



# **INGLE FARM GOLF CLUB**



**YEAR 2017**

**MEMBER BOOKLET**

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## **Introduction**

This booklet provides club members with important information relating to the Ingle Farm Golf Club 2017 season. Please take a few moments to read through this booklet.

Please pay special attention to the sections relating to etiquette and match day rules as this may help you avoid embarrassment out on the course.

If you have any questions or comments relating to this booklet, please feel free to approach any member of the committee.

We hope that you will find this booklet useful and informative. We sincerely hope that you enjoy your golfing season with the Ingle Farm Golf Club and we wish all players the very best of luck and success for this season.

Regards,  
Ingle Farm Golf Club Committee

## Subscriptions and Financial Status

Annual Subscriptions total \$70 and comprise two parts:

- \$35 Golf Club membership
- \$35 Ingle Farm Sporting Club membership

It is compulsory for golf members to be both a Golf Club member and a member of the Ingle Farm Sporting Club.

The total Subscription of \$70 is due and payable in March of each of year.

A member is deemed to be unfinancial whose subscription is not paid by the thirty-first day of March in the current year.

New members joining the club become financial upon payment of subscriptions in full.

## Green Fees and Payment Online

All greens fees must be paid by the due date as shown on the program. Money will be collected at club rounds as per usual. Anyone who does not pay at the venue and wishes to play, must have payment to Chris Pike before the field is sent through to the captain. **No late fees will be accepted on the day and players will not be included in the field.**

Green fees can be paid online.

After paying green fees online, you must send an email to [inglefarmsc@bigpond.com](mailto:inglefarmsc@bigpond.com) to advise and confirm payment and identify the nominated round.

Anyone who pays and doesn't make the round will forfeit their payment. No green fee payments will be carried over to the next round.

## Code of Conduct

All players are reminded that they are representing the Ingle Farm Golf Club and the Ingle Farm Sporting Club.

All players need to conduct themselves in an orderly and professional manner. We need to remember that we are visitors at each course we play, and we must act accordingly.

All players **must** abide by the requirements and local rules of all golf courses with particular attention being paid to:

- Carrying a sand bucket when available
- Wearing the Ingle Farm club golf shirt
- The local dress code
- Wearing the correct foot wear
- Local rules
- Repairing divots and plug marks
- Safety

## Dress Standards

Wearing of the Ingle Farm Golf Shirt (or other approved club shirt) is compulsory and players not wearing the club shirt will be excluded from the day's competition (except for those players who have not yet been issued a shirt). Note, an Ingle Farm Sporting Club shirt does not constitute a Golf Shirt. An official Golf Club shirt must be worn.

All members are expected to dress in a neat and tidy manner. Players **must** abide by any dress code laid down by the local course. As general guide, members are expected to:

- Wear the current official club golf shirt – these shirts are given to all members upon the payment of golf and sporting club subscriptions
- Be neat and tidy
- Avoid jeans & tracksuit pants
- Do not wear clothing with cartoons or messages
- Do not wear football shorts or tank tops
- Avoid exposed tattoos
- When wearing dress shorts, wear sport socks (predominately white) or long socks.

Players who do not meet the dress code of the club we are playing at, will not be permitted to play and will not be allowed on the course. Dressing in a neat and tidy manner will avoid embarrassment and disappointment.

## **Rules of Golf**

All rounds played by the Ingle Farm Golf Club are played under the Official Rules of Golf.

Members should familiarise themselves with the rules of golf. The current Rules of Golf booklet should be carried in your golf bag. If you do not have a rules booklet please ask a member of the committee.

Questions and queries relating to the rules of golf can be addressed to any member of the match committee.

Remember, the responsibility for knowing the rules of golf rests solely with the player themselves. If you need help with the rules, ask a member of the match committee or the lowest handicapped player in your group.

New members will be able to learn from more experienced members playing in their group. If you have a question about the rules or etiquette, do not be afraid to ask.

## **Marking the Score Card**

All players are responsible for marking their fellow competitors score card and ensuring that their score is correct.

Many times during rules situations players do not want to be "the bad guy," or get involved. This is totally the wrong attitude. It is the duty and responsibility of each player to preserve the integrity of the game and competitions by protecting the rest of the field from questionable practices and rules infractions. The Committee can only act when they are informed of a situation.

If the competitor and marker can not agree on the score for a given hole, the matter must be referred to the match committee at the end of play.

## Etiquette

Good etiquette is critical to the enjoyment of golf for you and all other players on the course. To avoid embarrassment out on the course, it is important that you abide by the guidelines of good etiquette. Below is a brief summary of good etiquette:

- Before you play your shot, make sure that nobody is standing close to you and the players in front of you are out of range
- Do not move or talk whilst another player is playing their shot
- Do not stand close or immediately behind another player when playing their shot
- Carry a sand bucket (if one is provided)
- Repair your divots on the fairway
- Repair your plug marks on the green
- Avoid slow play – Refer to the next section for more information

The lowest handicapper in each group is responsible for speed of play and etiquette of the entire group. For more detailed information on good etiquette, refer to the front section of your rule book.

## Slow Play

Slow play is becoming an increasing problem on golf courses. Here are a few tips and tricks to ensure that your speed of play does not disrupt other players on the course:

- Be ready to play your shot when it is your turn
- Take only one practice swing
- Walk quickly between shots
- In non stroke rounds, pick up your ball when you can no longer score on the hole
- Call the group behind you through if you are having trouble finding a ball
- Play a provisional ball if you think your ball may be lost or out of bounds
- Mark your card on the next tee

Your correct position on the golf course is immediately behind the group in front, not immediately in front of the group behind.

The rules of golf allow five (5) minutes for the search of a lost ball. Once five minutes have elapsed since the search began, the ball is "lost" and the player must proceed under rule 27-1.

## **Calling Up & Calling Through**

“Calling Up” is when you reach the green on a par 3 hole and allow the group behind to hit their tee shots before your group putts. The practice was invented to speed up play on holes which could cause bottlenecks. SAGA now recommends that the practice of “Calling Up” should be discontinued because of the potential problems it may cause such as, injuries to players and potential rule confusion when balls are lifted and replaced. However, there is nothing in the rules of golf that forbids or compels the practice of “calling up”, unless a local club rule applies. Discretion usually rests solely with the player.

The practice of “Calling Through” is when you allow the group behind you to pass. This practice must be adopted when you are holding the group behind up. If you have fallen more than one hole behind the group in front or your group is looking for a lost ball, you must call the group behind through. Penalties may apply for failing to do so.

## Prize Eligibility

Financial members with a current valid handicap are entitled to win all prizes.

Financial members without a valid handicap, unfinancial members, or guests, can only win a nearest the pin or long drive (indicated below with \*).

## Prize Structure

Below is an indication of the awards for a typical round. Note, the awards may vary slightly from round to round according to the completion played and the number of players. Prizes can be varied on the day at the committee's discretion.

Award	Prize
Overall Winner	\$20 Clovercrest Meal Voucher + 2 Balls
Overall Runner Up	2 balls
3 <sup>rd</sup> Place	Ball
4 <sup>th</sup> Place	Ball
5 <sup>th</sup> Place	Ball
6 <sup>th</sup> Place	Ball
Nearest the Pin *	Ball Bonus ball for a birdie
Nearest the Pin 2 <sup>nd</sup> shot *	Ball Bonus ball for a birdie
Longest Drive *	Ball
NAGA	<i>'Variable surprises'</i>
Eagle	Eagle's Nest (max 36 balls)
Hole in one	Eagle's Nest + voucher Name in SA golfer magazine Ball mounted on trophy Name on Honour Board
4 Pars in row (H/cap 0 - 18) 3 Pars in row (H/cap 19 - 27) 2 Pars in row (H/cap 28 +)	Ball (Remember to mark this on your scorecard)

\* prizes which can be won by financial members without a valid handicap, unfinancial members, or guests.

## Playing Conditions - General

1. Players are expected at the course at least 30 minutes before the designated tee off time.
2. Players failing to arrive 10 minutes before the designated tee off time **may** be disqualified. Players arriving after the 10 minute deadline and who are subsequently disqualified may still play their round of golf on the day but will not be eligible for any prizes. The decision to disqualify or not will be solely at the Captain's discretion.
3. Players must familiarise themselves with local playing conditions and local playing rules.
4. Do not waste time playing out lost holes in Par or Stableford competitions.
5. Any player can win both the Longest Drive and Nearest the Pin(s) in the same round.
6. If two or more players win the Eagle's Nest in the same round, the player deemed to have won it first will be decided by the hole number on which the eagle occurred and **not** the time of day. Eg. If player one has an eagle on hole number 12, and player two has an eagle on hole number 11, then player two is deemed to have won the eagle first irrespective of the time of day.
7. If two or more players win the Eagle's Nest on the same hole in the same round, the Eagles Nest will be divided equally.
8. Ties and count backs will be decided by the Count Back System as per the The Australian Golfers Handbook.
9. Under Rule 6-6, no alteration to the scorecard may be made after it has been handed to the committee. For our purposes, the committee is any member of the match committee.
10. The match committee is responsible for the match day rules and their decision will be final.
11. The match committee reserves the right to alter the conditions of play or awards without notice.
12. Members are responsible for their own safety. Members must take all reasonable steps to protect themselves and must ensure that their own actions do not jeopardise the safety of others.

## Playing Conditions – New for 2017 – Ball Moved on Green

1. Local Rule – **Ball Moved on Green**
  - a. Regardless of the local rule of the course being played, we will adopt this rule for ALL rounds.
  - b. When a player's ball lies on the putting green, there is no penalty if the ball or ball-marker is **accidentally** moved by the player, his partner, his opponent, or any of their caddies or equipment.
  - c. The moved ball or ball-marker must be replaced as provided in Rules 18-2, 18-3 and 20-1. This Local Rule applies only when the player's ball or ball-marker lies on the **putting green** and any movement is **accidental**.
  - d. Note: If it is determined that a player's ball on the putting green was moved as a result of wind, water or some other natural cause such as the effects of gravity, the ball must be **played as it lies** from its new location. A ball-marker moved in such circumstances is replaced.

## Playing Conditions – Club Championship

1. To be eligible for the Club Championship, a member must be financial, have a valid handicap, and had played eight **(8)** previous rounds during the year with a valid handicap. (Rounds which are played to obtain a handicap do not count towards the minimum 8 rounds).
2. The Club Committee, at its discretion and on a case by case basis, may waive the requirement to play the minimum 8 qualifying rounds due to exceptional circumstances such as a medical condition or injury. Individual circumstances will be taken into account including (but not limited to) length of membership, type of condition or injury, and games already played during the year.
3. Club Championships are played over three stroke rounds, with the total score across all three rounds counting.
4. In the event of a tie after the final round of the club championship, the winner will be decided by a three hole playoff and players will use 1/6th of their championship handicap. The three playoff holes will be determined by the match committee.
5. In the event of a tie after the three hole playoff in the club championship, joint winners will be declared.
6. In the event of a tie for second place, the tie will be spilt by the best final round score, and if the same, the best second round score, and if the same, the best back nine in the final round, and so on.

## Adverse Weather Guidelines

1. Players are responsible for determining for themselves if adverse weather conditions (including high temperatures) make the course unsafe to play. Refer to rules of golf, rule 6-8.
2. Some courses are introducing their own bad weather guidelines and may suspend play at the sound of a siren or other indicator. All players must comply with local golf course policy.
3. A player may leave the course at any time they think that their personal welfare is in danger. If the captain subsequently suspends or cancels the round, the player will not be penalised.
4. The captain may declare at any time (before or during a round);
  - That the course is unplayable
  - Adverse weather conditions make it unsafe to play
  - For any reason the conditions make it unfit for play

In such cases, a message will be relayed to each group informing them of the decision. Players must cease play immediately and should mark the position of their ball on the course (by using a tee etc.) in case play is later resumed.

5. If there is lightning in the immediate vicinity, the captain will immediately cancel or suspend the round.
6. When a round is suspended or cancelled, the match committee will determine what happens to awards etc. on a case-by-case basis. Some options which the match committee may consider (but will not be limited to) include:
  - a) Awarding prizes according to the scores at the conclusion of any nominated number of holes. Eg scores after 9 holes, 12 holes or any number deemed appropriate. In most cases, this number should be the number of holes **completed** by the **last** group.
  - b) Cancel the competition and not award any prizes
  - c) Award only minor prizes such as long drive & nearest the pin
  - d) If a trophy round, reschedule to the next or other round
  - e) Usually a minimum of 9 holes must have been completed if the committee elects to proceed under option a)
7. Hot weather guidelines are taken from Golf Australia's Hot Weather Guidelines dated January 2010. Each golf member is to familiarise themselves with the Golf Australia Hot Weather Guidelines.
8. There is no set temperature at which play will be cancelled. The Captain and Committee will take into account all adverse conditions, including temperature, humidity, wind, location, time of day, etc. in deciding if play will be abandoned.

9. Ultimately, it is up to the individual player to take personal responsibility for determining if their own safety is at risk, if they are fit to play given the current conditions, forecast temperature, their own fitness level and consideration of their own personal health factors.
10. Consideration needs to be given that most club rounds are already played in the mornings, which is the cooler part of the day, as per the Golf Australia guidelines.
11. The match committee has the discretion to change (without notice) the playing conditions, qualifying conditions for competitions (eg. Pairs, Club Championship, etc.) in circumstances where rounds have been interrupted, disrupted, or member attendance has been affected by any adverse weather condition or course condition.
12. If a competition is delayed/cancelled, or if a person is unfit to play (given the weather conditions and their own personal circumstances), the match committee may reschedule matches and events at their discretion. It is expected that rescheduling will only occur in exceptional circumstances.
13. The captain's and match committee's decision will be final.

## **Insurance**

Golf public liability insurance is a complicated issue. The committee has investigated various options regarding player insurance and the outcome is that there are too many alternatives to consider a “whole of club policy”.

There are a number of factors which have an affect on your liability out on the course including:

- Your home and contents insurance policy. You may already be covered for accidental injury etc on the golf course.
- Some of the courses we play have full cover for all players whilst other courses cover only their own members.

The committee’s decision on this matter is to pass on the above information and leave it to the individual to make their own arrangements regarding insurance as they see fit.

## **Golf Committee**

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## **Match Committee**

**Dave Wilmshurst (Captain), Colin McPhedran, Dave Larcombe**

*Please feel free to approach any member of the committee regarding questions, concerns or suggestions that you may have. Feel free to ring, e-mail or speak in person on match day.*

## Pairs Competition Rules and Bylaws

### 1. FORMAT

- 1.1 The Pairs Championship will be played over five (5) separate rounds.
- 1.2 Rounds will be those marked in the program.
- 1.3 Players nominate their own partner and the two players play as a team.
- 1.4 Teams must not change throughout all rounds.
- 1.5 It is played under a stableford format in round 1.
- 1.6 Rounds 2 to 5 are a combined stableford / match play format with each pair's team playing in the same group and directly against their opponents.
- 1.7 The normal rules of golf apply.
- 1.8 Pair's players still compete in the normal club competition at the same time.

### 2. QUALIFYING - Round (1)

- 2.1 In round 1, partners play in the same group and play a normal stableford round.
- 2.2 Both players in the team must be present and commence qualifying round in order to qualify for the next round. Except, where there are less teams than qualifying places (less than 16 for qualifying) the match committee may approve a single player competing to lodge the team score. This applies to the qualifying round only.
- 2.3 A player not finishing or completing a full round may have his partially completed score count towards the overall team score, in order to qualify for the next round.
- 2.4 At the end of the round, the captain adds partner's stableford scores together to obtain their **Team Score**.
- 2.5 The sixteen (16) teams with the highest team score qualify for the round 2.
- 2.6 The highest scoring team is ranked # 1, second highest team ranked # 2 and so on.\*
- 2.7 Teams ranked # 17 and below become reserves should a team which has qualified withdraws from round 2, provided enough notice has been received to enable the captain to change the draw.
- 2.8 In the event of having less than 16 teams, the top ranked team(s) will be awarded a bye in the next round.

### 3. ROUND OF 16 - Round (2)

- 3.1 Format changes to a combined stableford / match play event
- 3.2 Teams match their combined stableford "team" score at each hole against the other to determine if the team have lost, halved or won a hole. *(eg. if the players on team 1 score 3 pts and 2 pts and their opponents in team 4 score 4 pts and 2 pts, team 4 wins the hole with a combined score of 6 pts and goes 1 up).*

- 3.3 Draw is the highest ranking team # 1 plays team # 16
- 3.4 Team ranked # 2 plays team #15 and so on
- 3.5 If only 15 teams played in the previous round, the # 1 ranked team shall receive a bye in round 2. If only 14 played, the top two receive a bye, and so on. If a team has a bye in this round, it is not compulsory for them to compete.
- 3.6 Losing teams from this round are eliminated
- 3.7 Winning teams go through to next round – Round 3 Quarter Finals

#### **4. QUARTER FINALS – Round (3)**

- 4.1 Draw is the highest ranking team remaining plays the lowest ranking team remaining.
- 4.2 The 2<sup>nd</sup> highest ranking team remaining plays the 2<sup>nd</sup> lowest ranking team remaining and so on.
- 4.3 For clarity, these teams retain their original ranking from round 1, but the numbers 1 to 8 are used to demonstrate the draw.
- 4.4 Losing teams from this round are eliminated
- 4.5 Winning teams go through to next round – Round 3 Semi Final

#### **5. SEMI FINALS - Round (3)**

- 5.1 The four winning teams from the previous round playoff in the semi finals
- 5.2 For clarity, these teams retain their original ranking from round 1, but the numbers 1 to 4 below are used to demonstrate the draw.
- 5.3 The draw is team ranked highest (1) v lowest (4) and 2<sup>nd</sup> highest (2) v 3<sup>rd</sup> highest (3)
- 5.4 Teams 1 and 4 play in same group and do teams 2 and 3.
- 5.5 Winning teams go through to final. Losers play off for 3<sup>rd</sup> place.

#### **6. FINAL - Round (4)**

- 6.1 The winners of each semi-final compete against each other in the grand final for 1<sup>st</sup> place
- 6.2 The losers of each semi-final compete against each other in the playoff for 3<sup>rd</sup> place
- 6.3 Played under the same format as the semi finals

#### **7. IN THE EVENT OF A TIE \***

- 7.1 After round 1, teams are ranked according to the team score. If one or more teams are tied on the same score, the ties will be split by who had the best individual score on any one team. If this is the same, then they will be split by who had the best **team** score for the last nine holes against the other and so on.

- 7.2 If a finals match (including playoff for 3<sup>rd</sup> place) is “all square” at the conclusion of 18 holes, the team with the higher qualifying ranking wins. (*Eg. if teams 1 and 4 halve their semi match, team 1 will go through to the final because of its superior ranking*).
- 7.3 If the grand final is “all square” at the conclusion of 18 holes, there will be sudden death playoff with the first team to win a playoff hole (combined team score) being declared the winner, and Pairs Champions. Note, the match committee decides the playoff hole on the day, and handicap strokes apply as normal.

## 8. MATCH RULES

- 8.1 Players play as a team, so it is permissible for them to share ‘advice’.
- 8.2 Players incur team penalties that do not apply to fellow competitors. (*Eg. if a fellow competitor moves your ball there is no penalty, but if your pair’s partner moves your ball there IS a penalty*).
- 8.3 Any advantage received by sharing advice should be offset by the fact players are competing in a match play tournament. Therefore, there will be no disadvantage to any other players competing in the normal club competition.
- 8.4 Because players are simultaneously competing in normal club competitions, putts and holes can **not** be conceded during the match play format.
- 8.5 All teams should play out the full 18 holes regardless of the results.
- 8.6 An infringement of the rules by either partner that warrants disqualification, results in the team being disqualified.

### Exceptions

- 8.6.1. If a player is disqualified in round 1, then the other players score counts towards the team score. That is, the team score is the total of the one player who completed the round.
- 8.6.2. If a player is disqualified in rounds 2-5, but after the match has already been won, then the player is only disqualified from the match day competition. The pairs result stands. This exception does not apply for failure to return a signed scorecard.
- 8.7 Opposing team member must be the marker for each player, except where it is not possible (*eg. a pairs plays in a group of 3*).
- 8.8 Normal rules of golf apply and match committee decisions are final.

## 9. ENTRY CONDITIONS

- 9.1 Players must be financial members of the club and must have a valid handicap.
- 9.2 Entry is purely optional.
- 9.3 Partner names must be nominated at time of payment.

## 10. PARTNER FAILING TO PLAY IN ROUNDS 2 to 5

- 10.1 It is hoped that all teams qualifying for the finals will be able to play as it was clearly advertised that all players should make sure that they are available for all four rounds.
- 10.2 Teams CAN NOT change.

- 10.3 Any qualifying team unable to compete in round 2 will be disqualified and their place given to the next reserve team.
- 10.4 Any team unable to compete in rounds 3, 4 or 5 will forfeit and the result will be awarded to the other team.
- 10.5 Finals matches may be rescheduled, but only in unusual circumstances, with agreement from all players and agreement by the match committee. The final decision rests with the match committee.

## **11. PAIRS TROPHIES**

- 11.1 Trophies will be awarded to the teams finishing 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>.