

PITCH and PUTT IRELAND



RULES OF PLAY 2022

(Effective 12th March 2022)



PART I: THE GAME

- 1 The game of Pitch and Putt consists of playing a ball from the teeing ground into the hole by successive strokes in accordance with the rules.
PENALTY - Disqualification (in Strokeplay only)
Definition: A "stroke" shall be counted as soon as the downswing commences.
- 1.1 Except as otherwise allowed by the Committee the holes must be played in sequence, commencing at the first hole.
PENALTY – Disqualification
- 1.2 All Handicap Matchplay Competitions must start at the first hole.
PENALTY – Disqualification
- 1.3 Except where otherwise provided for, the **STANDARD PENALTY** for any breach of any rule or local rule is:
Matchplay - Loss of hole
Strokeplay - Two strokes at each point at which the breach occurs.
- 1.4 No rule, local rule or prescribed penalty may be waived by players.
SPECIAL PENALTY:
Matchplay - Disqualification of both sides.
Strokeplay - Disqualification of competitors concerned.
- 1.5 In Strokeplay no penalty may be imposed after the result of the competition has been declared by the Committee responsible (or by its representatives).
- 1.6 In Matchplay no penalty other than applicable under Rule 1.2 may be claimed or imposed after the players have left the green of the hole at which the matter giving rise to the question occurred.
- 1.7 In Open competition(s) in which more than one card is allowed, a penalty of disqualification (other than such a penalty imposed under Rule 1.1) imposed on one or more of a player's cards shall not apply to his remaining cards.
Definition: A "penalty stroke" is one added to the score of a side under certain rules. It does not affect the order of play.

Part II: THE COURSE

- 2 **Course Specifications**
The following specifications are applicable to all Pitch and Putt Courses:

The maximum distance from tee to green shall be 70 metres, measured from the forward edge of the teeing ground to the centre of the green.

- 2.1 The total distance of a course of 18 holes shall not exceed 1,000 metres, each hole being measured from the forward edge of the teeing ground to the centre of the green. Except under a local rule, applicable to club competitions only, the forward edge of the teeing ground, for competition use, shall always be placed within five metres of the permanent marker. The forward edge of the teeing ground must be clearly defined on all competition days.

3 Practice

Players may not practice within the boundaries of the course:

- 3.1 During the play of a hole whether in Matchplay or Strokeplay.
3.2 Between the play of two holes of the course whether in Matchplay or Strokeplay. Two-shot penalty applies to this part - to be added at next hole, whether in Strokeplay or Matchplay.
3.3 On any day(s) of a Strokeplay competition, before a round or play-off (Individual Clubs may at their discretion waive this rule in the case of an internal mid-week competition).
3.4 Play in a different competition does not constitute practice in Rule 3.3.

SPECIAL PENALTY – Disqualification

- 3.5 In club events only, play may take place after close of competitive play.
3.6 In club events only, where play is over a number of days, practice before the start of play on one day only disqualifies the player from that day's play, e.g., play is over Friday, Saturday, and Sunday, if someone has a practice on Friday they can still play on the next two days.

Definition: "Practice" shall be defined as the deliberate striking of a ball, with a view to gaining an advantage

4 Obstructions

- 4.1 Any movable obstruction may be removed.
4.2 When the ball lies on or touches an immovable obstruction or when an immovable obstruction such as a protective wire netting beside a teeing ground interferes with a player's stance, stroke or backward or forward movement of the club for his stroke, or the direct line of play to the hole being played, the ball

may be lifted and dropped UNDER PENALTY OF ONE STROKE at the nearest point of relief not nearer the hole.

- 4.3 Should a ball, played from the teeing ground, strike, while in flight, overhead wires, or their supporting poles and/or other attachments, a player has the option of playing the ball as it lies or of playing another ball, without penalty.

Definition: A ball, which touches the ground, is no longer deemed to be in flight

- 4.4 No relief is available nor is obligation imposed, unless the wires in question are on or across the line of play, from the front of the teeing ground to the back of the green.

- 4.5 Sprinklers: If a sprinkler head interferes with the backward or forward movement of a club, or if a ball lies in the depression around a sprinkler head, relief may be gained, without penalty, by placing the ball to either side and not nearer the hole, subject to approval of fellow competitor or Referee.

5 Casual Water/Ground under Repair

If a player's ball lies in or touches casual water or ground under repair or a hole made by a burrowing animal or bird, the player may obtain relief as follows:

- 5.1 Through the green: lift and drop the ball not nearer the hole at the nearest point of relief.
- 5.2 In a hazard: lift and place in the hazard, not nearer the hole or lift and drop behind the hazard and not nearer the hole under penalty of one stroke.
- 5.3 On the green: (including if such conditions intervene between a ball on the green and the hole). Lift and place as near as possible to its original position but not nearer the hole.
- 5.4 Ground under repair: flowerbeds shall be treated as ground under repair and a player must lift and drop at the nearest point of relief not nearer the hole, without penalty.
Trees and small shrubs are playable unless marked as "Ground Under Repair" by committee in charge.

6 Sand Bunkers

- 6.1 When a ball lies in a sand bunker the player shall not:
- (i) Touch the ground in the sand bunker with a club
 - (ii) Test the condition of the sand bunker
- 6.1.1 In Bunkers a player can move loose impediments.
- 6.2 A player may place his feet firmly, in taking up his stance.

- 6.3 After playing a stroke, which leaves the ball clear of the sand bunker, the player must on leaving the sand bunker, ensure that irregularities in the sand bunker made by his/her feet or club head, are smoothed out.
- 6.4 A stroke which does not leave the ball clear of the sand, is not of itself a breach of Rule 6.1 (i) but to smooth irregularities before playing a second or any further strokes in the sand is a breach of the rule.
- 6.5 When two or more balls are in the same sand, the ball(s) nearer the hole shall be lifted, if required, and marked and replaced after the remaining ball has been played out of the sand and its owner has smoothed irregularities, as required by Rule 6.3. A ball to be so marked may be done so with a pattern marker, coin, or a tee.
- Definition:** Players are permitted to change clubs when playing from a sand bunker

7 The Teeing Ground

- 7.1 The teeing ground is the starting place for the hole to be played. The front and sides must be defined and the depth is two club lengths.
- 7.2 The ball shall be raised from the ground by placing it on a tee. If the ball falls off the tee or be knocked off by the player in addressing it, it shall be re-teed without penalty. If a stroke is made at the ball in these circumstances the stroke shall be counted and the ball played as it lies.
- 7.3 The honour is decided at the first hole by the order of the draw; if there is no draw, by lots. Thereafter the honour must be taken by the side winning the preceding hole.
- 7.4 A player, playing from a wrong tee, shall abandon the shot(s) played from the wrong tee, and play from the correct tee. The player shall add the STANDARD PENALTY but not the shot(s) played from the wrong tee. This rule applies to Strokeplay and Matchplay. Should the error not be rectified before the play of the next hole commences, he shall be disqualified.
- 7.5 If a player plays when his opponent (in Matchplay) should have played, the opponent may immediately require the player to abandon the ball so played and play a ball in correct order, without penalty. In Strokeplay no penalty shall be incurred and the ball shall be in play.

8 The Putting Green

- 8.1 The flagstick shall be removed from the hole before a player plays a stroke on the green.
- 8.2 At no time may the flagstick be attended or left lying on the green.
- 8.3 If the ball rests against the flagstick when it is in the hole the player's last stroke not having been made on the green, the player must remove the flagstick, and if the ball falls into the hole the player shall be deemed to have holed out at the last stroke.
- 8.4 When a ball on the green is to be lifted, its position **MUST** be marked **BEFORE** it is lifted by placing an object such as a coin or pattern marker behind the ball on the line of the putt, if the object interferes with an opponent it should then be moved one or more putter's head lengths to one side. Standard Penalty applies.
Definition: For the purpose of moving the object marking the ball to one side, the putter head shall be placed on the ground adjacent to the object and the object transferred to the toe of the putter. This movement may be repeated if necessary. A tee must not be used to mark the ball.
- 8.5 A ball may be lifted:
- (i) For cleaning,
 - (ii) For removal of loose impediments,
 - (iii) For repair of ball marks.
- 8.6 A ball must be lifted when requested by an opponent or fellow competitor. A ball lifted for any purpose other than Rule 11.7(ii) must be replaced when so requested.
- 8.7 A ball to be lifted under Rule 8.5 or Rule 8.6 must be marked and lifted by its player(s). A ball incorrectly marked or lifted without being marked, standard penalty applies.
- 8.8 Ball marks may be repaired during play. Having repaired a ball mark, spike mark or other shoe damage on the green using a tee or a plug repairer, a player may smooth it down with a putter head.
- 8.9 In Strokeplay, threeball or fourball Matchplay, if a competitor's ball strikes a fellow competitor's ball, when both balls are on the putting green, the competitor shall incur the Standard Penalty. The fellow competitor's ball shall be at once replaced.
- 8.10 Any loose impediment may be removed by picking it up or by brushing it aside by hand or with a club, provided that nothing is pressed down.

- 8.11 During the play of a hole a player shall not test the surface of the putting green by rolling or cleaning a ball on the putting surface or by roughening or scraping the surface.
- 8.12 When any part of the ball overhangs the edge of the hole, the owner of the ball is not allowed more than a few seconds to determine whether it is at rest; if by then the ball has not fallen into the hole, it is deemed to be at rest.
- 8.13 A ball lying on a putting green (including spare greens) other than that of the hole being played, must be lifted, and dropped at least two club lengths clear of the green at the nearest point of relief not nearer the hole, without penalty.
- 8.14 No club except a putter may be used on a green.
- 8.15 A player must not tilt the flagstick nor cause it to be tilted from its original vertical position.
- 8.16 When the line of a putt is over or across an incorrectly repaired old hole, the ball may be moved to either side with the permission of fellow competitor(s) or failing this the committee person in charge shall rule.
- 8.17 Ball marked, lifted, and replaced on putting green is moved by wind or gravity to another position, replace the ball on its original spot. No penalty.

Definition:

- (i) Course: the "course" is the whole area within which play is permitted. It is the duty of the authorities in charge of the course to define its boundaries accurately.
- (ii) Out of Bounds: "Out of Bounds" is ground on which play is prohibited. When out of bounds is fixed by stakes or a fence, the out-of-bounds line is determined by the nearest inside points of the stakes or fence posts at ground level; the line extends upwards. When out of bounds is fixed by a line on the ground, the line itself is out of bounds. A ball is out of bounds when all of it is out of bounds. A player may stand out of bounds to play a ball, which is in bounds.
- (iii) Casual Water: "Casual Water" is any temporary accumulation of water, which is visible before or after the player, takes his stance and which is not a hazard of itself or is not in a water hazard. Snow and ice are "casual water" unless otherwise determined by Local Rule.
- (iv) Ground Under Repair: "Ground Under Repair" is any portion of the course so marked by order of the committee concerned or so declared by its authorised representative. It includes material

piled for removal and a hole made by a green keeper, even if not so marked. Stakes and lines defining "ground under repair" are not in such ground.

- (v) Hazards: A "hazard" is any bunker or water hazard. Bare patches, scrapes, roads, tracks, and path are not hazards. A bunker is an area of ground, often a depression, which is usually covered with sand. Grass covered ground bordering or within a bunker is not part of the hazard. It is the duty of the committee in charge of the course to define accurately the extent of the hazards and water hazards when there is any doubt. Stakes and lines defining the margins of hazards are not in the hazards.
- (vi) Hole: The "hole" shall be 108 mm in diameter and at least 102 mm deep. A lining must be used and it shall be sunk at least 25 mm below the surface of the green; its outer diameter shall not exceed 108 mm.
- (vii) Obstructions: An "obstruction" is anything artificial, whether erected, placed or left on the course except:
 - (a) Objects defining out of bounds such as walls, fences, stakes, and railings
 - (b) Artificial surfaces and sides of roads and paths
 - (c) In water hazards, artificially surfaced banks, or beds, including bridge supports when part of such a bank are obstructions
 - (d) Any construction declared by the committee to be an integral part of the course.
- (viii) Flagstick: The "flagstick" is a movable straight indicator provided by the committee, with or without bunting or other material attached, centred in the hole to show its position. It shall be circular in cross-section.
- (ix) Putting Green: The "putting green" is all ground of the hole being played, which is specially prepared for putting or otherwise defined as such by the committee.
- (x) Through the Green: "Through the Green" is the whole area of the course except:
 - (a) Teeing ground and putting green of the hole being played
 - (b) All hazards on the course
- (xi) Honour: The side, which is entitled to play first from the teeing ground, is said to have the "honour".

PART III: CLUBS

- 9.1 A player shall have the option of using two or three clubs, one of which must be a putter.
- (i) A player may only play a shot with his/her club. A player may not play a shot with his/her playing partner or opponents club. On each occasion that a player plays a shot with his/her playing partner or opponents club, the player shall incur the Standard Penalty.
- 9.2 A club may be replaced in the course of play if it has become unfit for use.
- 9.3 Players shall use clubs, which conform to the specifications used in golf in Ireland as to shape and face of head, shaft, and grip.
- SPECIAL PENALTY:** Disqualification for Rule 9.1 and Rule 9.3 only.
- Note: A pitching club, on the face of which sharp or rough edges or markings can be recognised by a finger test, does not comply with this rule.

PART IV: THE BALL

- 10 The ball shall not be less than 1.68 inches (42.67mm)
- 10.1 The player must identify to his opponent or marker, before commencement of play (or when changed), the ball he proposes to use. The ball must not be changed except when damaged, lost, or out of bounds.
- 10.2 A ball must have the Manufacturer's Name and Identification Number or Brand Name and Identification Number clearly legible to conform to Rule 10. Failure to comply with this rule is disqualification in Strokeplay and Matchplay.
- 10.3 The ball shall be fairly struck at while at rest with the head of the club and when so struck at is in play.
- 10.4 The ball must not be pushed, scooped, or spooned.
- 10.5 If the player strikes the ball twice when making a stroke, two strokes are counted.
- 10.6 The ball shall be played as it lies except as otherwise provided.
- 10.7 A player shall not improve or allow to be improved, his line of play or the lie of the ball and shall not move, bend, or break anything fixed or growing except as may occur in the course of fairly taking up his stance. A player may repair ball marks during play. Having repaired a ball mark using a tee or plug repairer, a player may smooth it down with a club head.

- 10.8 Any loose impediments may be removed. If the ball moves after any loose impediment lying within a club length of it has been touched by the player or his partner the player shall be penalised one stroke.
- 10.9 (i) The ball furthest from the hole shall be played first.
(ii) Any player whose ball lies within one club length of the green must ensure that any ball on the green within one club length of the hole is marked or finished before he plays.
- 10.10 If a player plays a stroke with a wrong ball, he shall:
(i) In Matchplay - lose the hole.
(ii) In Strokeplay - incur the Standard Penalty and then play his own ball. Should the error not be so rectified before the play of the next hole commences, he shall be disqualified. The shots played with the wrong ball shall not be counted.
(iii) In a hazard - Penalty one stroke.
- 10.11 The player shall face the hole and drop the ball not nearer the hole with outstretched arm shoulder high ensuring the line of play is maintained. The arm must be outstretched directly in front of the person dropping the ball and not to either side. A dropped ball may be redropped before a stroke is played. A dropped ball, which comes to rest nearer the hole than its original position or out of bounds, shall be redropped. A ball, which cannot be dropped to a playable lie, may be placed.
Note: The line of play must not be improved.
- 10.12 A ball to be lifted must be marked with a pattern marker or coin.
- 10.13 Through the green or in a hazard a player may have any other ball lifted if he considers that it might interfere with his play. A ball if lifted shall be replaced after the player has played his stroke. When a ball through the green or in a hazard is to be lifted it may be marked with a pattern marker, coin, or a tee.
- 10.14 If a player's ball be stopped or deflected by himself or his partner, or their equipment, he shall incur the Standard Penalty and play the ball as it lies.
- 10.15 If a ball at rest is moved by an outside agency other than wind, OR DURING SEARCH, it shall be replaced without penalty.
- 10.16 If a ball in play and at rest (through the green) moves after the player has addressed it, a one-stroke penalty will be applied only when the facts show that the player has caused the ball to move.
Definition: A ball is considered to have moved from its original position if it has moved only a fraction of its circumference.

- 10.17 If a player's ball be moved by an opponent's or fellow competitor's ball:
- (i) In Matchplay - the player shall have the option of replacing or playing the ball as it lies.
 - (ii) In Strokeplay - the player shall replace the ball.
- 10.18 If a ball be lost or out of bounds a player shall play a ball from the place at which he made his last stroke and add one penalty stroke.
- If a ball be lost in a hazard or in ground under repair, or in casual water, the player may:
- (i) In a hazard - place a ball as near as possible to the place where the original ball was seen to enter the hazard and add one penalty stroke.
 - (ii) Ground under repair/casual water - the player may drop another ball and add one penalty stroke.
 - (iii) If a ball be in the opinion of its owner, unplayable, the player may drop a ball to the nearest point of relief, not nearer the hole and add one penalty stroke or play a ball from the place at which he made his last stroke and add one penalty stroke. For an unplayable lie in a hazard - place (within its confines) and add one penalty stroke.
- 10.19 If during the play of a hole a ball becomes damaged so as to be unfit for play the player may, but only in the presence of his opponent or marker, substitute another ball. The replacement must be placed on the spot where the damaged ball came to rest.
- 10.20 A ball, which has been lifted in accordance with any rule herein, may be cleaned before it is replaced or dropped.
- 10.21 Plugged Ball: a ball plugged in its own pitch mark off the green may be lifted and placed at the nearest point of relief not nearer the hole without penalty.
- 10.22 The play of a Provisional Ball is allowed only from the teeing ground. A provisional ball may be played if the player considers that his original ball may be lost or out of bounds and has so declared to his fellow competitor or marker and identified the provisional ball to him. If original ball is lost or out of bounds, the provisional ball becomes the ball in play, and player adds one penalty stroke to his score. If the original ball is not lost or out of bounds, the provisional ball must be abandoned, without penalty, and the stroke(s) played with it shall not count. Failure to abandon it constitutes playing a wrong ball.

Definition:

- (i) Addressing the ball - a player has "addressed the ball" when he has taken his stance by placing his feet on the ground in position for and preparatory to making his stroke and has also grounded his club, except that in a hazard a player has addressed his ball when he has taken his stance preparatory to making a stroke.
- (ii) Ball holed - a ball is "holed" when it lies within the circumference of the hole and all of it is below the level of the lip of the hole.
- (iii) Ball in play - a ball is "in play" as soon as the player has made a stroke on the teeing ground. It remains in play as his ball until holed out, except when it is out of bounds, lost, or lifted, or another ball is substituted in accordance with the Rules or Local Rules.
- (iv) Lost ball - a ball is "lost" if:
 - (a) not found or not identified as his by the player, within three minutes after the player(s) side has begun to search for it.
 - (b) the player has put another ball into play under the Rules. Play of a wrong ball does not constitute abandonment of the ball in play. Time spent in playing a wrong ball is not counted in the three-minute period allowed for search.
- (v) Loose impediments - the term "loose impediments" denotes natural objects not fixed or growing and not adhering to the ball, and includes stones not solidly embedded, leaves, twigs, branches, and the like; dung, worms and insects and casts or heaps made by them.
- (vi) Rub of the green - a "rub of the green" occurs when a ball in motion is stopped or deflected by an outside agency.

PART V: THE PLAYER

- 11 The player is responsible for acquainting himself with the Rules of Play and the conditions under which a competition is played.
- 11.1 Players shall start at the time and in the order arranged by the committee.
- 11.2 Players shall not discontinue play except as permitted or directed by the committee; an unauthorised break exceeding five minutes between two consecutive 18-hole rounds shall be treated as a discontinuance.
- 11.3 Players shall play at all times without delay. In Strokeplay the committee shall impose the Standard Penalty on all players who without reasonable cause lose two clear holes on the match in front of them or who hold up two matches behind them. In

Matchplay disqualification shall be imposed but only after a warning has proven ineffective.

Note: Pace of Play - it is recommended that you take no longer than 40 seconds to make a stroke (usually you should be able to play more quickly than that) and Ready Pitch and Putt in Strokeplay is encouraged.

- 11.4 (i) The player is solely responsible for his score and his scorecard, whether in Strokeplay or Matchplay. In Strokeplay he and his marker shall sign the scorecard.
- (ii) After the play of each hole the player and marker shall check the score for the hole and the marker shall record it on the scorecard.
- (iii) No alterations may be made by the player on a card after it has been returned to the committee.
- (iv) If a player returns a score for any hole lower than actually played he SHALL BE DISQUALIFIED. A score higher than actually played must stand.
- (v) An incorrect score on a scorecard must be clearly struck out, the correct score inserted and be initialled by the marker. Example: a three entered instead of a four; 3 struck out, 4 added, JL (marker's initials).

SPECIAL PENALTY-DISQUALIFICATION Rule 11.1, 11.2, 11.3, 11.4.

Definition: An incorrect score on a card may be struck out by one or more strokes or may be totally obliterated.

- (vi) On being allocated a Firm Handicap, a player shall be personally responsible for using his approved handicap in ALL competitions. A player shall be responsible for indicating his correct handicap on the competition scorecard before completion of competition. Where the handicap so shown is less than the player's official handicap in the calculation of nett score, the nett score so shown shall stand and not be altered by anyone. Where the handicap so shown is greater than the player's official handicap, that competition card shall not be altered by anyone and shall be disqualified.

- 11.5 A player who has incurred a penalty shall state the fact to his opponent or marker as soon as possible.
- In Matchplay a player is entitled at any time during the play of a hole to request of his opponent the number of strokes (including penalties if any) taken by his opponent. If the opponent refuses the information HE SHALL BE DISQUALIFIED. If the opponent

gives incorrect information and fails to correct the error before the play of the hole is completed he shall lose the hole.

11.6 In threeball, best ball, fourball, Matchplay or Strokeplay events a penalty incurred by a player shall not apply to his partner, except in cases where any breach shall be penalised by disqualification of the side.

11.7 Advice - a player or competitor shall not give or ask or tender advice (other than advice on a question relating to the Rules) except to or from his partner (in fourball or foursome play).

Definition:

- (i) Advice – “Advice” is any counsel or suggestion, which could influence a player in determining his play, the choice of club, or the method of making a stroke. Information on the Rules or Local Rules is not advice.
- (ii) Competitor – a “Competitor” is a player in a stroke competition. A “fellow competitor” is any player with whom the competitor plays. Neither is partner of the other. In Strokeplay, Foursome and Fourball competitions, where the context so admits, the word “competitor” or “fellow competitor” shall be held to include his partner.
- (iii) Partner – a “partner” is a player associated with another player on the same side. In a threesome, foursome or fourball, where the context so admits, the word “player” shall be held to include his partner.
- (iv) Outside agency – an “outside agency” is any agency not part of the match or, in a Strokeplay, not a part of a competitor's side, and includes a referee, a marker or an observer appointed by the committee.

PART VI: DECISIONS AND TIES

12 In “Matchplay” a hole is won by the side which holes its ball in fewer strokes including penalties incurred at that hole. A hole is halved if each side holes out in the same number of strokes.

12.1 In “Strokeplay” the player who plays the stipulated round(s) in the fewest strokes is the winner.

12.2 A “Par” competition is a form of stroke competition in which play is against a fixed score at each hole. The reckoning is as in Matchplay and the winner is the competitor with the best aggregate of holes won. Scorecards must be completed and if no score is recorded at a hole, that hole shall be lost.

- 12.3 Play under the “Stableford System” is a form of par competition except that the players, instead of counting the number of holes up or holes down, score a number of points for each hole.
The points scored are:
For hole done in one over par - 1 point
For hole done in par - 2 points
For hole done in one under par - 3 points
For hole done in two under par - 4 points
For hole done in three under par - 5 points
Nothing is scored for a hole done in more than one over par.
Note: Unless otherwise stated in the rules governing a specific competition, the following procedures stated in Rule 12.5 – Rule 12. shall be adopted in determining halved matches or ties.
References to handicaps are ignored in “Gross Score” competitions.
- 12.4 Ties in stroke competition:**
- 12.5 18 Holes:
- (i) Take score on last 9 holes; subtract $\frac{1}{2}$ of handicap, the player with the lowest score wins.
 - (ii) If tie still occurs, take last 6 holes subtract $\frac{1}{3}$ of handicap, the player with the lowest score wins.
 - (iii) If tie still occurs, take last 3 holes subtract $\frac{1}{6}$ of the handicap, the player with the lowest score wins.
 - (iv) If tie still occurs, take last 2 holes, subtract $\frac{1}{9}$ of handicap, the player with the lowest score wins.
 - (v) If tie still occurs, take score at last hole, subtract $\frac{1}{18}$ of handicap, the player with the lowest score wins.
 - (vi) If tie still occurs, the committee to decide.
- 12.6 36 Holes or over:
If aggregate nett scores are equal:
- (i) Take nett scores on last card for each competitor, the card with the lowest score wins.
 - (ii) If tie still occurs, proceed as for 18 holes using last card only.
Note: Fractions of whole numbers count when subtracting handicaps or part of handicaps.
- 12.7 Ties in par competitions:**
- 12.8 18 holes:
- (i) Take score over last 9 holes; subtract the minuses from the pluses. Player with most “holes-up” wins.
 - (ii) If tie persists, take score similarly for the last 6, 3, 2, and 1 hole until tie is resolved.
 - (iii) Failing a decision, the committee to decide.

- 12.9 36 holes or over, if aggregate scores are equal:
- (i) Take the score on the last card of each competitor. The card with the most “holes-up” wins.
 - (ii) If tie still occurs, proceed as for 18 holes, using last card only.
- 12.10 Ties in Stableford Competitions:**
- 12.11 18 holes:
Where ties occur in the number of points scored:
- (i) Take score for last 9 holes on card. The card with the highest score wins.
 - (ii) If tie persists, take score similarly for the last 6, 3, 2 and 1 hole until tie is resolved.
 - (iii) If tie still occurs, committee to decide.
- 12.12 36 holes or over, if aggregate scores are equal:
- (i) Take points scored on the last card of each competitor. The card with the highest score wins.
 - (ii) If tie still occurs, proceed as for 18 holes, using last card only.
- 12.13 In a competition in which more than one card is allowed to competitors, ties for 36- and 54-hole prizes shall be determined on the combined scores for the last 9, 6, 3, etc.; of the two or three 18-hole cards involved.
- 12.14 In Scratch Matchplay: The match shall continue from original starting point, one hole at a time. The first to win a hole shall be the winner.
- 12.15 In Handicap Matchplay: the handicap allowance continues.

PART VII: THE COMMITTEE

- 13 The committee shall lay down the conditions under which a competition is to be played.
- 13.1 These conditions may not be altered after commencement of play.
- (i) Notwithstanding Rule 13 and Rule 13.1, a committee may in exceptional circumstances, reduce the number of holes to be played in a competition after play has started.
- 13.2 The committee shall:
- (i) Arrange order and time of starting.
 - (ii) Have power to suspend play or declare play null and void if it is considered the course has become unplayable for any reason.
 - (iii) Define accurately the boundaries of the course; ground under repair; obstructions.
 - (iv) Make and publish local rules for abnormal conditions provided that no Rule of Play herein may be modified or waived until the

sanction of the NEC has been obtained. The standard penalty shall not be waived or modified by a local rule.

(v) Local rules are permitted only for abnormal circumstances such as:

-Existence of mud, accumulation of leaves, stones in bunkers.

-Unusual damage to the course.

-Protection of the course in winter conditions.

- Local conditions, which could be held to interfere with the proper playing of the game.

- Obstructions, where the application of Rule 4 is impracticable or inequitable.

(vi) The committee may permit players to compete in competitions, such as leagues, off lower handicaps than they possess, subject to such leagues or events being played off scratch.

13.3 The committee may not waive a rule of play. It may in exceptional circumstances waive or modify or impose a penalty of disqualification.

13.4 In any singles handicap event, committees may permit competitors to play more than once, subject however to any limitation imposed by the NEC. In fourball and foursome competitions there are no limitations.

13.5 Before commencement of play in any Strokeplay championship new holes shall be cut, where feasible. If, with the permission of the committee, these new holes are cut on the day preceding the event, the course shall then be closed until the starting time of the championship.

13.6 The committee shall check the addition of scores and the application of handicaps and amend any errors.

13.7 On any day(s) of an open competition, the committee shall arrange that at least one authorised representative is present on the course during hours of play to act for it and rule on any matters within the authority of the committee.

Definitions:

(i) Committee: the committee is the committee in charge of the competition.

(ii) Marker: a “marker” is a scorer in Strokeplay who is appointed by the committee to record a competitor's score. He may be a fellow-competitor. He is not a referee. He shall sign the scorecard. A marker shall not lift the ball or mark its position.

(iii) Referee: a “referee” is a person who has been appointed by the committee to accompany players to decide questions of fact and of pitch and putt law. He shall act on breach of rule or local

rule which he may observe or which may be reported to him by an observer, appointed by the committee. In Strokeplay the committee may limit a referee's duties. A referee shall not stand at or mark the position of the hole or lift the ball or mark its position.

PART VIII: CHAMPIONSHIP COMMITTEE

- 14 Any doubt as to the meaning or effect of these rules, and any incident not covered therein shall be referred by the committee concerned to the NEC for decision.
- 14.1 Appeal against the decision of the NEC will be dealt with by the independent Appeals Panel only. The Appeals Panel decision is Final, and it cannot be referred to Sports Dispute Solutions Ireland for arbitration,
- 14.2 In dealing with incidents not specifically covered herein, the NEC will consider, where relevant, the **Rules of Golf**.
Note: For the guidance of club and competition committee, the NEC will periodically circulate details of matters referred to it and the decisions given.
- 14.3 Maximum handicap competitions are not permitted.

PART IX: HANDICAPS

- 15 Open competitions (other than Championships): clubs hosting an open singles competition **MUST** have the 36 nett as the first prize in each gent's grade. There cannot be any local or visitors prize at any open competition. All players will compete for the same prizes.
Definition: An Open competition is one where players from more than two clubs compete.
- 15.1 Players on entering competitions should produce their registration card, also prize winners prior to receiving their prizes must present their registration card. The promoting club shall immediately advise clubs of prize winners involved.
- 15.2 The committee promoting the competition may not alter Rule 15.1
- 15.3 The Organisation vests in the NEC the right to arbitrate and rule (subject to the right of appeal) on all matters concerning handicaps and competitions.
- 15.4 It reserves to the NEC right to make decisions, which may not necessarily conform with or be provided for in the above Rules.

