

GENERAL TERMS OF COMPETITIONS

Come play!

REMUERA
— Golf Club



| 2025

RULES

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Revisions

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REMUERA GOLF CLUB | GENERAL TERMS OF COMPETITION

Competitions will be played according to the Rules of Golf, the club's General Terms of Competition and the additional Terms of Competition for individual competitions.

1. MATCH COMMITTEE

The Club Match and Golf Committee ("Match Committee") are responsible for setting the terms of competitions, and for ensuring that the competitions are played according to those terms and the Rules of Golf.

The Match Committee has the right to alter or vary the terms of any competition.

The Match Committee will pass the administrative duties of running the competition to Golf Services.

The Match Committee will establish a "Committee", as defined by the Rules of Golf, for each competition. This will include one or more members of the Match Committee, and may also include others as required (e.g. a convenor of 9 hole golf or business women, a qualified Referee). Only they have the authority to make decisions in relation to the competition and their decisions will be final.

2. ELIGIBILITY

Financial

Members must have paid their subscription in accordance with the club's constitution.

Handicap

Members must have a current handicap index.

Juniors

Invited juniors are eligible to play in all men's and women's full playing events.

3. ENTRY TO A COMPETITION

Entry

How to enter a competition is set out under the terms of each competition. It may be one of three ways:

- Players book their own tee time directly on DotGolf in the allocated tee times for the competition
- Players register to enter the competition on the Remuera Golf Club website, in the members section. A draw will be done, and tee times allocated to players
- Players register to enter on the noticeboard in their locker room. A draw will be done, and tee times allocated to players.

Qualifying round – match play competition

Players entering qualifying rounds for match play competitions should, at the time of qualifying, be available for the scheduled match play rounds.

Multi – round stroke play competition

Player's entering stroke play competitions of more than one round should, at the time of entry and of playing the first round, be able to play in all the scheduled rounds.

4. STARTING TIMES

Late arrivals

Players must be ready to start at their allocated tee time. Golf Services will report any late arrivals to the tee to the Match Committee responsible for the competition. The Match Committee will decide if any penalty will be applied. (*Rule of Golf 5.3a*).

Start times established by the Match Committee - stroke play

Players may not alter their tee-times. (*Rule of Golf 5.3a*). On the day of a competition Golf Services has the authorisation of the Match Committee to move a player to a different tee or start time. This will only be done to even up the field if, for example, there have been late withdrawals.

Start times where players have booked their own tee times – stroke play

On the day of a competition Golf Services has the authorization of the Match Committee to move a player to a different tee or start time. This will only be done to even up the field if, for example, there have been late withdrawals.

Start times established by the Match Committee – match play

In match play competitions with scheduled match play rounds, players are to play at tee times established by the Match Committee. If a player cannot play their match as scheduled, if their opponent agrees, the match can be played at an alternate date before the next round is scheduled. If the opponent does not agree, the player unable to play at the scheduled time must concede the match.

Start times where players arrange their own matches

In match play competitions played over an extended period, the Match Committee will set a date by which each round is to be completed. The player appearing first in the draw is responsible for contacting their opposition to arrange a date to play the match. If the match is not played by the stipulated date, and neither player has conceded the match, both players are disqualified.

5. SCORECARDS AND ENTERING SCORES ON DOTGOLF

All scorecards must be entered for all stroke play and match play events. The only exemption is the Club Match Play Championships. Players do have the option to put their card in for the Club Match Play Championships if they wish.

Scorecard

A player's scorecard is to be **kept by their marker** and cards are to be exchanged at the start of the round. The marker is responsible for entering the player's score on the player's scorecard. In a pairs competition the marker may not be a player's partner. *[Rule of Golf 3.3b for stroke play; condition also applies for match play as scores count for handicapping, Rules of Handicapping – 4.4]*

Digital score cards **will be allowed**. Digital score cards do need to be verified as correct by the player and marker.

Holing out

In a gross or net stroke play competition, to score on a hole a **player must hole out their ball**. *[Rule of Golf 3.3c]*.

In a stableford scoring stroke play competition, a player may choose not to hole out when their score will result in zero stableford points *[Rule of Golf 21.1b]*. In a par scoring competition, a player may choose not to hole after they have lost the hole *[Rule of Golf 21.3b]*. In a four-ball competition a player may pick up if their partner has already posted a better score *[Rules of Handicapping – 3.3]*.

Recording score for a hole where the ball has not been holed out – gross, net, stableford and par competitions

If a player has not holed out, for handicapping purposes the score for the hole is net double bogey: Par + 2 + any handicap strokes the player gets on the hole.

It must be circled on the scorecard and entered on DotGolf as a "pick up", which will take the player out of a gross or net competition but leave them in a stableford or par competition.

Recording score for a hole where the ball has not been holed out – four-ball and match play competitions

For handicapping purposes, the score for the hole is the lower of net double bogey and the most likely score. Most likely score is:

Strokes taken + any incurred penalty strokes + strokes most likely needed to hole out*

*Strokes most likely to hole out should be determined using the following guidelines:

| Position of the ball | Strokes to be added |
|--|---|
| If the ball lies on the green and is no more than 1.5 meters from the hole | Add one additional stroke |
| If the ball lies between 1.5 meters and 20 meters from the hole | Add 2 or 3 additional strokes, depending on the position of the ball, the difficulty of the green and the ability of the player |

| | |
|--|---|
| If the ball lies more than 20 meters from the hole | Add 3 or 4 additional strokes, depending on the position of the ball, the difficulty of the green and the ability of the player |
|--|---|

For four-ball scores where the ball has not been holed out, a designation (e.g. "X") must be put by the score to indicate it is a non-counting score.

Players are responsible for ensuring:

- the name of the competition they are entering is recorded on the scorecard
- it is clear they wish to enter the qualifying round for a match play competition
- their scores are entered on DotGolf immediately after they have completed their round
- scores for holes not completed/holed out are entered on DotGolf as "pick up".

6. USE OF MOTORISED GOLF CARTS

Policy

The below cart policy only applies to the clubs major competitions men’s match play championship, men’s stroke play championship, Booth Cup qualifying, women’s match play championship and women’s stroke play championship.

In any other club event carts are permitted to be used if the players choose to do so. The priority for issuing carts is given to those with a medical certificate, over the age of 70, then on a first come first serve basis.

Note that the Booth Cup final has its own specific cart policy.

Motorised golf carts may only be used by players:

- with a disability (as defined by the Human Rights Act)
- an injury, or,
- who are over 70 years old, and
- provided the course conditions allow the use of motorised golf carts.

Players with a disability or injury must apply to the Match Committee to use a motorised golf cart. The application must include a medical certificate signed by a registered practitioner and provide the information specified below.

Hole competitions played on one day

In competitions played over 36 holes there is the potential that use of a motorised golf cart would provide a player with an advantage over other players. To avoid this the following applies:

- **Singles match play** – if a player in the match, being eligible to use a motorised golf cart, is using one then their opposition has the option of using a motorised golf cart for the second 18 holes.
- **Singles stroke play** – if a player, being eligible to use a motorised golf cart, is using one then the other players in the competition, or division if the competition is being played in divisions, have the option of using a motorised golf cart for the second 18 holes.

Disability – Human Rights Act Definition

A disability protected by the Act means:

- a. Physical disability or impairment (e.g. respiratory conditions)
- b. Physical illness
- c. Psychiatric illness (e.g. depression or schizophrenia)

- d. Intellectual or psychological disability or impairment (e.g. learning disorders)
- e. Any other loss or abnormality of psychological, physiological, or anatomical structure or function (e.g. arthritis or amputation)
- f. Reliance on a guide dog, wheelchair, or other remedial means
- g. The presence in the body of organisms capable of causing illness (e.g. HIV/AIDS or hepatitis).

Form of application to use a Motorized Golf Cart

A player must provide a current medical report from the registered practitioner who has evaluated their condition. The report must:

- Describe the nature, extent and symptoms of the disability/injury
- Describe how the condition impairs the player's ability to walk in general and why it would be beyond the player's ability to walk the golf course.

7. SUSPENSION OF PLAY

Golf Services and the Golf Professional have the Match Committee's authority to suspend play.

Dangerous situation

When play is suspended for a dangerous situation, if the players in a match or group are between the play of two holes, they must not resume play until a resumption of play has been ordered. If they are in the process of playing a hole, they must discontinue play immediately and not resume play until a resumption of play has been ordered. (Penalty for breach of this rule is disqualification*, unless the Committee decides failure to stop was justified. *[Rule of Golf 5.7b(1).]*)

The following signals will be used:

- One prolonged note of the siren – discontinue play immediately
- Two short notes of the siren, repeated – resume play.

Other situations

When play is suspended for other than a dangerous situation (e.g. course becomes unplayable) if the players in a match or group are between the play of two holes, they must not resume play until a resumption of play has been ordered. If they are in the process of playing a hole, they may discontinue play immediately or continue play of the hole provided they do so without delay. If players choose to continue play of a hole they may discontinue before completing. In any case play must be discontinued after the hole is completed. The players must resume play when resumption of play is ordered. (Penalty for breach of this rule is disqualification*, unless the Committee decides failure to stop was justified. *[Rule of Golf 5.7b(2)]*)

The following signals will be used:

- Three consecutive notes of the siren, repeated – discontinue play
- Two short notes of the siren, repeated – resume play.

*Exception in match play: players discontinuing match play by agreement are not subject to disqualification, unless by so doing the competition is delayed. *[Rule of Golf 5.7a]*

8. COURSE UNPLAYABLE – ADVERSE WEATHER / COURSE CONDITIONS

Golf Services, the Golf Professional and the Greens staff have the Match Committee's authority to close the course if it becomes unplayable.

The following are examples of the types of conditions that will render the course unplayable:

- frost,
- fog, such that landing zones for shots cannot be seen
- darkness, such that landing zones for shots cannot be seen
- strong wind (causing balls to move on the green, or danger to players from falling tree branches)
- threat of lightning
- heavy rainfall (causing holes to be surrounded by casual water, making it unfair to require players to continue).

If the course is unplayable and this results in any player either not being able to start their competition round or complete their competition round, then the competition round will be cancelled. Where possible the competition will be rescheduled.

Note: if a competition is rescheduled it will be played under the same conditions, including those of entry. (If competition entry is "on the day" anyone can enter on the rescheduled date.)

Note: in match play if the match has started but cannot be completed due to the course becoming unplayable, the match resumes from where the players left off. If a player concedes their match before the course is declared unplayable, the concession stands. *[Rule of Golf 3.2a(3)]*

9. PLAYING FROM DIFFERENT TEES

Applies to competitions played from two or more sets of tees (such as mixed gender or mixed ability events) with different pars *[Rules of Handicapping – 6.2b]*.

Stroke play and match play formats (gross or net scores)

The playing handicap of the player playing from the higher par tees is adjusted for the difference in pars:

- Playing handicap = course handicap + difference in pars.

Stableford and par/bogey formats

No adjustment is needed to the playing handicaps.

10. COUNTBACKS

Ties in stroke play competitions will be decided by count back, unless the terms of a competition say otherwise. Countbacks are applied by DotGolf and are as follows:

18 Hole Stroke Play

- Scores for the last 9 holes are compared
- If there is still a tie, the last 6, then the last 3, then the 18th hole are compared
- If the tie is still unresolved, then a hole-by-hole countback of the last 9 holes starting at the 18th hole is made

- If the competition is handicap stroke play, a proportion of the course handicap is deducted from the gross score, for example 9 holes - one-half, 6 holes – one third etc. (Fractions count.)
- The last 9 holes are holes 10 to 18, regardless of what tee play began on.

36, 54 and 72 hole stroke play

- Scores for the last 18 holes are compared
- If there is still a tie, then count back is as for 18 hole stroke play.

Best X of Y round stroke play

- Scores for the last best counting round (18 holes) are compared. (This means the scores being compared may not necessarily be from the same round)
- If there is still a tie, then count back is as for 18 hole stroke play
- This applies whether a player must play all rounds or has the option of playing a minimum number of rounds.

11. DRAWS FOR MATCH PLAY

The general numerical draw will be followed for match play competitions decided by a qualifying round:

| Upper Half | Lower Half | Upper Half | Lower half |
|----------------------|------------|----------------------|------------|
| 32 Qualifiers | | 16 Qualifiers | |
| 1 vs 32 | 2 vs 31 | 1 vs 16 | 2 vs 15 |
| 16 vs 17 | 15 vs 18 | 8 vs 9 | 7 vs 10 |
| 8 vs 25 | 7 vs 26 | 4 vs 13 | 3 vs 14 |
| 9 vs 24 | 10 vs 23 | 5 vs 12 | 6 vs 11 |
| 4 vs 29 | 3 vs 30 | 8 Qualifiers | |
| 13 vs 20 | 14 vs 19 | 1 vs 8 | 2 vs 7 |
| 5 vs 28 | 6 vs 27 | 4 vs 5 | 3 vs 6 |
| 12 vs 21 | 11 vs 22 | | |

12. MATCH PLAY

Forms of match play (Rules of Golf - definitions)

Singles – one player plays directly against one opponent.

Foursomes – a match between sides of two partners, each side plays one ball in alternating order.

Four-ball – a match between sides of two partners, each player plays their own ball. The sides score for a hole is the lower score of the two partners on that hole.

Handicap allowances – giving of strokes.

In handicap singles match play, the lower handicap player gives their opponent the full difference between their course handicaps. The lower handicap player plays off scratch. (For example, a player with a handicap of 11 gives three strokes to an opponent with a handicap of 14.).

In handicap foursomes match play, the lower handicap side give their opponents 50% of the difference between the combined course handicaps of each side. The lower handicapped side competes off scratch. (For example, side C-D with a combined course handicap of 36, receives 11 strokes from side A-B with a combined course handicap of 15. ($36 - 15 = 21 * 50\% = 10.5$ rounded to 11)).

In handicap four-ball match play, the player with the lowest handicap gives each of the other three players the full difference between their handicaps. The lowest handicap player plays off scratch. (For example, players A, B, C, and D have course handicaps of 5, 10, 15 and 20 respectively. Player A plays off scratch, B receives 5 strokes, C receives 10 strokes and D receives 15 strokes).

Applying handicaps in handicap match play [*Rule of Golf 3.2c(2)*]

Handicap strokes are given/taken based on the stroke index allocation recorded on the scorecard. So, if a player is giving, say three strokes, the strokes are taken on the holes allocated the first three handicap strokes on the scorecard.

13. STROKE PLAY

Forms of stroke play (Rules of Golf – definitions)

All forms of stroke play can be played either in individual competitions or in competitions involving partners competing together as a side (foursomes or four-ball).

Gross (scratch) – a player’s or side’s score for the round is the total number of strokes (including strokes made and penalty strokes) to hole out on each hole.

Net (handicap) – the player’s or side’s score for the round is the gross score adjusted for the player’s handicap strokes.

Other forms of stroke play with different scoring methods:

- **Stableford** – a player’s or sides score for a hole is based on points awarded by comparing the player’s or sides number of strokes (including strokes made and penalty strokes) with par* for the hole. In a handicap competition the player’s score for the hole is adjusted for the player’s handicap strokes.

| Hole played In | Points |
|------------------------|--------|
| More than one over par | 0 |
| One over par | 1 |
| par | 2 |
| One under par | 3 |
| Two under par | 4 |
| Three under par | 5 |

(For example, a player plays a par 4 hole in 6 strokes and gets 1 handicap stroke on the hole. Net score for hole is 5 ($6 - 1$), which is one over Par, so the player scores 1 point.)

A player who does not hole out gets zero points for the hole.

- **Par/bogey** – uses scoring as in match play, where a player or side wins or loses a hole by completing the hole in fewer strokes or more strokes (including strokes made and any penalty strokes) than par* for the hole. In a handicap competition the player’s score for the hole is adjusted for the player’s handicap strokes.

(For example, a player plays a par 4 hole in 6 strokes and gets 1 handicap stroke on the hole. Net score for the hole is 5 (6 – 1), which is one over par, so the player loses the hole).
A player who does not hole out loses the hole.

**par is the fixed target score for the hole set by the Match Committee*

14. DISPUTES

A player should, as well as complying with the Rules of Golf and the club's local rules, notify a member of the Match Committee that he or she intends to make a claim or report a dispute. The claim or report must be lodged immediately after the completion of the round if it is to be considered.

If a member of the Committee concerned is not available, the player can make a claim or report a dispute with a member of the Golf Services team in the Pro Shop. Written details of the claim or report is to be provided by the player as well as their contact details.

The claimant should advise other players likely to be affected that a claim is being lodged.

END