

# **SANCTUARY LAKES CLUB**

# **MEMBERS GOLF SYLLABUS**

## **2018**



Version 2018.02

# **SANCTUARY LAKES CLUB**

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# **SANCTUARY LAKES CLUB BY-LAWS AND REGULATIONS**

## **1. CLUB REGULATIONS**

### **1.1 Dress Standards**

*To avoid any embarrassment, Members should inform guests of the dress requirements BEFORE they arrive at the Club.*

Clean golfing attire is acceptable in all areas of the Clubhouse. Golf shoes may be worn in the Clubhouse.

Singlets, sleeveless shirts, Rugby-type tops and garments with any advertising or slogans (except for discreet brand name and club logos) track suits, football or basketball shorts or bare feet are NOT permitted. Hats or visors may be worn in all areas of the Clubhouse except the Norman Room. Neat casual jeans are permitted in the Clubhouse but not on the golf course.

### **1.2 Guests**

Members may entertain Guests at the Club and are responsible for the conduct, dress and charges of the Guests. The General Manager or designee may at any time deny Guest privileges to any individual when, in his or her opinion, it is in the best interests of the Club to do so.

If playing golf, Members are to ensure that their Guests are registered in person at the Golf Shop before play. Members must also ensure that their Guests abide by all dress standards, golf slow play (refer 2.7) and golf cart rules (refer 2.11 Golf Carts).

#### **Note:**

1. Guests introduced to play by a member in compulsory competition times must have an official Golf Australia handicap.
2. Guests are ONLY permitted on Medal days and with prior approval of the General Manager or Captain.
3. For member guest rounds played on Wednesday, Saturday or Sunday on or before 1.00pm and/or for any special member events deemed applicable to this policy by management eg, should our ANZAC Day event fall on another day of the week;
4. A members guest may play only four (4) times per annum at the "member guest rate". The fifth or subsequent round/s, will be charged to the said member's guest at the clubs rack rates.
  - a. Member guest rounds played during these member competitions tee times will be required to sign to account for the frequency of play, ensuring the applicable charges are paid per rounds.
  - b. This policy refreshes annually on the 1<sup>st</sup> July.

### **1.3 Membership Cards**

Each Member or Lessee must carry his or her issued card whilst on the premises. Members and Lessees may not lend or give their cards to another person for any reason. Loss of a Membership card must be reported immediately to the Club, at which time a new card will be issued. A fee of \$10 will be charged for replacement Membership cards.

### **1.4 Proof of Membership**

Each Member or Lessee must be able to provide proof of Membership upon request.

### **1.5 Food and Beverage**

No food or beverages may be consumed in the Clubhouse, which has not been purchased at the Club. The only exception to this rule is the club BBQ or by prior arrangement with the Function Centre.

### **1.6 Property Damage or Removal**

Members shall be liable for the value of all Club property that is damaged or removed by the Member, Lessee or Guests.

### **1.7 Complaints/Suggestions/Feedback**

All complaints/suggestions/feedback should be made to the General Manager, Club Captain or Match and Greens Committee via email to: [club@sanctuarylakesclub.com.au](mailto:club@sanctuarylakesclub.com.au)

### **1.8 Gambling**

Gambling of any kind is prohibited in and around the Club. The Club shall not hold any lotteries in the name of the Club, the Board of Directors, Management or Members without authorisation from the Board of Directors or General Manager.

### **1.9 Code Of Conduct**

The Sanctuary Lakes Club Code of Conduct has been developed to ensure a safe, friendly and respectful environment for Members and Visitors to gather socially in the spirit of cooperation, relaxation, good will, enjoyment and friendly competition and to provide a safe and enjoyable workplace for staff and contractors. The Code applies to all areas of the Club.

#### **Minimum standards of behaviour:**

In addition to compliance with the Club's Constitution and By-laws and Regulations as provided in the Club Syllabus, each Member, Lessee, Guest or Visitor shall:

- a) Act in a proper, professional, non-aggressive and non-abusive manner at all times;
- b) Not act or engage in misconduct that may be detrimental to the interests of the Club;
- c) Comply with all applicable laws, including liquor laws and responsible service of alcohol standards;
- d) Comply with and adhere to all reasonable directives and requests of Club staff, Club representatives, The Captain, Members of the Match & Greens Committee, Board Members; and
- e) Comply with and adhere to any penalty imposed by the Club.

#### **Complaints regarding behaviour:**

All complaints shall be made to the General Manager or Club Captain who, if unable to deal with them, shall refer them to either:

- a) The Discipline & Governance Committee; or
- b) The Board.

#### **Actions regarding inappropriate behaviour:**

Depending on the circumstances and nature of any behaviour deemed inappropriate by either The Discipline & Governance Committee or Board, actions may include any of the following:

- a) Verbal warning;
- b) Written warning;
- c) Banning from premises/golf course;
- d) Suspension from membership; and/or
- e) Termination of membership.

## 1.10 Reciprocal Clubs

Sanctuary Lakes enjoys reciprocal arrangements with the following clubs:

A Letter of Introduction as well as current Membership ID Card is required. Members should make booking arrangements in advance with the reciprocal club.

*The Sands Torquay Golf Club  
2 Sands Boulevard  
Torquay VIC 3228  
(03)5264 8802*

*The Cut Golf Club  
Country Club Drive  
Dawesville WA 6210  
(08) 9582 4444*

*Twin Waters Golf Club  
Ocean Drive  
Twin Waters QLD 4564  
(07) 5457 2444*

*Nedlands Golf Club  
Melvista Avenue Nedlands,  
WA 6909  
(08) 9389 1244*

*Mission Hills Golf Club  
No 1 Mission Hills Road  
Shenzhen,  
Guangdong Province  
China 518110  
(86 755) 2802 0888*

*Blackwood Golf Club  
611 Cherry Gardens Room  
Cherry Gardens  
Blackwood SA 1051  
(08) 8388 2313*

*Tianjin Yangliuqing Golf  
Club  
PRC-300380Yangliuqing  
Town  
Xiqing District Tianjin  
China  
(86 22) 2739 2247*

*Seletar Country Club  
101 Seletar Club Road  
Singapore 798273  
(65) 6481 4812*

*West Coast Golf Club  
219 Bin Hai Road  
Haikou City, Hainan Island  
China 570311  
(86 898) 6870 3180*

*Tropicana Golf & Country  
Club  
Jalan Kelab Tropicana  
Off Jalan Tropicana Utama  
47410 Petaling Jaya  
Selangor Malaysia  
(603) 7804 8888*

*Glenmarie Golf &  
Country Club  
No 3 Jalan Usahawan U1/8,  
40150 Shah Alam  
Selangor, Malaysia  
(603) 7803 9090*

*Greg Norman Courses  
Passport  
The Settlers Run Golf &  
Country Club, VIC  
The Eastern Golf Club,  
VIC  
The Vintage Golf Club,  
NSW  
Stonecutters Ridge, NSW  
The Grange Golf Club, SA  
Pelican Waters Golf Club,  
Qld  
The Bluffs Ho Tram Strip,  
Vietnam  
Danang Golf Club,  
Vietnam  
Splendido Taal Golf Club,  
Phillipines  
Tering Bay Golf & Country  
Club, Indonesia*

*Pacific Links International  
www.pacificlinks.com  
+18556881818*

*Raffles Country Club  
450 Jalan Ahmad Ibrahim  
Singapore 639932  
(65) 6861 7655*

## 2.1 Rules of Golf

The game of golf at the Club shall be played in accordance with the rules according to Royal and Ancient Golf Club at St. Andrews, Australian National and State Golfing bodies and the local rules of the Club located outside the Golf Shop.

## 2.2 Control of Play

- (a) The use of and play on the Golf Course shall be subject to the control of Golf Operations, their designated assistants and/or the Club Captain. The Course Superintendent, in consultation with

Golf Operations and the General Manager or Club Captain, shall determine when weather or other conditions of play dictate the closing of the course or whether golf carts can be used.

Weekends – Golf Services Operations, their designated assistants and/or the Golf Captain

- (b) All play shall be in groups up to a maximum of 4 players, except in special circumstances as determined by Golf Operations, Match & Greens Committee and/or the Club Captain. For example, where entry numbers require a particular action to be taken to enable such a maximum to be exceeded such as (i) play in 5s at the completion of a field or section thereof or (ii) play in 6s in Foursomes competitions.

### 2.3 Registration and Start of Play

**All players must report to the Golf Shop before play.**

When a starter is on duty, players must register with the starter 10 minutes prior to their tee time.

### 2.4 Dress

All players must wear appropriate golf attire on the course (refer 1.1 Dress Standards).

### 2.5 Equipment

Each player must have a set of clubs and wear golf or appropriate sports shoes.

### 2.6 Course Priority

Lone players or groups of more than four players have no rights. They, and players who break the proper sequence of their round or casual players who do not have a booking, must stand aside without request and allow any group playing the proper sequence to pass. Players taking part in any Championship match have priority over all other play and may play through or have right of way on any tee.

PLAYERS ON THE TIMESHEET HAVE RIGHT OF WAY ON THE STARTING TEE over players who are coming “through the turn” after 9 holes, who must wait and retain their place in the field. However players more than five minutes late to the tee have no rights and must stand aside without request.

If a match fails to keep its place on the Course and loses more than one clear hole on the players in front, it **MUST** allow the following match to play through, or take directions from the Course Marshall. Competition play has priority over social golf. A single player has no rights and must give way to all other forms of play.

### 2.7 Slow Play & Ready Golf

**Sanctuary Lakes Golf Club has a Ready Golf policy.** Slow play is a constant problem and players are reminded of their responsibility to others. A two-stroke penalty or disqualification can be applied in competition play. **Slow play can be avoided** by observing the following suggestions:

- a) **Keep up** with the group in front.
- b) **Shorter hitters playing first** from the tee or fairway if longer hitters have to wait.
- c) **Move briskly** between shots and do not delay when it is your turn to play.
- d) **Hitting a shot if a person** who has just played from a greenside bunker is still farthest from the hole but **is delayed due to raking the bunker.**
- e) On the putting green, **repair your pitch mark** and study the line of your putt before it is your turn to play.
- f) **Putting out** even if it means standing close to someone else’s line.
- g) **Hitting a shot** when safe to do so if a **player farther away** faces a challenging shot and is **taking time** to assess their options.
- h) **Play a provisional ball** if it is likely that your ball may be hard to find in the rough or trees. Assist other players by watching their shots.
- i) Following players **MUST be called through** if you fall one hole behind the group in front.
- j) **Call following players through** if they are waiting and your **ball is not immediately found.** You may **search for your ball for 5 minutes.**



- k) Players who call through another group should not resume play until the players called through are safely out of range.
- l) **Hitting a shot before helping someone to look for a lost ball.**
- m) Never mark your card when it is your turn to play and **don't hold up play by marking your card on the green or tee area.**
- n) **Enter and leave bunkers at their low part using the steps if provided** and walk directly to your ball via the flat portion of the bunker. Smooth or rake all marks in a bunker and leave the rake in the marked area outside the bunker.
- o) All players must carry sand bucket or dispenser and place sand in divot marks.

## 2.8 Practice

A player may practice with a **MAXIMUM OF TWO BALLS** but has no rights and must stand aside without request.

## 2.9 Golf Academy

Range balls must not be removed from the Driving Range area or be collected and then re-used.

Member's only, may practice using their own golf balls when chipping to the "target chipping green/s". Member's guests and visitors to SLC whom use this facility **MUST**, when practicing, use golf balls supplied from the Golf Academy.

The green and bunker area at the Golf Academy is for chipping and bunker practice only.

Players must comply with the Rules and Regulations on display at the Golf Academy.

**When the grassed practice area is open, practice from the grassed practice area shall be from the designated areas only.**

Putting practice should be conducted on the practice putting green next to the Starter's Hut. Pitch and run but **NO lob practice may occur at the practice putting green.**

## 2.10 Children

Children of school age are welcome in the Clubhouse and at the Golf Academy and may act as caddies providing their attire conforms to the dress standards of the Club and they are in the company of a member who is either their parent or guardian.

The parent or guardian of a child is responsible for the child's behaviour and dress. The parent or guardian is responsible for the child's safety and well-being whilst in the Clubhouse or on the Golf Course or at the Golf Academy.

Children may become Junior Members when they turn 12 years of age or if they pass a playing test.

Children under 12 may become Cadet Members of the golf club and play with a responsible adult after 3pm on any day of the week or with permission of Golf Operation, General Manager or Club Captain at other times.

## 2.11 Golf Carts

The following rules and regulations shall govern the use of Golf Carts on the Club premises:

- (a) All Private Golf Carts must be electrically motorised and approved by the General Manager before use on the course.
- (b) A fee shall be payable for the use of a Club Golf Cart.
- (c) Club Golf Carts are only for use on the Golf Course and must not leave the Club's property.

- (d) The use and operation of all Golf Carts is at the risk of the user and as such, the user shall indemnify the Club and all other parties from and against all liabilities arising out of such use.
- (e) Members shall be responsible and liable to the Club for the cost of all repairs and damages to Club Golf Carts, caused by the Member, Lessee or his/her Guest, as well as for any personal injury or property damage occasioned by the negligent operation of a Golf Cart by themselves or their Guests.
- (f) Golf Carts should only to be driven on fairways and cart paths and must not leave the cart paths on Par 3s.**
- (g) Golf Carts must not be driven in the rough or light rough.**
- (h) Golf Carts are not permitted past the marked blue line before the green and must move to the path immediately.**
- (i) Golf Carts **must not** be driven within 2 (two) metres of a bunker.
- (j) Golf Carts **must be** parked on the side or rear, and never in front or on the fringe, of a green.
- (k) Avoid bare ground and wet areas.
- (l) Golf Cart drivers **must be at least 18 (eighteen) years of age and must hold a current drivers licence.**
- (m) Golf Carts shall only carry a maximum of two persons.
- (n) All directional signs, ropes, or other markers used to guide and direct Golf Carts, must be observed.
- (o) Golf Carts are not to be driven by any persons under the influence of alcohol or non-prescribed drugs.

### **2.12 Handicaps**

Handicaps shall be based on the Golf Australia handicap system.  
Cards for new handicaps must be submitted to the Golf Shop.

### **2.13 Scores**

Players shall return a scorecard for handicapping purposes each time they play in an official Club competition. Cards must be returned to the Golf Shop.

### **2.14 Club Competitions**

Eligibility for men's and ladies club competitions shall be determined by the event conditions of play.

A Member is eligible for any board event provided the Member holds 5/6/7 day playing rights (depending on grade and conditions of play) for the board event and also for the full duration should the event be a multi-day event. Exceptions to this would be heavily discounted temporary/trial memberships and these categories are ineligible.

Only Members can represent the Club in any official GA/GV events.

The dates and schedules of starting times for competitions shall be determined by Golf operations and/or the Club Captain. Golf operations and/or the Club Captain reserve the right to amend both the dates and scheduled starting times of competitions if necessary.

### **2.15 Non Competition (Social) Rounds**

All players must report to, or contact, the Golf Shop before hitting off.

### **2.16 Club Storage**

No Member, Lessee or Guest is permitted to keep or store golf bags or clubs in the locker room itself. Club storage lockers for hire are controlled by Golf Operations and provided for this purpose.

### **2.17 Personal Property and Insurance**

- (a) The Club shall not be liable for any loss or damage to the property of any Member, Lessee, Guest or visitor on the Club's premises.
- (b) Golf clubs should not be left unattended outside the Clubhouse.
- (c) **Members, Lessees and Guests** with a current golflink number **are not liable** for any incident involving damage or likely damage caused by a **ball being hit into private property**. This incident **MUST BE** reported to Golf Operations immediately after a round has been completed.
- (d) Lockers are available for day use from the Golf Shop or annual use from the Club Office. No responsibility will be taken by the Club for items stolen or damaged whilst kept in these lockers.

### **3. MEMBERSHIP ENTITLEMENTS**

#### **3.1 “Diamond Members” (Including 6/7 day Leasee)**

Diamond Members have 7 day access to the Course and are entitled to introduce three Guests at any one time (guest restrictions may apply on weekends). Diamond Members are entitled to nominate a 6 day player (Nominee) as part of their Membership. Diamond Members are able to lease their playing rights (both 7 and 6 day) to another person pursuant to the Club’s Constitution.

#### **3.2 “Platinum Members”**

Platinum Members have 7 day access to the Course and are entitled to introduce three Guests at any one time (guest restrictions may apply on weekends).

#### **3.3 “Diamond 6 Day” (Nominee)**

Nominees have 6 day access to the Course (Sunday – Friday) and are entitled to introduce up to three Guests at any one time (guest restrictions may apply on weekends). Subject to availability (and at the discretion of Golf Services Operations), Nominees may play on selected Saturdays upon the payment of a green fee. All other privileges are identical to those of a Diamond Member.

#### **3.4 “Gold, Gold Corporate & Gold Residential Members”**

Gold Members have 7 day access to the Course and are entitled to introduce up to three Guests at any one time (guest restrictions may apply on weekends). Gold Members are able to lease their 7 day playing rights to another person pursuant to the Club’s Constitution.

#### **3.5 “6 Day Member”**

6 Day Members enjoy access to the Course (Sunday – Friday) and are entitled to introduce up to three Guests at any one time (guest restrictions may apply on weekends). Subject to availability (and at the discretion of Golf Operations), 6 Day Members may play on selected Saturdays upon the payment of the applicable members guest rate green fee.

#### **3.6 “Silver (midweek) Members”**

Silver Members have 5-day access to the Course (Monday – Friday) and are entitled to introduce up to three Guests at any one time. Play on the weekends will require payment of the appropriate green fee and is subject to availability; however, 7-day and 6-day Members will be granted weekend booking priority.

#### **3.7 “Intermediate Members” (aged 21 to 30)**

Intermediate Members have 7-day access to the Course and may play in all competitions. Intermediate Members are able to bring up to three Guests 5 days per week (Monday – Friday), but are limited by the above playing regulations. Guests of an Intermediate Member must pay the applicable members guest green fee.

#### **3.8 “Junior Members” (aged 20 and under)**

Junior Members have 7-day access to the Course and may play in all competitions. Junior Members are able to bring up to three Guests 5 days per week (Monday – Friday), but are limited by the above playing regulations. Guests of a Junior Member must pay the applicable members guest green fee.

#### **3.9 “Cadet Member” (Under 12 years of age)**

Cadet Members have 7-day access to the Course after 3pm each day or with permission of Golf Operations, General Manager or Club Captain. Cadet members must play with a responsible adult.

## 4. GOLF CLUB EVENTS

Conditions of play apply to each event and determine the method of play, the competition format and player eligibility.

Players should check the conditions of play for events prior to play.

### 4.1 Board Events

Men's Club Championships  
Ladies Club Championships  
Junior Club Championships  
Men's Captain's Trophy  
Ladies Captains Trophy  
Men's Monthly Medal/Medal of Medallists  
Ladies Monthly Medal/Medal of Medallists  
Links Trophy  
Men's Handicap Matchplay Championships  
Ladies Handicap Matchplay Championships  
Men's 4BBB Matchplay Championships  
Ladies 4BBB Matchplay Championships  
Men's Foursomes Championships  
Ladies Foursomes Championships  
Mixed Foursomes  
Ambrose Challenge

### 4.2 Club Championships

Club Championships are conducted in November according to the dates listed in the Club's calendar. Handicap status – A player's club daily handicap at the time of playing the 1<sup>st</sup> round for this event will remain until the event is completed.

### 4.3 Men's Championships

#### *OPEN, A, B and C Grade Championship*

The Club Championship is **72 holes** for ALL Grades.

#### *Gross Handicaps*

Open	All
A Grade	4 to 8
B Grade	9 to 18
C Grade	19 +

The player with the lowest total **gross** score shall be declared the Club Champion (**Board**).

The lowest total **gross** score for A, B and C grades will be declared the Grade Champions (**Board**).

#### *Nett Handicaps*

A Grade	+ to 8
B Grade	9 to 18
C Grade	19 +

The player with the lowest total nett score for A, B and C grade shall be declared the Men's nett winners.

#### **4.4 Ladies Championships**

The Ladies Championship is a **54 hole** event.

The player with the lowest total **gross** score shall be declared the Ladies Club Champion (**Board**).

The player with the lowest total nett score shall be declared the Ladies nett winner.

#### **4.5 Junior Championship**

The Junior Championship is a **54 hole** event on the same days as the Ladies/Senior Championships.

The player with the lowest total **gross** score shall be declared the Club's Junior Champion (**Board**).

The event is open to all eligible members aged 21 years or under as at 1<sup>st</sup> round of The Championships.

**Note:** Conduct of a Junior Championship is dependent upon there being at least 3 competitors.

#### **4.6 Senior Championship**

The Senior Championship is a **54 hole** event.

Senior Championship entrants will play off a White tee course for the duration of the event.

The player with the lowest total **nett** score shall be declared the Club's Senior Champion.

The event is open to all eligible members aged 65+ years or over as at 1<sup>st</sup> round of the Championships.

**Senior entrants will not be eligible to compete in the Men's or Ladies Championships in conjunction.**

#### **4.7 Links Trophy**

The top 8 gross qualifiers from the Men's and Ladies Gross Championship will be eligible to compete for the Club's Links Trophy in an 18 holes Stroke Scratch Matchplay knock out event, to be completed according to the dates listed in Club's Calendar.

If a tie exists for 8th Position, the Golf Services will decide the final 8 based on Section 5.8, Count-Back Procedure.

Only the top 8 gross qualifiers are eligible for this event.

#### **4.8 Ties – Playoffs/Count-Backs**

Where, after the final round of the Club Championships (Male or Female), two or more players are equal in lowest total gross score, a "Sudden Death" playoff from the 18<sup>th</sup> tee repeated, will follow immediately after the final playing group in contention completes the final round and cards are presented and collated.

Where, after the completion of the above event, two or more players are equal in lowest total nett score, a count-back will be used to decide the winner.

#### **4.9 Monthly Medal**

The Men's Monthly Medal will be competed for, generally on the first Saturday of each month, over 18 holes of Stroke play. The Medal Winner will be the player with the lowest nett score of the day. In the event of a tie, a countback shall be used to determine the winner and runner-up.

#### **Ladies Monthly Medal**

Ladies Monthly Medal will be conducted on a Sunday, once per month, over 18 holes of Stableford play as per the Syllabus. The Medal Winner will be the player with the highest point score on the day. In the event of a tie, a count back system will be used to determine the Winner. Ladies are also eligible to play in the competition of the day.

#### **4.10 Medal of Medallist**

All Monthly Medal November to December winners of the previous year, are eligible to compete in the Medal of Medallists played in conjunction with the following November Monthly Medal, or an alternative date if scheduled. The winner will be the player with the lowest nett score. In the event of a tie, a countback shall be used to determine the winner.

#### **4.11 Other Board Events**

##### ***Men's, Women's and Mixed Foursomes Championships***

The Men's, Ladies and Mixed Foursomes Championship, gross and nett, will all be played over 18 holes.

##### ***Men's and Women's 4BBB Matchplay Championships***

The 4BBB Matchplay Championships are knockout competitions, separate events for men and women. A draw will be conducted with matches to be completed by the nominated designated dates, which will be on the draws. **Note:** Each player's club daily handicap at the time of playing the 1<sup>st</sup> round will remain until the event is completed.

##### ***Captain's Trophy***

Separate Men's and Women's handicap matchplay knockout competitions. Draws will be conducted with matches to be completed by the nominated designated dates, which will be on the draws.

**Note:** Handicaps - Players shall play from their club daily handicap as it is on the day of play.

##### ***Men's (A, B and C Grades) and Women's Handicap Matchplay Championships***

Qualifying will be held on a stroke event as listed in the Syllabus. The top 8 qualifiers in each grade and Women will compete in a knockout matchplay competition. **Note:** Handicaps – Players shall play from their club handicap as it was on the day of the qualifying round.

#### **4.12 Important Club Events**

##### ***Greg Norman Cup***

Played annually on Australia Day Public Holiday or day selected by the committee.

4BBB Stroke Handicap Matchplay.

Team Event: Australia vs. the Rest of the World (Country of Birth).

##### ***Phoenix Trophy***

Not Played

##### ***Championship Presentation***

TBC

##### ***Sanctuary Lakes Foundation Golf Day***

TBC

##### ***Sanctuary Lakes Ambrose Challenge***

TBC

##### ***Tri-Club Challenge***

TBC

#### **4.13 Club Competitions**

Competitions are conducted on the following days.

Monday:                      Veterans (Members and Guests 55 years and over),  
   Members and Guests – subject to availability

Tuesday:	Lady Members and Guests, Members and Guests – subject to availability
Wednesday:	Members and Guests – subject to availability
Thursday:	Members and Guests – subject to availability
Friday:	Members and Guests – subject to availability
Saturday:	Members and Guests – subject to availability (Green Fee applies to 5/6 Day Members) (Guests of 7 day member rights <b>ONLY</b> after 11am)
Sunday:	Members and Guests – subject to availability (Green Fee applies to 5 Day Members) (Guests of 6/7 day member rights <b>ONLY</b> after 11am)

#### 4.14 Men's and Women's Autumn and Spring Trophies

The Men's and Women's Autumn and Spring Trophy events are multi-round Stableford competitions. The male and female player with the most aggregate Stableford points for the best 4 rounds played in Wednesday (Men) and Tuesday (Women) stableford competitions in the two separate events will be declared the winners. In the event of a tie a countback will be the last card followed by the 2<sup>nd</sup> last etc.

### 5. GOLF REGULATIONS

#### 5.1 Time Sheets

Computer time sheets are generally available 8 days before an event, opening at 1.00 pm. Computer time sheets are located online on the Club's website.

Tee times must always be observed. The Golf Shop controls the actual tee times on the day of play.

**Note:** If unable to play, the player **MUST** remove their name online or notify the Golf Shop.

Timesheets operate every day, morning and afternoon. It is expected that members will book tee times in advance. Timesheets are generally structured for play in fours and therefore **TWO OR THREE BALL MATCHES DO NOT HAVE PRIORITY** and must retain their place and pace of play in the field.

Players on the timesheet of the day have precedence, whether commencing at the 1st or 10th tees, but shall alternate with knock-out matches that continue past the 18th hole. Players on the timesheet who arrive at the tee more than five minutes late for their hit off time have no rights and must stand aside.

#### 5.2 Regulations for Play

**All players must report to the Golf Shop before play.**

When a starter is on duty, players must register with the starter 10 minutes prior to their tee time.

**International Reciprocals (No Golf Australia handicap) have same reciprocal playing rights**

*Saturday:*

**Morning Tee Times** – Dawn to 8.45am Members only – **No Guests Allowed**

**Afternoon Tee Times** – 11am to 1pm - **7 Day Members** may introduce **one Guest per tee time**

**Note:** Members may request to introduce **additional guests** for **afternoon play up to 48 hours** in advance with approval of Golf Operations.

Guests are **NOT** permitted on Medal days without **prior written approval** of either the General Manager or Club Captain.

Guests **MUST** have an **official Golf Australia handicap** and both member and guest/s **MUST** play in competition before 1pm.

All Visitors, Reciprocals & Golf West are **NOT** permitted in competition times.



### ***Sunday:***

**Morning Tee Times** – Dawn to 8.45am Members only – **No Guests Allowed**

**Afternoon Tee Times** – 11am to 1pm - **6/7 Day Members** may introduce **two guests per tee time**

**Note:** Members may request to introduce **additional guests** for **afternoon play up to 48 hours** in advance with approval of Golf Operations.

Guests **MUST** have an **official Golf Australia handicap** and both member and guest/s **MUST** play in competition before 1pm.

Reciprocals & Golf West are **NOT** permitted until after 12 midday.

Visitors with an **official Golf Australia handicap** may be booked in the last two groups on 10<sup>th</sup> tee for **afternoon play** with approval of Golf Operations.

Social Groups Policy – Refer to website under publications

**Mixed Pairs:** Generally tee-off between 11.30am and 12.30pm Sundays, although earlier tee-times are acceptable. Players must advise the Golf Shop prior to play if they are playing in the Mixed event.

### ***Tuesday:***

Lady Members only between 8.30am to 9.15am

### ***Wednesday:***

**Morning Tee Times** – Dawn to 10am Members may introduce **one Guest per tee time**

**Afternoon Tee Times** – 10am to 1pm Members may introduce up to **three Guests per tee time**

**Note:** Members may request to introduce **additional guests up to 48 hours** in advance with approval of Golf Operations.

Guests **MUST** have an **official Golf Australia handicap** and both member and guest/s **MUST** play in competition before 11am.

Reciprocals & Golf West are permitted but **MUST** play in the competition before 11am.

Visitor bookings after 1pm, Or earlier at back of the competition field, if available up to 48 hours in advance with approval of Golf Operations.

## **5.3 Handicaps**

*Men's Maximum Handicap 36*

*Women's Maximum Club Handicap 45*

## **5.4 Rules of Competition Play**

- (a) Play is under the conditions determined by the General Manager and the Club Captain, in compliance with the Rules of Golf as authorised by the Royal and Ancient Golf Club of St. Andrews, National and State Golfing bodies and the local rules in operation at the time.
- (b) Before starting play, players should make themselves familiar with any temporary local rules and other course or competition information.
- (c) To be eligible in any competition, players must pay a competition fee at the Golf Shop before commencing their round.
- (d) A player returning a card in a competition must ensure that it has the correct handicap and is signed by both the marker and player.
- (e) To be eligible to win a competition, a player must return the scorecard to the Golf Shop before leaving the Club on the day of play.

- (f) Any protest, for any match or competition, shall be made in writing to the General Manager immediately upon completion of such match or competition.
- (g) Un-financial Members and Un-financial Lessees are not eligible to compete or win any Club competition.

### **5.5 Mobile Phones**

Providing calls do not disturb other Members, Guests or staff; mobile phones may be used in the Clubhouse, other than in the Norman Room, at any time. However, it is preferred that calls are made or taken on the balcony, locker room or hallway.

#### ***Mobile Phone Use in the Norman Room***

Mobile phones may remain switched on silent mode and any use must be outside the Norman Room.

#### ***Mobile Phone Use on Course***

During play on the course, mobile phones may be carried but must remain on silent mode, unless used in the event of an emergency.

### **5.6 Safety On Course**

**GOLFERS MUST NOT PLAY A STROKE IF THERE IS ANY CHANCE THAT ANOTHER PERSON IS IN A POTENTIAL POSITION OF DANGER.**

Golfers must not hit up on players in front or on course maintenance staff, unless called to do so. On the green, if the flagstick is not in the hole, golfers must not hit to the green until the flagstick is replaced and the green is clear of players and/ or staff.

Golfers must wait and give way to maintenance vehicles or mowers to pass or be safely out of range before playing a stroke.

It is also important that players do not walk ahead of other players in their own group, or at the very least maintains what they consider to be a safe distance and/or angle away from the golfer about to play – thereby avoiding the possibility of being struck by a wayward shot.

In the event of a wayward shot being played Golfers **MUST warn** of possible danger to other players by shouting the traditional call of “fore”.

#### ***Heat Policy***

***Decision made at 4pm the day before play.***

***Please refer to the club website under publications for full conditions.***

#### ***Frost Policy***

***Severe Frost – No play allowed on course at all until Golf Operations/Superintendent decision is made for play to commence.***

***Light Frost – Play may commence. No carts allowed whilst frost is on the fairways.***

***No course preparation or movement of pin placements for that days play.***

### **5.7 Count-Back Procedures**

Except where otherwise provided, to resolve ties in events, the following count-back method shall be used:

For 18 holes events, the best score for the last 9 holes on the card shall be used, if there is still a tie, the last six holes or if still, the last 3 holes. If a tie still persists, then hole by hole from the 18<sup>th</sup> hole backwards.

### **5.8 Matchplay competitions – Play by Date Rule**

All competitors shall have equal responsibility to initiate match arrangements well in advance of the designated date. No matches may be played after the designated date. However, in special circumstances, the Captain may grant an extension of one week for the semi-finals. In the case of the final an extension may be granted to a date determined by the Captain.

### **5.9 Competitions**

All rounds must be played from the tees of the day. Players engaged in Pennant Matches and players taking part in any Championship match have priority over all other play and may play through or have right of way on any tee.

## **6. GOLF COMPETITIONS AND METHOD OF PLAY**

These notes are intended to assist with how various competitions are played. They must be read in conjunction with the Rules of Golf.

### **6.1 Stroke**

The score for each hole is entered on the score card, totalled and the player's full handicap deducted. The player who completes the round with the least strokes will be the gross winner, while the winner of the nett competition will be the lowest score after deducting his or her handicap.

### **6.2 Par and Stableford** (See Rule 32, refer 2.1 Rules of Golf)

Stableford is a points scoring system for each hole, based on the nett score for a hole with Stableford points determined for albatross (5 points), eagle (4 points), birdie (3 points), par (2 points) and bogey (1 point).

Par is a scoring system similar to Stableford except instead of receiving points, a player scores a Plus (+) for having a nett birdie or better, a half or square (0) for having a net par, or a loss (-) for having a net bogey or worse.

In the interests of speed of play, a player should pick their ball up when they cannot score a nett bogey in Stableford or net par in Par competition.

### **6.3 Matchplay**

In Matchplay, the game is played hole by hole using the Matchplay Index. A hole is won by the player or side that holes the ball in fewer strokes. In Handicap Matchplay, the lower nett score wins. The match score is kept by the term "holes up", "holes down" or "all square" after the number of holes has been completed. A hole is halved if each side/player holes out in the same number of strokes or the same nett score.

A player/side may concede a hole or a match at any time before to the conclusion of the hole or the match. Concession of a stroke, hole or match may not be declined or withdrawn. A player/side are "dormie" when as many holes are up (or down) as there are holes left to play.

A match is won by the player/side when the number of holes "up" is greater than the holes remaining to be played. Ie.4 holes up with 3 holes to play are recorded as player A defeated player B "4 and 3" (4/3).

#### **Note:**

- (a) Scratch Events – A match that ends "all square" shall be continued hole by hole from the hole where the match began, until one side wins a hole (unless the event conditions stipulate that matches do not continue past 18 holes).
- (b) Handicap Events – As in scratch events, but with strokes being allowed as if the match has been recommenced and strokes are allocated using the Matchplay Index on the scorecard.

- (c) Handicap Matchplay – The method of ascertaining each player’s Handicap is that the lowest marker, in any particular match, goes back to scratch and then the other player or players are given the difference in their respective handicaps, with the strokes allocated using the Matchplay Index on the scorecard.

#### **6.4 Team Competitions**

In a team competition, two or more players play in a team even though each player plays as an individual but the score for the team is recorded on a single card. Depending on the form of competition, the players scores are added, or the best 2, 3, or 4 scores used (either per hole or overall) to determine the team score. Teams of two are sometimes called “Aggregate Pairs”.

#### **6.4.1 Ambrose (Sanctuary Lakes Challenge only)**

The Sanctuary Lakes Ambrose Challenge will be played in teams of four.

The team selects a Captain on the tee (usually the lowest marker) and they decide on the order of play. The order of play is marked on the scorecard.

The players then play a shot from the tee and proceed to their ball. The Captain (or team members as a whole) decides on the best positioned ball and the other players retrieve their balls. If the ball chosen is in the rough or a hazard, then subsequent balls must be played from the rough or hazard.

In the order originally decided, players place their ball within one club length of the spot where the best selected ball lay, but no nearer the hole, and play their next shot .e.g. If player C's ball is chosen he/she must play first followed by Player D then Player A and finally Player B.

This procedure continues irrespective of whether the ball is on the fairway, in the rough or in a hazard, until the play reaches green and the ball is holed out.

#### **6.4.2 Modified Ambrose (SLGC Rules)**

This is a team event for 3/4 players. Each player hits off the tee, the best shot is selected and marked. The person whose shot is selected off the tee cannot hit the next ball (*Note: This rule applies to the tee-shot only, not subsequent shots to or on the green*). All other players pick up their ball and place it, within one club length, alongside the best ball and then hits a second shot. The best shot is again selected.

This continues until the ball is in the hole. On the putting green the best ball is marked and the other balls are played from this position (within 1 putter head). The Team Handicap is 1/6 for 3 players and 1/8 for 4 players

When placing the ball you must not improve the position of the ball, e.g. if the best ball is in the rough you must place the ball in the rough. The minimum number of drives for a 4 person event is 3 drives per player, and for a 3 person event 4 drives per player.

#### **6.4.3 Four Ball Better Ball Par, Stableford or Stroke**

These competitions are played by two players competing as partners (no one in world golf knows why it is called "Four Ball"). Each player plays his own ball. Handicaps and scoring for Par, Stableford or Stroke is as previously described, except that only the better score of the pair is recorded on the card, together with that player's initials. When scores are equal, the ball holed first is recorded.

*Mixed Four Ball Par, Stableford or Stroke* is played as described above, except that the team comprises a mixed pair. Both players play from their usual tees. The result is scored on the man's card, therefore it is important to refer to a Ladies Index when dealing with holes halved or won by the woman. Each player uses their full Stroke handicap.

#### **6.4.4 Foursomes**

Foursomes are a Stroke competition played by a team of two players using one ball. Each player tees off on alternate holes, one on odd-numbered holes and the other on even numbered holes. The partner plays the second stroke and thereafter the ball is struck alternatively until holed. The team which completes the round in the least strokes is the winner of the gross event. In the nett event the handicap deducted from the gross score is 1/2 the aggregate handicap of both players, and the team which completes the round in the least nett strokes is the winner.

*Mixed Foursomes* are played in the same manner as Foursomes, except that women are required to play from the Red tees when teeing off on alternate holes. In even calendar years, men tee-off on the even holes and women tee-off on the odd holes. In odd calendar years, men tee-off on the odd holes and women tee-off on the even holes. The Handicap allowance is half the combined handicap. When it is

necessary to play a provisional ball or a second ball from the tee, the ball is hit from the same tee as the original ball by the player whose turn it was to hit the second ball.

#### **6.4.7 Other Mixed Events**

**Hartball** is a Stroke event for a team of either 3 or 4 players. Note: A Hartball score card is required. Each player is assigned a Hartball player number. Using the Hartball player numbers for each hole, two players hit tee-shots with the better shot used. Ambrose is then played, with all four players playing the next shot from within one club length of the marked ball. If the ball chosen is in the rough or a hazard, then subsequent balls must be played from the rough or hazard. The best shot is chosen and all four players again take the next shot. Once on the green, only the two players listed on the Hartball rules putt, and if the ball is not holed, the two players putt again until the ball is holed. The Team Handicap is 1/6 (3 players) or 1/8 (4 players) of the aggregate handicaps. The Team Handicap is subtracted from the gross score to give the nett Team Score.

**Gentsomes** is a Stableford event for 3 or 4 players. All players drive then choose the best ball (as in Ambrose) and each place a ball at this place and continue to play individually until their ball is holed. Gentsomes may include best individual Stableford and/or best Team Stableford - which is determined by the best 2 scores per group recorded on each hole.

**Harlequin Stableford** is a Stableford event for 3 or 4 players. Each player plays a Stableford round, with the Stableford points used. For Par 3s - the best 1 score is recorded, for Par 4s - the best 2 scores are recorded and for Par 5s - the best 3 scores are recorded.

**Split Sixes** is a Stableford event for either 3 or 4 players. Each player plays an individual Stableford round, with the Stableford points used. The best one score on Holes 1 to 6 is recorded, the best two scores on Holes 7 to 12 are recorded and the best 3 scores on Holes 13 to 18 are recorded. Scores from all holes are combined to give the total Stableford points for the Team.

**Joker Stableford** is a Stableford event for 2 players. Each player nominates two holes each before the start of play where their scores will be doubled on these two holes. The selected holes must be recorded on the score card. Both players' individual stableford scores over the 18 holes are aggregated to give the total Stableford points for the team score.

**Aggregate Bisque Par** is a Par event for 2 players. It is played as individual Bisque Par with both scores added together. For Individual Bisque Par, players can allocate their full handicap to each hole however they want. This is done after each hole is played (but before the next one). The number of handicap strokes used is recorded on each hole, with the allocation of strokes ceasing once the player's full handicap has been used. Note: Individual and Aggregate Bisque Par scores cannot be used for handicapping.

**Chapman Foursomes (or Canadian Two-Stroke)** is a 2 player event played as Foursomes, except both players play tee-shots at every hole and then hit their own ball a second time. One ball is then selected as the better ball. Play continues as Foursomes with the partner hitting the selected ball, and thereafter the ball is hit alternatively until it is holed. Handicap is 3/8 of aggregate handicap.

**American (or Pinehurst) Foursomes** is a 2 player event played as Foursomes, except both players play tee-shots at every hole and then hit their partner ball for the second shot. One ball is then selected as the better ball. Play continues as Foursomes with the owner of the ball playing the third stroke and thereafter the ball is hit alternatively until it is holed. Handicap is 3/8 of aggregate handicap.