

**NB. Only local rules on this page will apply for the tournament.**

1. **Rules:** This tournament will be played in accordance to the Rules of Golf and the Decisions on the Rules of Golf, as published by the R&A and USGA.
2. **Out of Bounds:** Beyond any fence of the course or as marked by white stakes and/or lines. All private property. Please respect the privacy of home owners.
3. **Water Hazards and Lateral Water Hazards:** Marked by yellow stakes for water hazards or red stakes for lateral water hazards. Optional drop zones are marked for a ball in the water hazards of hole 3 and hole 6.
4. **Immovable Obstructions:** (i) Artificially surfaced roads. All other roads are integral parts of the course. (ii) Trees staked with a small white stake or irrigation bowls of such trees. (iii) Two newly planted trees left of hole 15 fairway, staked with tall support stakes. (iv) All water hazard stakes, even if movable.
5. **Ground Under Repair:** (i) The edging groove separating the rough from the fairway, or separating the green from the fairway. Only if a groove is present and not if the grass only forms a ridge behind or in front of the ball. (ii) Areas enclosed by white paint. (iii) Newly sodded areas. (iv) Tractor tyre marks at least 2cm deep with ball inside the rut. (v) Relief from burrowing animal holes, casts or runways is prohibited if the condition interferes with the player's stance only.
6. **Teeing Ground Marker Colours:** All male competitors play from the yellow markers from their full handicaps. Ladies play from the red markers.
7. **Preferred Lies:** Always play the ball as it lies unless otherwise determined by the rules. NO PLACING.
8. **Ball on Green Accidentally Moved by Player, Caddie or Equipment:** If the player's ball or marker is accidentally moved on a green, the ball or marker must be replaced without penalty. A ball moved by water, wind or other natural agency like gravity must be played from the new position, but, if a marker is so moved, it must be replaced on the original position.
9. **Embedded Ball:** The embedded ball rule applies anywhere through the green.
10. **Stones in Bunkers:** Stones in bunkers are movable obstructions.
11. **Measuring Devices:** Players may use electronic measuring devices but may not use any function other than gauging direct distance.
12. **Pace of Play:** Players are expected to play nine holes in 2 hours and 10 minutes maximum. A further 10 minute period is allowed for halfway house.
13. **Doubt as to Rights or Procedure:** Players in doubt as to the correct procedure or their rights are encouraged to play two balls and resolve the issue at the scoring table.
14. **Ball in Thick Rough or Bushes:** In order to speed up play, please make extensive use of the provisional ball rule when applicable.
15. **Score Cards:** Scorecards must be handed in by the player himself at the scoring table in the bar. Please do not send somebody else with your card.
16. **Transportation:** No player or caddie may make use of motorised transportation during a scheduled round. The club will supply organised transport between certain greens to the tee of the next hole to be played. These are between play of holes 3 and 4, 7 and 8, 12 and 13, 18 and clubhouse.

**We are all in this mainly for the enjoyment! So have fun!**

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