**DONERAILE GOLF CLUB**

**GENTS BYE-LAWS NOVEMBER 2017**

# CONDITIONS OF COMPETITION - ELIGIBILITY

1.1 All male members with a GUI Handicap may play in Club Competitions. This includes Juvenile and Student members.

1.2 To win first prize in any Club or Open competition a player’s handicap must have attained “c” or “competition” status (i.e. have returned at least 3 qualifying scores in the previous 12 months)

1.3 To win first prize in the Captain’s or President’s prize a player must comply

with 1.1,1.2 above AND be a member of the Club for at least 12 months prior to the competition date

# CONDITIONS OF COMPETITION - ENTRY

2.1 To signify his intention to play in a competition all players must sign the competition book prior to play.

2.2 When the PSI/Computer system is in use, each player should “Sign In” to the

competition on the computer. Away players must enter their GUI number into

computer.

2.3 Where a timesheet is in use, a player must indicate his intention to play by

placing his name on the timesheet. Only in exceptional circumstances, and at

the committee’s discretion, will a player be allowed enter a competition on the day of the competition.

2.4 The appropriate entry fee should be paid prior to play. Envelopes are

provided in the hallway for this purpose. Should a player not have the required change, he may pay on completion of his round. However, if the competition fee has not been paid by the time scorecards are being checked, he shall be disqualified.

# 3. CONDITIONS OF COMPETITION - FORMAT

3.1 Singles Matchplay - In singles matchplay, the number of strokes given

equates to the difference between both players’ handicaps.

3.2 Foursomes Matchplay - In foursomes matchplay, both partners’ handicaps are combined and then halved and rounded up. The number of strokes given equates to the difference between the rounded up number.

3.3 Fourball Matchplay - In fourball matchplay the lowest player’s handicap is

deducted from the other three players’ handicaps. The number of strokes

given equates to 90% of the difference, the low player giving strokes to the

other three.

3.4 In the Club Singles and Club Fourball Matchplay handicaps as at the day of

qualification, or first round draw date in 4ball, will apply in all subsequent rounds.

3.5 Singles Strokeplay - The player’s full handicap shall be deducted from the gross score resulting in a nett score.

3.6 Singles Stableford - The player scores points based on his net score at each hole. The net score is determined by the handicap index on each hole i.e. a player off 15 handicap receives a stroke on each hole from index 1 to 15 inclusive. 2  points are awarded for a net par, 3 for a net birdie, 1 for net bogey and so on.

3.7 Singles V Par - The player competes against the par of each hole. Again, the net result counts on each hole, depending on handicap and hole index. A net

par is a half, a net birdie or better is a win and a net bogey or worse is a loss.

The number of holes lost is taken from the number of holes won, to determine

the overall + or - result (+ = up, - = down)

3.8 For other forms of golf not governed by the R & A Rules such as scrambles,

team events, scotch foursomes etc, handicap allowances will be advised on

the day.

# 4. CONDITIONS OF COMPETITION - ORDER OF PLAY

4.1 Where a timesheet is in use, players on the timesheet will have priority on the

first tee

4.2 Where no timesheet is in use, play is on a first come, first served basis.

all players must be in position to play.

4.3 Priority on the 1st and 10th tee alternates between those turning and those starting their round once all players are in position on the tee.

# 5. CONDITIONS OF COMPETITION - SCORECARD

5.1 The accurate completion and returning of the completed scorecard are the

player’s responsibility.

5.2 Each player should ensure that the correct score for each hole is recorded

clearly on the card, together with his name, handicap, player’s signature and marker’s signature

5.3 Any one of the following will result in automatic disqualification - no handicap

on card, incorrect handicap on card (higher), incorrect score on any hole (lower), no player’s signature or no marker’s signature

5.4 When PSI / Computer is in use, players should enter their score in the

computer and check to ensure handicap, score etc. are in order

5.5 All scorecards are to be returned. The committee reserve the right to

introduce penalties / disciplinary procedures for repeated “no returns” (please

see CONGU Handicap manual)

# 6. CONDITIONS OF COMPETITION - DECISION OF TIES

6.1 Matchplay - A match that ends all square should be played off hole by hole

until one player / pairing wins a hole. The play-off must start on the hole where the match started and handicap strokes will be allowed as in the stipulated round.

      6.2 Strokeplay / Stableford / V Par - In the event of a tie, a countback will decide

the outcome. The order of countback for 18 holes shall be holes 10 to 18, 13 to 18, 16 to 18, 18th hole, 4 to 18, 7 to 18, 9th hole (per R&A guidelines). If still tied, a toss of a coin will decide. For 15 hole competitions the countback will be holes 9 to 15, 13 to 15, 14 to 15, 15 th. For 12 hole competitions, holes 7 to 12, 10 to 12, 11 to 12, 12th. For 9 hole competitions, holes 4 to 9, 7 to 9, 8 & 9 and 9th.

# 7. CONDITIONS OF COMPETITION - DISTRIBUTION OF PRIZES

7.1 As a mark of respect to the Officers of the Club and our valuable sponsors,

all prizewinners are expected to attend presentations. If you are unable to attend, you should nominate somebody to collect the prize on your behalf. Uncollected prizes, except in exceptional circumstances, be forfeited and returned to the Club’s stock of prizes for re-allocation.

7.2 The number of entrants in any given competition shall determine the number

and value of prizes allocated. It is the competition committee’s responsibility

to reduce the number and/or value of prizes to ensure no loss to the club

ensues.

7.3 Due to the high percentage of Category one golfers in Doneraile Golf Club, it

is customary to allocate a prize for the best gross score in each competition. However, there will be occasions when a gross prize is not allocated e.g. where the gross score is worse than 72 or equivalent in stableford or v par.

# 8. CONDITIONS OF COMPETITION - LOCAL RULES

8.1 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.The moved ball or ball-marker must be replaced as provided in Rules 18-2, 18-3 and 20-1.

8.2 Stones in Bunkers are movable obstructions. Rule (24-1) applies.

8.3 A ball embedded in its own pitchmark “through the green” (not only closely mown area) may be lifted, cleaned and dropped, without penalty.

# 9. CONDITIONS OF COMPETITION - PRACTICE

9.1 Practice on the course is not permitted. However, a member playing alone

may play 2 golf balls, provided he does not interfere with the pace of play of

other players on the course.

9.2 If a member intends to play in a strokeplay, stableford, or v par competition he

may not play on any part of the course prior to the competition.The exception

to this would be when re-entry to the competition is permitted.

9.4 Where a competition is played over more than one round, or more than one

day, practice is not permitted on the competition course between rounds.

Again, the exception to this would be where re-entry to the competition is

permitted.

# 10. CONDITIONS OF COMPETITION - USE OF MOTORISED TRANSPORT

10.1 The use of motorised buggies/golf carts is only permitted on production of a

medical certificate.

10.2 As a motorised buggy/golf cart is considered part of a player’s equipment, it

may not be shared.

# 11. CONDITIONS OF COMPETITION - PACE OF PLAY / PRIORITY ON THE COURSE

11.1 Unless otherwise determined by the Committee, priority on the course is

determined by a group’s pace of play. Any group playing a whole round is entitled to pass a group playing a shorter round. The term “group” includes a single player.

Priority on the course is given to players in competition.

11.2 It is a group’s responsibility to keep up with the group in front. If it loses a

clear hole and it is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group. Where a group has not lost a clear hole, but it is apparent that the group behind can play faster, it should invite the faster moving group to play through.

11.3 A player should be ready to play his shot when it is his turn to play.

11.4 When it is apparent that a ball will not be easily found, players should signal

to the group behind to play through immediately and not wait until the permitted search time has expired. A provisional ball should be played if there is a likelihood that the first ball may be lost, to speed up play and prevent players returning to the tee

11.5 The committee may decide from time to time to enforce “ready golf” to speed

up play. When “ready golf” is in play, there is no penalty for playing out of turn.

11.6 The Committee reserve the right to introduce penalties for slow play in line

with R & A Guidelines. Where a group loses ground on the group in front, players within that group may be timed individually and penalties applied where a player takes more than 40 seconds to play his shot.

# 12 CODE OF CONDUCT

12.1 All members and guests are requested to behave in an orderly manner and

refrain from any misconduct. The following shall constitute misconduct :

Disorderly, offensive or unacceptable behaviour/language whilst on Club property.

Disruption, interference, or obstruction to any fellow member, member of staff, or any property of the club.

Sexual or racial harassment to any person while on Club premises.

The use of unfair means in competition.

12.2 The following is deemed as appropriate behaviour and etiquette for members:

The Rule of Golf and all local rules must be adhered to.

Players must show respect to fellow golfers and staff, avoid slow play, refrain from the use of abusive language and the use of mobile phone on course.

Comply at all times with notices displayed in the clubhouse and with directions given by the staff and/or Officers of the Club.

Avoid slow play at all times, your place is behind the group in front not in front of group behind.

Players must always repair divots and ALWAYS REPAIR PITCH MARKS ON GREENS, including marks of others.

Rake bunkers after play (including footprints) and leave rake in bunker.

Be respectful to course staff, who have priority at all times. The course staff will be aware of your presence and do their best to complete their work taking your needs into account

Comply with the Club’s Dress Code (see below)

# 13. DRESS CODE

13.1 Neat casual dress is essential both on the course and in the clubhouse.