



Northern Counties Golf Union

Hard Card Local Rules 2022

The following Local Rules, together with any additions or amendments published by the NCGU at the golf course, will apply to leagues and championships run by the NCGU.

Note: These Local Rules replace any Local Rules published by a host club (e.g. on a club's score card or Notice Board). Unless otherwise noted, the penalty for breach of a local rule is the General Penalty (Match play – Loss of hole; Stroke play – Two strokes)

1. Out of Bounds (Rule 18)

- a. Beyond any wall, fence, hedge or line of white stakes defining the boundary of the course. Where the out of bounds is defined by a hedge the boundary line is considered to be the inside line of the hedge trunks at ground level.
- b. On or beyond any white line defining the boundary of the course. (A ball is out of bounds when **all** of it lies on or beyond such a line).
- c. In or beyond any ditch/trench defining the boundary of the course.

Note:

- i. Where out of bounds is defined by a fence or line of white stakes, the line joining the nearest inside points at ground level of such stakes or any inside fence posts (excluding angled supports) defines the boundary.
- ii. Objects defining, and stakes identifying out of bounds are **not** obstructions and are deemed to be fixed, **excluding stakes with black tops**, therefore relief without penalty from them is not available.
- iii. White Stakes with black tops indicate the presence of a course boundary and are moveable obstructions.
- iv. Where both stakes and lines are used to indicate the out of bounds, the stakes **identify** and the lines **define** the out of bounds.

2. Penalty Areas (Rule 17)

- a. When both stakes and lines are used, the stakes **identify** the penalty area and the lines **define** the penalty area.
- b. That part of a bridge which crosses a penalty area is in the penalty area.
- c. When a penalty area adjoins a boundary, the penalty area edge extends to and coincides with the boundary
- d. When a player's ball is found in or it is known or virtually certain to have come to rest in any penalty area where the ball last crossed the edge of the penalty area at a point that coincides with the boundary of the course, opposite side relief is available under Model Local Rule B-2.1

Note: Dropping Zones for Penalty Areas

Where a dropping zone is marked for a penalty area, it is an additional option for relief under penalty of one stroke. The dropping zone is a relief area. A ball must be dropped in and come to rest in the relief area.

3. Abnormal Course Conditions (Rule 16)

- a. Any area encircled by a white or blue line.
- b. Any area of damaged ground that is considered by a Rules Official to be abnormal.
- c. Seams of cut turf: If a player's ball lies in or touches a seam of cut turf, or a seam interferes with the player's intended area of swing:
 - i. Ball in General Area. The player may take relief under Rule 16.1b.
 - ii. Ball on Putting Green. The player may take relief under Rule 16.1d

BUT interference does not exist if the seam only interferes with the player's stance..

All seams within the area of cut turf are treated as the same seam in taking relief. This means that if a player has interference from any seam after dropping the ball, the player must proceed as required under Rule 14.3c(2) even when the ball is still within one club-length of the reference point.

4. Immovable Obstructions (Rule 16)

- a. All artificially surfaced roads and paths on the course, including those covered with wood chips. All other paths and tracks are integral objects of the course.
- b. Stone-filled drainage ditches or channels.
- c. 'Landscaped garden' areas surrounded by or within an obstruction are deemed to be part of the obstruction.
- d. White posts, and similar obstructions, defining out of bounds on one hole but not an adjacent hole, are immovable obstructions when playing the hole on which the stakes do not define the out of bounds.

5. Immovable Obstructions Close To Putting Green

Relief from interference by an Immovable Obstruction may be taken under Rule 16.1. In addition, when a ball is in the General Area, if an immovable obstruction is on the line of play, and is within two club-lengths of the putting green, and within two club-lengths of the ball, and both the ball and the Immovable obstruction lie in part of the General Area cut to fairway height or less, the player may take relief under Rule 16.1b

Exception There is no relief if the player chooses a line of play that is clearly unreasonable.

6. Limiting When Stroke made from Putting Green Must Be Replayed Under Exception 2 to Rule 11.1.b

Exception 2 to Rule 11.1b applies, except that when a ball played from the putting green accidentally hits the player, or the club used by the player to make the stroke or an animal defined as a loose impediment (that is worms, insects and similar animals that can be removed easily), the stroke counts and the ball must be played as it lies.

Penalty for Playing Ball from Wrong Place in breach of this local rule: See General Penalty under Rule 14.7.

7. Integral Objects

Bunker liners in their intended position are integral objects from which free relief is not allowed.

8. Protection of Trees

Trees identified by stakes or wrappings are No Play zones.

- a) If a player's ball lies anywhere on the course other than in a penalty area and it lies on or touches such a tree or such a tree interferes with the player's stance or area of intended swing, the player MUST take relief under Rule 16.1f.
- b) If a ball lies in a penalty area, and interference to the player's stance or area of intended swing exists from such a tree, the player must take relief either with penalty under Rule 17.1e or with free relief under 17.1e(2).

9. Overhead Wire

If it is known or virtually certain that a player's ball hit an overhead wire the stroke does not count. The player MUST play a ball without penalty from where the previous stroke was made under Rule 14.6.

10. Replacement of Club that is Broken or Significantly Damaged

Rule 4.1b(3) is modified in this way: If a player's club is "broken or significantly damaged" during the round by the player or caddie, except in cases of abuse, the player may replace the club with any club under rule 4.1b(4). When replacing a club, the player must immediately take the broken or significantly damaged club out of play, using the procedure in Rule 4.1c(1).

For the purposes of this local rule a club is "broken or significantly damaged" when the shaft breaks into pieces, splinters or is bent (but not when the shaft is only dented); the club face impact area is visibly deformed (but not when the club face is only scratched or cracked); the clubhead is visibly and significantly deformed or detached or loose from the shaft or the grip is loose.

Penalty for breach of this local rule – See Rule 4.1b.

11. Pace of Play (Rule 5.6)

a) Time Allowed for Round

Each hole is given a maximum completion time, primarily based on its length and difficulty. The maximum time allotted for the completion of 18 holes will be available prior to play.

b) "Out of Position"

The first group and any group after a starter's gap will be considered to be "Out of Position" if, at any time during the round, the group's cumulative time exceeds the time allowed for the number of holes completed. Any following group will be considered "Out of Position" if it is more than the starting interval behind the group in front.

c) Procedure when Group is Out of Position

- i. Account will be taken of difficulties encountered by a group e.g. ball searches, rulings, inclement weather, but a Group "Out of Position" will be asked by the referee to get back into position within a specified time. Failure to do so may lead to players being individually timed.
- ii. If a decision is taken to time a group, each player in the group will be informed the group is out of position. At the referee's discretion, each or any player may be subject to individual timings.

d) Time Allowed for a Stroke

- i. The maximum time allocated per stroke is 40 seconds. 10 extra seconds are allowed for the first player to play a tee shot on a par three hole; an approach shot to the green or a chip or putt.
- ii. The time will start when the player has had sufficient time to reach his ball, it is his turn to play and he is able to play without interference or distraction.
- iii. The time allowed includes any yardage assessment, any walking forwards or backwards and any pre-shot routine, including practice swings.
- iv. On the putting green, timing will start after the player has had a reasonable amount of time to lift, clean and replace his ball, repair pitch marks and move loose impediments on his line of putt. Time spent looking at the line from beyond the hole and / or behind the ball is included in the time allowed for the stroke.

e) **Timing Ceases** when the group is back in position. The players will be advised accordingly.

f) Penalty for Breach of Condition

1 Bad Time: Verbal warning from referee/rules official and told that if the player has a further bad time, he will be penalised.

Stroke Play

- 2 Bad Times-One stroke penalty
- 3 Bad Times-Further two stroke penalty
- 4 Bad Times-Disqualification

Match Play

- One Stroke penalty
- Loss of hole
- Disqualification

g) Procedure When Again Out of Position During Same Round

If a group is subsequently out of position during a round, the above procedure will apply on each occasion. Previous bad times and penalties applied in the round will be carried forward until the round is completed.

h) Individual Timings Without Warning

In addition to the above a player without notice may be individually timed (whether "In Position" or not). If his time exceeds 60 seconds the player will incur a warning. Any further bad times will result in penalties being imposed as highlighted in clause f) above.

12. Suspension of Play (Rule 5.7)

The following signals will be used to suspend and resume play:

- Immediate stop for imminent danger – one prolonged note of a siren.
- Stop for a non-dangerous situation – three consecutive notes of a siren.
- Resumption of play – two consecutive notes of a siren.

13. Standards of Player Conduct (Rule 1.2)

Players are required to comply with the NCGU Code of Conduct in the championship or match they are competing in. The policy is available to view in the Championship Office or via the NCGU website.

PENALTY FOR BREACH OF POLICY:

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| First Breach | Warning or Committee Sanction |
| Second Breach | General Penalty |
| Subsequent Breach or any serious Misconduct | Disqualification |