



ADDITIONAL INFORMATION for COMMITTEE and MEMBERS

Lockers and Cart Sheds – Lockers are available in the downstairs dressing rooms of both the Men's and Ladies at an additional cost. Cart sheds have a waiting list and enquiries can be made to the Manager. These also incur an additional cost.

- a. In requested extended periods of absence (over 6 months) by a member, both the locker and cart sheds may be forfeited.
- b. In the event of a flood, it is the member's responsibility to ensure the safe removal of their cart from the sheds and to store it securely until the sheds can again be accessed.

Carts and motorized buggies –

- a. Registration of carts – all carts and motorized buggies need to be registered for use on the course. As it is a recognized fact that these put more wear and tear on the course, a fee will be charged to assist with course maintenance.
- b. Carts and buggies should as much as possible and practical, use the designated cart paths. At times, the course superintendent will mark lines on the course to prevent carts going too close to greens and bunkers, or GUR areas. Please respect these marked areas.
- c. Exemptions due to incapacity – if a member requires dispensation to drive closer to the greens due to mobility difficulties, special exemptions can be granted with a medical certificate. These carts will be marked so that they can be recognized from a distance.

Bunkers: There are many bunkers on our course. Most are in play (if not, they are marked with a blue stake) and Members are expected to rake the bunkers when used. Rakes are to be placed back into the bunkers, away from the edge, adjacent to the front, so as not impede a ball travelling into the bunker.

- a. Bunkers out of play due to heavy rain – check the Playing Conditions Board near the Pro Shop for changes to the course. If the bunkers are declared *Optional GUR* (ground under repair), members can choose to play out of the bunkers if they wish. If not, the ball can be retrieved (remember to rake the bunker) dropped, and played at the nearest point of relief, within a club length, no closer to the hole.
- b. If the Playing conditions state that bunkers are *Out of Play* – you do not have the option to play your ball. It must be dropped and played at the nearest point of relief, within a club length no closer to the hole.

Practice on the Course:

Only two balls may be played during a practice round and there shall be no practice as such allowed on the course, from the fairways or to the greens.

Membership Age Limit

The Age limit for Sub-Juniors wishing to join the Club is set at 14 years, unless in the opinion of the club Professional, a particular Sub-junior has exceptional ability.

Booking a Game:

Members can be book a game through the Maryborough Golf Club website. Use your golf link number and the provided password to access the Members Login. This takes you to Our Golf. Follow the prompts to find the day and the time slot that is desired. Tuesday, Wednesdays and Saturdays are competition days, so if you are planning to play a social round, please do so after the competition times. The Our Golf site can also be used to look up results, check amounts in member's accounts and track your AGU handicaps.

MARKERS		PLAYER A Samantha Cusack				HANDICAP 41	FOURSCOMES HANDICAP	EVENT	GOLF LINK No.	GROSS SCORE	RESULT										
A.W.C.R. 74		PLAYER B				HANDICAP		START TIME		TIME TAKEN											
C.C.R.		HOME CLUB Example Golf Club				DATE		FINISH TIME													
						12/4/09					42 pts										
HOLE	METRES	PAR	PAR & STAB	HUI	PLAYER			MARKER			HOLE	METRES	PAR	PAR & STAB	HUI	PLAYER			MARKER		
					A	B	0	A	B	0						A	B	0	A	B	0
1	177	3	10/28	16	5	2	5	2	10	300	4	15/33	13	6	2	6	2				
2	302	4	7/25	10	6	2	3	3	11	135	3	6/24	15	2	5	4	2				
3	267	4	12/30	14		-	4	3	12	331	4	3/21	6	7	2	6	2				
4	101	3	18/36	14	5	2	5	2	13	331	4	1/19	8	6	3	5	2				
5	326	4	2/20	7	5	4	5	3	14	325	4	13/31	11		-	5	2				
6	283	4	14/32	12	7	1	4	3	15	121	3	8/26	17	5	2		-				
7	371	5	16/34	4	5	4	6	1	16	371	5	17/35	5	8	1	5	3				
8	450	5	5/23	1	8	2		-	17	327	4	11/29	9	4	4	4	2				
9	425	5	4/22	2	7	3	5	3	18	410	5	9/27	3	6	3	4	3				
OUT	2702	37					20	20	IN	2651	36					22	18				
									OUT	2702	37					20	20				
Player's Signature		Samantha Cusack				TOTAL		5353		73						42		38			
Marker's Signature		Pamela Jones				DEDUCT HANDICAP				NET SCORE											

1. Score Cards

Each time a player plays in a stroke play competition a score card is required. Even playing socially, it is handy to have a score card. In match play competitions a score card is not required. In a competition, players do not mark their own score card – it is swapped with another player in the group, and each player marks each other's card. At the end of the round, the player and the marker sign the score card to verify the scores.

How Players Score: Gross Scores or Net Scores

(1) Scratch Competitions. In a scratch competition:

- The player's "gross score" for a hole or the round is their total number of strokes (including strokes made and penalty strokes).

- The player's handicap is not applied.

(2) Handicap Competitions. In a handicap competition:

- The player's "net score" for a hole or the round is the gross score adjusted for the player's handicap strokes.
- This is done so that players of differing abilities can compete in a fair way.

3.2

Match Play

Purpose of Rule: Match play has specific Rules (particularly about concessions and giving information about the number of strokes taken) because the player and opponent:

- Compete solely against each other on every hole,
- Can see each other's play, and
- Can protect their own interests.

3.2a

Result of Hole and Match

(1) Winning a Hole. A player wins a hole when:

- The player completes the hole in fewer strokes (including strokes made and penalty strokes) than the opponent,
- The opponent concedes the hole, or
- The opponent gets the general penalty (loss of hole).

If the opponent's ball in motion needs to be holed to tie the hole and the ball is deliberately deflected or stopped by any person at a time when there is no reasonable chance it can be holed (such as when the ball has rolled past the hole and will not roll back there), the result of the hole has been decided and the player wins the hole (see [Rule 11.2a](#), Exception).

(2) Tying a Hole. A hole is tied (also known as "halved") when:

- The player and opponent complete the hole in the same number of strokes (including strokes made and penalty strokes), or

- The player and opponent agree to treat the hole as tied (**but** this is allowed only after at least one of the players has made a stroke to begin the hole).

(3) Winning a Match. A player wins a match when:

- The player leads the opponent by more holes than remain to be played,
- The opponent concedes the match, or
- The opponent is disqualified.

(4) Extending a Tied Match. If a match is tied after the final hole:

- The match is extended one hole at a time until there is a winner. See [Rule 5.1](#) (an extended match is a continuation of the same round, not a new round).
- The holes are played in the same order as in the round, unless the Committee sets a different order.

But the Terms of the Competition may say that the match will end in a tie rather than be extended.(5) When Result Is Final. The result of a match becomes final in the way stated by the Committee (which should be set out in the Terms of the Competition), such as:

- When the result is recorded on an official scoreboard or other identified place, or
- When the result is reported to a person identified by the Committee.

[See Committee Procedures, Section 5A\(7\)](#) (recommendations on how the result of a match becomes final).

3.2b

Concessions

(1) Player May Concede Stroke, Hole or Match. A player may concede the opponent's next stroke, a hole or the match:

- Conceding Next Stroke. This is allowed any time before the opponent's next stroke is made.
 - The opponent has then completed the hole with a score that includes that conceded stroke, and the ball may be removed by anyone.

- A concession made while the opponent's ball is still in motion after the previous stroke applies to the opponent's next stroke, unless the ball is holed (in which case the concession does not matter).
- The player may concede the opponent's next stroke by deflecting or stopping the opponent's ball in motion only if that is done specifically to concede the next stroke and only when there is no reasonable chance the ball can be holed.
- Conceding a Hole. This is allowed any time before the hole is completed (see [Rule 6.5](#)), including before the players start the hole. A player and opponent are not allowed to agree to concede holes to each other for the purpose of shortening the match. If they do so knowing this is not allowed, they are **disqualified**.
- Conceding the Match. This is allowed any time before the result of the match is decided (see [Rules 3.2a\(3\)](#) and [\(4\)](#)), including before the players start the match.

(2) How Concessions Are Made. A concession is made only when clearly communicated:

- This can be done either verbally or by an action that clearly shows the player's intent to concede the stroke, the hole or the match (such as making a gesture).
- If the opponent lifts their ball in breach of a Rule because of a reasonable misunderstanding that the player's statement or action was a concession of the next stroke or the hole or match, there is no penalty and the ball must be replaced on its original spot (which if not known must be estimated) (see [Rule 14.2](#)). A concession is final and cannot be declined or withdrawn.

3.2c

Applying Handicaps in Handicap Match

(1) Declaring Handicaps. The player and opponent should tell each other their handicaps before the match.

If a player declares a wrong handicap either before or during the match and does not correct the mistake before the opponent makes their next stroke:

- Declared Handicap Too High. The player is **disqualified** if this affects the number of strokes the player gives or gets. If it does not, there is no penalty.
- Declared Handicap Too Low. There is no penalty and the player must use the declared lower handicap to calculate the number of strokes the player gives or gets.

(2) Holes Where Handicap Strokes Applied.

- Handicap strokes are given by hole, and the lower net score wins the hole.
- If a tied match is extended, handicap strokes are given by hole in the same way as in the round (unless the Committee sets a different way of doing so).

Each player is responsible for knowing the holes where they give or get handicap strokes, based on the stroke index allocation set by the Committee (which is usually found on the scorecard). If the players fail to apply or mistakenly apply handicap strokes on a hole, the agreed result of the hole stands, unless the players correct that mistake in time (see [Rule 3.2d\(3\)](#)).

3.2d

Responsibilities of Player and Opponent

(1) Telling Opponent About Number of Strokes Taken. At any time during play of a hole or after the hole is completed, the opponent may ask the player for the number of strokes (including strokes made and penalty strokes) the player has taken on the hole. This is to allow the opponent to decide how to play the next stroke and the rest of the hole, or to confirm the result of the hole just completed. When asked for the number of strokes taken, or when giving that information without being asked:

- The player must give the right number of strokes taken.
- A player who fails to respond to the opponent's request is treated as giving the wrong number of strokes taken.

The player gets the **general penalty (loss of hole)** if they give the opponent the wrong number of strokes taken, unless the player corrects that mistake in time:

- Wrong Number of Strokes Given While Playing Hole. The player must give the right number of strokes taken before the opponent makes another stroke or takes a similar action (such as conceding the player's next stroke or the hole).
- Wrong Number of Strokes Given After Hole Completed. The player must give the right number of strokes taken:
 - Before either player makes a stroke to begin another hole or takes a similar action (such as conceding the next hole or the match), or
 - For the final hole of the match, before the result of the match is final (see [Rule 3.2a\(5\)](#)).

Exception – No Penalty If No Effect on Result of Hole: If the player gives the wrong number of strokes taken after a hole is completed but this does not affect the opponent's understanding of whether the hole was won, lost or tied, there is no penalty.(2) Telling Opponent about Penalty. When a player gets a penalty:

- The player must tell the opponent about that penalty as soon as reasonably possible, taking into account how near the player is to the opponent and other practical factors. It may not always be possible to tell the opponent about the penalty before the opponent makes their next stroke.
- This requirement applies even if the player does not know about the penalty (because players are expected to recognize when they have breached a Rule).

If the player fails to do so and does not correct that mistake before the opponent makes another stroke or takes a similar action (such as conceding the player's next stroke or the hole), the player gets the **general penalty (loss of hole)**.**Exception – No Penalty When Opponent Knew of Player's Penalty:** If

the opponent knew that the player had a penalty, such as when seeing the player obviously take penalty relief, the player gets no penalty for failing to tell the opponent about it.(3) Knowing Match Score. The players are expected to know the match score – that is, whether one of them leads by a certain number of holes (“holes up” in the match) or the match is tied (also known as “all square”).If the players mistakenly agree on a wrong match score:

- They may correct the match score before either player makes a stroke to begin another hole or, for the final hole, before the result of the match is final (see Rule 3.2a(5)).
- If not corrected in that time, that wrong match score becomes the actual match score.

Exception – When Player Requests Ruling in Time: If the player makes a timely request for a ruling (see Rule 20.1b), and it is found that the opponent either (1) gave the wrong number of strokes taken or (2) failed to tell the player about a penalty, the wrong match score must be corrected.(4) Protecting Own Rights and Interests. The players in a match should protect their own rights and interests under the Rules:

- If the player knows or believes that the opponent has breached a Rule that has a penalty, the player may choose whether or not to act on the breach.
- **But** if the player and opponent agree not to apply the Rules or a penalty they know applies, and either of those players has started the round, they are both **disqualified** under Rule 1.3b.
- If the player and opponent disagree whether one of them has breached a Rule, either player may protect their rights by asking for a ruling under Rule 20.1b.

If a referee is assigned to one match for the entire round, the referee is responsible for acting on any breach of the Rules that they see or are told about (see [Rule 20.1b\(1\)](#)).

3.3

Stroke Play

Purpose of Rule: Stroke play has specific Rules (particularly for scorecards and holing out) because:

- Each player competes against all the other players in the competition, and
- All players need to be treated equally under the Rules.

After the round, the player and the marker (who keeps the player's score) must certify that the player's score for each hole is right and the player must return the scorecard to the Committee.

3.3a

Winner in Stroke Play

The player who completes all rounds in the fewest total strokes (including strokes made and penalty strokes) is the winner. In a handicap competition, this means the fewest total nett strokes. [See Committee Procedures, Section 5A\(6\)](#) (the Terms of the Competition should say how ties will be decided).

3.3b

Scoring in Stroke Play

The player's score is kept on their scorecard by the marker, who is either identified by the Committee or chosen by the player in a way approved by the Committee. The player must have the same marker for the entire round, unless the Committee approves a change either before or after it happens.⁽¹⁾ [Marker's Responsibility: Entering and Certifying Hole Scores on Scorecard](#). After each hole during the round, the marker should confirm with the player the number of strokes on that hole (including strokes made and penalty strokes) and enter that gross score on the scorecard. When the round has ended:

- The marker must certify the hole scores on the scorecard.
- If the player had more than one marker, each marker must certify the scores for those holes where they were the marker, **but** if one of the markers saw the player play all of the holes, that marker may certify the scores for all the holes.

A marker may refuse to certify a player's hole score that the marker believes is wrong. In such a case, the Committee will need to consider the available evidence and make a decision on the player's score on the hole. If the marker still refuses to certify the player's score, the Committee may certify the hole score or accept certification from someone else who saw the player's actions on the hole in question. If a marker, who is a player, knowingly certifies a wrong score for a hole, the marker should be **disqualified** under [Rule 1.2a](#).

DIAGRAM 3.3B: SCORECARD RESPONSIBILITIES IN HANDICAP STROKE PLAY

Name: **John Smith** Date: **09/04/23**

HOLE	1	2	3	4	5	6	7	8	9	Out
PAR	5	4	4	4	4	5	3	4	4	37
SCORE	5	5	5	4	3	5	4	3	4	38

HOLE	10	11	12	13	14	15	16	17	18	In	Total
PAR	3	4	5	3	4	5	3	4	4	35	72
SCORE	3	4	4	4	5	5	4	3	4	36	74

Handicap: **5**
NET: **69**

Marker's Signature: *[Signature]* Player's Signature: *[Signature]*

Responsibilities

- Committee
- Player
- Player and marker

(2) Player's Responsibility: Certifying Hole Scores and Returning Scorecard. During the round, the player should keep track of their scores for each hole. When the round has ended, the player:

- Should carefully check the hole scores entered by the marker and raise any issues with the Committee,
- Must make sure that the marker certifies the hole scores on the scorecard,
- Must not change a hole score entered by the marker **except** with the marker's agreement or the Committee's approval (but neither the player nor the marker is required to make any extra certification of the changed score), and
- Must certify the hole scores on the scorecard and promptly return it to the Committee, after which the player must not change the scorecard.

If the player breaches any of these requirements in [Rule 3.3b](#), the player is **disqualified**. **Exception – No Penalty When Breach Due to Marker Failing to Carry Out Responsibilities:** There is no penalty if the Committee finds that the player's breach of [Rule 3.3b\(2\)](#) was caused by the marker's failure to carry out their responsibilities (such as the marker leaving with the player's scorecard or without certifying the scorecard), so long as this was beyond the player's control.

(3) Wrong Score for a Hole. If the player returns a scorecard with a wrong score for any hole:

- Returned Score Higher Than Actual Score. The higher returned score for the hole stands.
- Returned Score Lower Than Actual Score or No Score Returned. The player is **disqualified**.

Exception – Failure to Include Unknown Penalty: If one or more of the player's hole scores are lower than the actual scores because they excluded one or more penalty strokes that the player did not know about before returning the scorecard:

- The player is not disqualified.
- Instead, if the mistake is found before the close of the competition, the Committee will revise the player's score for that hole or holes by adding **the penalty stroke(s) that should have been included** in the score for that hole or holes under the Rules.

This exception does not apply:

- When the excluded penalty is disqualification, or
- When the player was told that a penalty might apply or was uncertain whether a penalty applied and did not raise this with the Committee before returning the scorecard.

(4) Player Not Responsible for Showing Handicap on Scorecard or Adding Up Scores. There is no requirement for a player's handicap to be shown on the scorecard or for players to add up their own scores. If the player returns a scorecard on which they have made a mistake in showing or applying a handicap, or on which they have made a mistake in adding up the scores, there is no penalty. Once the Committee receives the scorecard from the player at the end of their round, the Committee is responsible for:

- Adding up the player's scores, and

- Calculating the player's handicap strokes for the competition and using it to calculate the player's net score.

Failure to Hole Out

A player must hole out at each hole in a round. If the player fails to hole out at any hole:

- The player must correct that mistake before making a stroke to begin another hole or, for the final hole of the round, before returning the scorecard.
- If the mistake is not corrected in that time, the player is **disqualified**.

TYPES OF GOLF COMPETITIONS

(Golf Games, Scoring Systems, Types of Play)

The two basic forms of playing golf are **Match play** and **Stroke play**. Apart from these two basic types of play, many other golf tournament formats exist, some of which are regarded "official" forms of play, such as **Stableford** and the popular forms of team play known as, **Foursome** and **Four ball** games.

Other popular non-"official" forms of team play are **Scramble (Texas scramble, Ambrose and Greensome**. Further types of golf games include: **Patsome, Skins, String, Chapman and Flag tournaments**.

Stroke is the most common form of competition at most professional tournaments. In stroke play, every player (or team) competes all 18 holes and counts the total number of strokes and the party with the lower total nett score (gross score minus handicap) wins.

Players normally go out in threes or sometimes in twos, for example at professional events.

Match play:

In match play, two players (or two teams) play every hole as a separate contest against each other. The party with the lower score wins that hole, regardless of how many shots he won the hole by. If the scores of both players or teams are equal the hole is "halved" (drawn). The game is won by that party that wins more holes than the other. Match play is a very popular form of competition at club level.

Foursome:

A foursome (defined in Rule 29 of the "Rules of Golf") is played between two players in partnership, playing one ball which they hit alternately. One player tees off on the odd numbered holes, the other on the even holes, regardless of who played the last putt on the first hole. The other shots are played in turns until the hole is finished. Penalty shots do not affect the order of play. Foursomes can be played under match play or stroke play rules.

Variations on foursome are **Greensome, Canadian foursome** and **Mixed Foursome**, in which two teams of a male and female golfer playing alternate shots. In Canadian foursome each player plays his/her own ball from the tee and the players then decide together which ball is in the best position and the other ball is taken out of play. For **Greensome** see further.

Four ball:

The same as foursomes but each player plays with his own ball and the better score of the team counts. Four-balls can be played as match play or stroke play. (Defined by rules 30 and 31). In a Three-Ball match, three players play against one another, each thus playing two distinct matches. A slightly different form is Best-Ball, in which one player plays against the better ball of two or the best ball of three players.

Stableford:

Form of stroke play where the scoring is made by points awarded in relation to a fixed score at each hole as follows:

Hole Played In Points

<1 over fixed score → 0

1 over fixed score → 1

Fixed score → 2

1 under fixed score → 3

2 under fixed score → 4

3 under fixed score → 5

4 under fixed score → 6

The winner is the player who scores the highest number of points.