adjustment is made by points b, c or d below
 - b. If a player breaks their handicap on the day then the handicap is reduced as follows
 - i. A Grade (1-18) - 0.2 points for each stroke over their handicap
 - ii. B Grade (19-26) - 0.3 points for each stroke over their handicap
 - iii. C Grade (27-40) - 0.4 points for each stroke over their handicap
 - iv. When a player's handicap is to be reduced so that they go from a lower to a higher grade, it should be reduced at the appropriate rate for the lower category only so far as it brings the playing handicap into the higher grade. The balance of the reduction should be at the rate for the higher grade. An example is where a "B" grade player is currently on 20.8 (21) and breaks handicap by 5 points, the reductions would be 2 at 0.3 to bring the handicap to 20.2 (20), now in "A" grade, then 3 at 0.2 bringing it down to 19.6 (20).
 - c. If a player equals their handicap no adjustment is made
 - d. If a player gets below their handicap, then it is increased by 0.2 for all Grades
 - e. Where a player withdraws and does not finish the round, their handicap will be increased by 0.2 except where the entire game is abandoned.
2. Handicaps for the pairs and singles championships are those in effect at the start of the championships and will remain the same for the championships.
 - a. For the Pairs championship rounds there will be NO adjustment to the handicaps after the championship is complete.
 - b. For the Singles championship rounds handicap adjustments will be made each game and the revised handicap will be used to determine division winners for each game.
3. Members are required to supply their Golflink number, if they have one, which may be used by the handicappers to adjust handicaps for irregular players to bring their handicaps to a current state.

Deciding Ties in Events

Where there is a Tie for first or second place the following methods will be used to decide the winners

In a normal daily event the Australian Count-Back system will be used as follows. The last 9 holes will be compared, if a tie still exists then the last 6 holes will be used, if still tied then the last 3 holes and if still tied then hole by hole starting at 18.

In Championship events a sudden death playoff is to take place on the day. The hole or holes to be used will be determined by the Club Captain or his/her deputy.

Nearest to the Pin Awards

A player earns ONE point towards the year end award for each NTP scored. Prizes, if awarded, are allocated for every NTP.

Point Scores

1. Point Score is adjusted each week based on the following
 - a. All scores on the day are sorted in descending order, grading is not taken into account
 - b. FIFTEEN points are allocated to the winning score, if two or more people are on the same score they get equal points

- c. FOURTEEN points are allocated to the next best score, then THIRTEEN, then TWELVE etc until you get to ONE point which is the minimum points given to any player. All players get at least ONE point.
- d. Singles championship rounds – points will be allocated as normal.
- e. Pairs championship rounds – every player in attendance will receive one (1) point.
- f. Where a player turns up to play but for some reason cannot play e.g. carts or bikes not allowed they will be allocated ONE point.
- g. If a player drops out before competing their round they will be allocated ONE point.

Abandoned Games

A decision as to whether a game is to be abandoned will be decided by the management committee however in general a game will be abandoned where the course is closed to carts and bikes.

For members who turn up and still want to play, the price will be that shown under Pricing. Members can then elect whether to play or not BUT there will be NO competition.

Whether a BBQ will be provided on the day is at the call of the Social Coordinator.

Where a game is abandoned due to the weather

- Every player who turns up will be allocated ONE point even if they did not start the game.
- The game will be counted as a FREE game for the purpose of calculating qualification games.
- There will be NO adjustment to Handicaps

Pricing

The prices to be charged for the games are as follows

- Normal Games (excl Kooindah): \$35 for Members & Visitors
- Kooindah Waters games: \$40 for Members, \$60 for Visitors
- Hawks Nest \$50 for Members (less than FIVE games)
\$75 for Visitors

The Management Committee may make an exception to this rule where appropriate.

Annual Fees

Annual Fees, set by the Management Committee in accordance with the constitution, are payable from 1 July each year and are to be paid at an official golf day. Verification of the members GBC membership will be completed at the same time.

The Management Committee may make an exception to this rule where appropriate.

COMPETITION PLAYING RULES

Starting Time

- All players must report to the starter no later than ten (10) minutes prior to the start of play otherwise a penalty of ONE (1) stroke will be applied.

Tree Roots

- Relief may be obtained when an extending tree root threatens to damage a players club except where the ball is at the base of a tree and the repositioning of the ball improves its line of flight.
- Only your marker is to rule on this and the ball is to be repositioned by the marker.

Preferred lies

- Thirty (30) cm preferred lie on the fairway only. Ball is to be played where it lies when in the rough except as in the rule concerning **Tree Roots** above.

Water Hazards

- Ball in Water Hazard (Yellow pegs) – play the ball as it lies OR, under penalty of ONE (1) stroke
 - Play again from where you hit the ball into the hazard, or
 - Drop any distance behind the hazard keeping a straight line between the hole, the point where the ball last crossed the margin of the water hazard and the spot on which the ball is dropped
- Ball in Lateral Water Hazard (Red pegs) – in addition to the options for ball in Water Hazard, under penalty of ONE (1) stroke, you may drop within two club lengths of, and not nearer the hole than,
 - The point where the ball last crossed the margin of the water hazard, or
 - A point on the opposite side of the hazard equidistant from the hole.

Lost Ball / Out of Bounds

- Where a ball is deemed to be lost, not in a hazard, or out of bounds it may be replayed as follows
 - Play again from where you last hit the ball under penalty of ONE (1) stroke, or
 - Play from a spot which it is agreed between you and your marker that the ball should have been found under penalty of TWO (2) strokes.

Ball Unplayable

- If you believe your ball is unplayable and it lies outside a hazard, you may under penalty of ONE (1) stroke
 - Drop a ball at the spot from where the last shot was played, or
 - Drop a ball any distance behind the point where the ball lay keeping a straight line between the hole, the point where the ball lay and the spot on which the ball is dropped, or
 - Drop a ball within two club-lengths of where the ball lies not nearer the hole.
- If your ball is in a bunker you may proceed as above except that if you are dropping within two club-lengths or back on a line, you must drop in the bunker
- If your ball is in a water hazard you must proceed under the water hazard rule if taking relief

Local Rules

- Displayed "Local Rules", at the course, are to be observed except where the rule is "Play as it Lies".

Gimmees

- There are to be no "Gimmees", all putts must be completed.

Ambrose Competitions

- The lowest handicap player is the captain and marks the card
 - Each player hits off from the tee and the captain decides which ball to play for the next shot.
 - Each player drops the ball within 1 club length, no closer to the hole but if the selected ball is in the rough or a hazard, the ball must be dropped in the rough or the hazard.
 - On the putting surface all balls must be placed with 15 cm of the selected ball.

Pace of Play

- Golfers should show consideration to others and play at an appropriate pace, keep up with the group in front and, if delayed, allow the following group to play through. The pace of play will be monitored by the match committee.
- It is the responsibility of the lowest marker to ensure that his/her group DOES NOT fall further than one (1) fairway behind the group in front, a one stroke penalty may be applied to ALL players in the group.

Ready Golf

- Simply put hit when ready. If you reach your ball and are ready to hit, and it's safe to do so, go ahead and hit.

Ready Golf Tips

- Avoid travelling in a group from ball to ball on fairways.
- Always be ready to take your shot.
- On the green, begin lining up your putt and reading the break as soon as you reach the green.
- When it's your turn to putt be prepared to step right up and take the stroke.
- Leave your bags or golf carts to the side or rear of the green never in front of the green.
- Never stand on or next to the green after holing out in order to write down your score.
- Write down your score at the next tee.

Etiquette

- Carry a sand bucket and repair divots.
- Correctly repair pitch marks.
- Rake bunkers after play.

Score Cards

- All cards are to be fully completed and cross checked with your marker's card to ensure they agree.
- Cards must be signed by both Player and Marker
- Incorrectly completed cards may result in disqualification

END OF REGULATIONS