

The following Local Rules and Terms of Competition, together with any additions or amendments published by the Club de Golf Playa Serena's Competition Committee and will apply to all Championships run by the Club.

SECTION A – TERMS OF COMPETITION.

1. STARTING ROUND AND GROUPS (Rule 5.3a).

The player must take their Score Cards at least 10 minutes before the starting time.

The player must start at (and not before) his or her starting time: this means that the player must be ready to play at the starting time and starting point set by the Committee. A starting time set by the Committee is treated as an exact time (for example, 9 am means 9:00:00 am, not any time until 9:01 am).

Penalty for Breach of Rule 5.3a: Disqualification. See Exceptions Rule 5.3a

GROUPS (Rule 5.4). In Stroke Play Competitions, during a round, the player must remain in the group set by the Committee, unless the Committee approves a change either before or after it happens. In Match Play Competitions, the player and opponent must play each hole in the same group. Penalty for Breach of Rule 5.4: Disqualification.

2. UNREASONABLE DELAY OF PLAY (Rule 5.6).

Unreasonable delays in the context of Rule 5.6a are delays caused by a player's actions that are within the player's control and affect other players or delay the competition. Brief delays that are a result of normal events that happen during a round or are outside the player's control are generally treated as "reasonable". The maximum time to complete a round in competitions is 5 hours, (2 hours 30 minutes for 9 holes).

The penalty for breach Pace of Play Policy is, One Bad Time, verbal warning. Two Bad Times One Stroke Penalty.

3. STOPPING PLAY; RESUMING PLAY (Rule 5.7b).

Suspension by Committee. All players must stop play if the Committee suspends play. Under Rule 5.7b(1), if the Committee declares an immediate suspension of play, all players must stop play at once. The intent of this suspension is to enable the course to be cleared as quickly as possible when a potentially dangerous situation, such as lightning, exists. If the player makes a stroke after play has been suspended, the Committee must consider all relevant facts in determining if the player should be disqualified.

A suspension of play for a dangerous situation will be signalled by **2 Consecutives "Shot Guns"**. In either case, resumption of play will be signalled by 1 "Shot Gun".

4. DECIDING TIES IN STROKE PLAY.

If the tying players have different handicap (of play), the player with the lower handicap wins. If both players have the same playing handicap the method to resolve the tie is matching scorecards. The player with the best score for the last round, win. If the tying players have the same score for the last round or the competition consisted of a single round, the player with best score on the last 9 holes, wins. If they are still tying compare the last 12 holes, last 15 holes, last 16 holes, and finally the last 17 holes. If in this process does not result a winner, the Committee will resolve the tying by tossing a coin.

Note: For competitions with a multiple tee start, last nine holes are holes 10-18.

5. RETURNING OF SCORE CARD. A player's scorecard is officially returned to the Committee when the player has left the recording office/area with both feet, regardless is a normal or a virtual score cards.

6. COMPETITION CLOSED.

- Match Play. The result of a match play is officially announced when it has been recorded in the Championship Office.
- Stroke Play: When the Championship Trophy is presented to the winner, the results of the competition are officially announced, and the competition closed.

SECTION B – LOCAL RULES.

1. OUT OF BOUNDS AND COURSE BOUNDARIES, (Rule 18.2)

Out of bounds is defined by the line between the course-side points at ground level of white stakes and the fence posts. Out of bounds is also defined by white lines painted on the ground, the line itself is out of bounds. The maintenance areas on the right side of the hole 1 and 16, are out of bounds, the boundary is defined by the inside edge of the fence posts surrounding the area.

Note:

- During play of hole 4, the hole 5, defined by White and Green stakes, is out of bounds. These stakes are treated as boundary objects during the play of hole 4. For other holes, they are immovable obstructions.

2. PENALTY AREAS, (Rule 17).

When a player's ball is in a penalty area, including when it is known or virtually certain to be in a penalty area even though not found, the player may take relief using one of the options under Rule 17.1d.

There are two different types of penalty areas, distinguished by the colour used to mark them: Yellow penalty areas (marked with yellow stakes) give the player two relief options (Rules 17.1d(1) and (2)), and Red penalty areas (marked with red stakes) give the player an extra lateral relief option (Rule 17.1d (3)) in addition to the two relief options available for yellow penalty areas.

Note 1: Provisional Ball for Ball in a Penalty Area, Hole 13. Model Local Rule B-3.

If a player does not know whether his or her ball is in the penalty area on the Hole 13, the player may play a provisional ball under Rule 18.3. In playing the provisional ball, the player may use the stroke-and-distance relief option (see Rule 17.1d(1)), the back-on-the-line relief option (see Rule 17.1d(2)) or, if it is a red penalty area, the lateral relief option (see Rule 17.1d(3)).

Once the player has played a provisional ball under this Rule, he or she may not use any further options under Rule 17.1 in relation to the original ball. In deciding when that provisional ball becomes the player's ball in play or if it must or may be abandoned, Rule 18.3c(2) and 18.3c(3) apply except that:

When Original Ball Is Found in Penalty Area Within Three-Minute Search Time. The player may choose either to:

- a. Continue to play the original ball as it lies in the penalty area, in which case the provisional ball must not be played, or
- b. Continue to play the provisional ball in which case the original ball must not be played.

When Original Ball Is Not Found Within Three-Minute Search Time or Is Known or Virtually Certain to Be in Penalty Area. The provisional ball becomes the player's ball in play.

Nota 2: Drop Area Hole 12. If a ball is in the penalty area on hole 12, including when it is known or virtually certain that a ball that has not been found came to rest in the penalty area, the player has these relief options, each for one penalty stroke:

- a. Take relief under Rule 17.1, or
- b. As an extra option, drop the original ball or another ball in the dropping zone defined by a yellow sign and located close to the red tee. The dropping zone is a relief area under Rule 14.3.

3. BUNKERS (Clarifying Edge of Bunkers). Any areas of sand that have been raked are considered to be a part of a bunker.

4. PREFERRED LIES (Winter Rules).

When a player's ball lies in a part of the general area cut to fairway height or less, the player may place the ball **one scorecard** length (or 6 inches) from the reference point, but with these limits:

- a. Must not be nearer the hole than the reference point, and
- b. Must be in the general area.

In proceeding under this Local Rule, the player must choose a spot to place the ball and use the procedures for replacing a ball under Rules 14.2b(2) and 14.2e.

5. ABNORMAL COURSE CONDITIONS AND INTEGRAL OBJECTS.

- a. **Ground under repair** is defined by any area encircled by a white or blue lines, or blue stakes.
- b. **Edging Grooves around Putting Greens.** The edging grooves around the aprons or fringes of putting greens are ground under repair. If a player's ball lies in or touches a groove or a groove interferes with the area of intended swing:(a) Ball in General Area. The player may take free relief under Rule 16.1b.(b) Ball on (including touching) the Putting Green. The player may take free relief under Rule 16.1d. But interference does not exist if the edging groove only interferes with the line of play or with the player's stance.
- c. **Protection of Young Trees.** 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. Such Young trees are identified by stakes tie with the trunk.
- d. **Movable Obstructions, (Rule 15.2).** Tee Markers, Bunker Rakes, Distance Posts, Bins and Stakes with Ropes to protect the aprons, are Movable Obstructions.
- e. **Inmovable Obstructions.** Wooden path boundaries, the nets, benches and the hose pipes that come out of the ground and re-enter, in order to water the small trees, not including the watering pipes around the perimeter (see integral parts of the course). Relief procedure Rule 16.1b.

6. INTEGRAL OBJECTS.

The following are integral objects from which free relief is not allowed:

- a. Roads or paths made of compacted sand. Individual stones of sand are loose impediments.
- b. Watering pipes around the perimeter.
- c. Artificial retaining walls and pillings when located in penalty areas.
- d. Bunker liners.

PENALTY FOR BREACH OF LOCAL RULES: GENERAL PENALTY

(Except those assigned their own penalty)

Match Play: Loss of Hole - Stroke Play: Two strokes Penalty