

RULES AND CODE OF CONDUCT

(November 2014)



RANGPUR GOLF CLUB
RANGPUR CANTONMENT



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OF
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Preface

1. The rules of golf consist of a standard set of regulations and procedures by which the sport of golf should be played and prescribe penalties for rule infractions. In addition to the rules golf adheres to a code of conduct, known as etiquette, which generally means playing the game with due respect for the golf course and other players. Etiquette is often seen as being as important to the sport as the rules themselves. At Rangpur Golf Club (RGC) all the practiced golf rules and customs are widely followed. However, in the subsequent paragraphs a guideline is given to bring uniformity for all the members of this club.

Types of Play

2. **Stroke Play.** In stroke play, the score achieved for each and every hole of the round or tournament is added to produce the total score, and the player with the lowest score wins. At RGC most of the tournaments are played on 'stroke play' basis.

3. **Match Play.** Match play is a scoring system for golf in which a player, or team, earns a point for each hole in which they have bested their opponents. In match play, two players (or two teams) play each hole as a separate contest against each other. The party with the lower score wins that hole, or if the scores of both players or teams are equal the hole is 'halved' (or tied). The game is won by the party that wins more holes than the other.

4. **Skins.** Skins is a type of match play in which each hole is worth a certain amount of points, which can only be won by winning the hole outright. If two or more players tie for the lowest score, then the points are carried over to the next hole.

5. **Foursome.** A foursome is played between two players in partnership, playing with only one ball which they hit alternately. They alternate who tees off regardless of who played the last putt on the first hole. Each subsequent shot is played in turns until the hole is finished. Foursomes can be played under match play or stroke play rules. Variations on the foursome style are Greensome, Canadian foursome and Mixed Foursome.

6. **Four Ball.** Four balls are played the same as foursomes, but each player plays with his own ball and the better score of the team counts.

7. **Stable ford.** Stable ford is a form of stroke play, where the scoring is made by points awarded in relation to a fixed score at each hole. The winner is the player who scores the highest number of points.

8. **Scramble / Ambrose.** Players play in teams of 2, 3 or 4. All players in a team tee off on each hole, and the players decide which shot was best. The other players then pick up their ball and play their next

shot from that position, and this is repeated until the hole is finished. Ambrose is similar to Scramble, but handicaps are used in the game as in stroke play.

9. **Flag Tournaments.** In flag tournaments, each player is given a flag and is allocated a certain number of strokes which is equal to par plus two thirds of his handicap. When the player runs out of strokes, he plants his flag where the ball lands. The player who gets the furthest will win.

Rules

10. **Membership.** Any armed forces member, government officials, civilians, foreigners can apply for becoming a member of RGC. After duly verified by authority concern membership will be awarded to concern. The registration charges will be reviewed time to time by club committee. They can apply for any of the following types of membership:

- a. **Life Member.** The founder members of RGC are termed as 'Life Member.'
- b. **Service Member.** An Armed Forces person is termed as 'Service Member.'
- c. **Full / Permanent Member.** A civilian member will be termed as 'Permanent Member' if not fall under any other category of member. A foreigner will also fall in this category if he/she is likely to stay more than 3 months in Bangladesh.
- d. **Temporary / Transit Member.** A military/ civilian / foreigner may apply for Temporary or Transit Membership. Member of this category will pay Green Fee for each 9 holes play.
- e. **Corporate Member.** Any government or Non govt. Organization may apply for corporate membership.
- f. **Sleeping Member.** Any Service or Permanent member who want to continue his membership but is likely to be away from Jessore for a prolong period of time may apply for changing his/her membership status as 'Sleeping Member.' As sleeping member he/she will pay reduced monthly subscription.
- g. **Ladies Member.** Lady officers and wife of any gent member of RGC will become automatically a 'Ladies Member' of this club. Similarly, the husband of any lady officer will also become member of this club.
- h. **Junior Member.** The children of any member will also become member of RGC. Eligible age for Junior Golfers is up to 15 years (14 years 364 days). Normally, a child studies at class 9 or standard 9 and above will play with the Gents group or Ladies group.

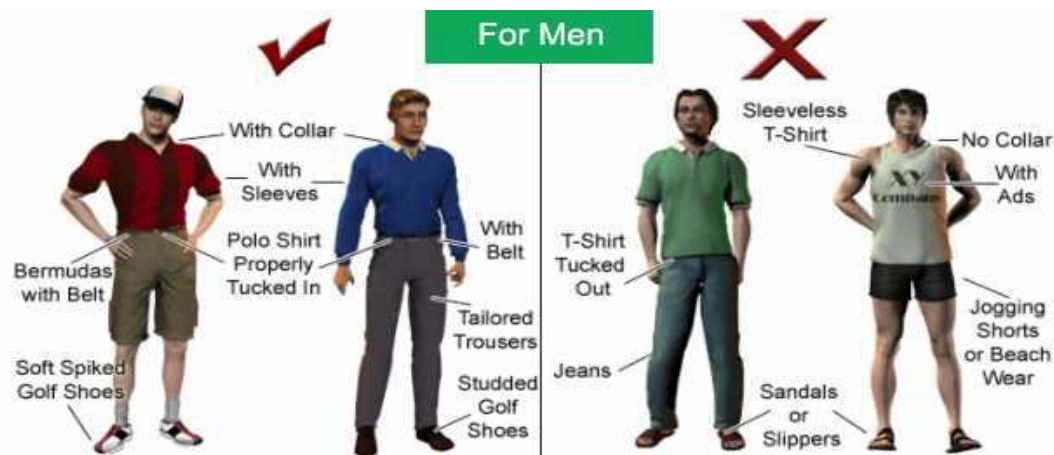
11. **Tee off.** Player must 'Tee off' his ball within 2 club's length of the Tee marker. During tournament; normally Tee off will be done from Tee-1. For minimising time some players may be asked to Tee off from Tee-6.

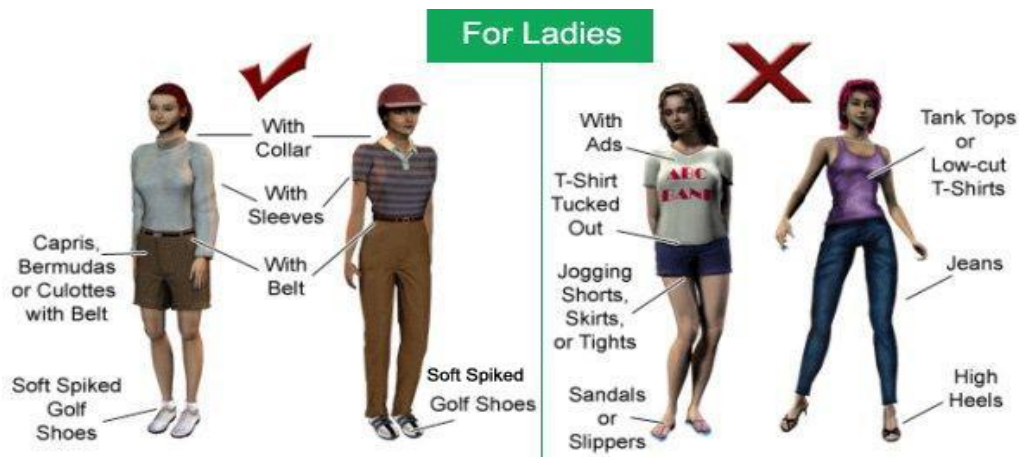
12. **Ball.** Players should use standard golf ball for playing. He is not to change the ball which he strikes off the Tee till the end of a hole.

13. **Group.** A single person will never enter the course for solo play. At RGC the typical single group of golfing friends will contain two, three or four players. A solo player or even a twosome may be combined with another group by Golf Captain /Caddie Master. A solo member may ask Caddie Master or Deputy Caddie Master to join with him and go for a twosome group.

14. **Qualification for getting Handicap.** To get a 'Handicap' a new player need to play with Golf Captain/ club designated person and need to score minimum 60 strokes.

15. **Qualification to play in the course.** Players without handicap will not be allowed to undergo practice play in the course until allowed by Golf Captain or club officials.
16. **Scratch Player.** Players not having handicap and whose average gross score is more than 60 will be termed as 'Scratch Player.' Handicap for a scratch player will be '0' (zero).
17. **Participation of Scratch Player.** During tournament players without handicap may participate as 'Scratch Player' at Gents 9 holes Group. If a 'Scratch Player' scores less than 60 in a tournament; he will be awarded with 'Handicap.'
18. **Participation of other club members.** Golfers of other clubs need to confirm through respective club authorities with latest official handicap. Irrespective of club, lowest handicap will be taken into consideration for golfer having different handicaps from different clubs. Players not submitting handicap will be considered as 'scratch' player.
19. **Participation of Sub Junior and Junior Golfers.** In a tournament, eligible age for Sub Junior Golfers is between 6 to 10 (Studying Class KG to Class 4). For Juniors the age need to be between 10 years one day to 15 years (Studying class 5 to 9) . In a tournament child over 15 years will participate at Ladies / Gent group.
20. **Eligibility to play 18 Holes Group.** In a tournament; any player having a 'Handicap' can play at 18 holes group. 9 holes prize winners of RGC will compete for 18 holes prizes.
21. **Dress Code.** All players to put on standard golf attire. However, following dress is expected:
- Male.** Golf Cap, Polo / Golf Shirt, during winter Sweater or wind breaker (Half/Full sleeves), Trouser (not Jeans) with belt and Golf shoe.
 - Female.** Golf Cap, Salwar- Kamiz, Sweater (Half/Full sleeves), Tops and Trouser with belt and Golf shoe.





22. **Touching the Ball.** Players to place his/her own ball for tee off. During play, player is not allowed to touch or handle the ball without the permission of other players. Caddies/Ball Boys are not allowed to touch the ball while the game is on.

23. **Preferred lies.** "Preferred lies" is a condition under which golfers are, on certain parts of a golf course, allowed to improve their lies without penalty. A golfer cannot invoke "preferred lies" just because he doesn't like where the ball came to rest, or because he is unhappy with the conditioning of a golf course. **A golfer can shift a golf ball and move it up to 6 (six) inches in any direction with the help of club.** "Preferred Lies" are allowed at following places / circumstances:

- a. Loose earth surrounding a tree stem.
- b. New extension of green; if not playable (will be intimated prior to Tee off). Player will place the ball at 'Apron' within 6" of the edge of 'Green.'
- c. Hip of leaves or grass at rough or canal.
- d. Pot hole at rough.
- e. If at the fairway there is no grass or a divot not repaired.
- f. Tyre print (from tractor or heavy vehicle),
- g. When ball has touched the wall or net.

24. **Free Drop.** "Free drop" should be taken away from pin/hole; within 2 (two) club distance. Any free drop for any place of rough to be taken on rough. A player will be allowed to take a "Free Drop" at following places:

- a. Ground Under Repair (loose earth or sand stack),
- b. Casual water,
- c. Water in a bunker,
- d. Animal burrow,
- e. Foot track without any grass,
- f. Embedded ball inside the mud in the fairway,
- h. If a player cannot stand under a tree due to its low hight.
- g. Unplayable and places marked with white line.

25. **Penalty Stroke.**

- a. **Lost Ball or Out-of-Bounds.** After looking for a maximum of 5 minutes, you must go back to where the shot was originally played from, and replay, incurring a 1 (one) stroke and distance penalty.
- b. **Practice Swing.** Practice swing is allowed on the sand and rough, but if club touches the sand or rough, then one stroke penalty. Practice swings at Fairway may be taken as long as you don't touch the ground with your club. The top of the grass may be touched during a practice swing. The penalty for grounding your club is loss of the hole in match play or a 1 (one) shot penalty in stroke play.
- c. **Improving Your Swing Path.** You cannot bend, break or hack anything growing or fixed if it improves you lie, your stance, or your area of intended swing. The penalty for doing so is loss of hole in match play, or a 2 (Two) shot penalty in stroke play.
- d. **Accidentally Moving Your Ball.** There is a 1(one) stroke penalty for accidentally moving your ball and it must be replaced in its original position before hitting. There is another 1(one) stroke penalty for hitting the ball from the wrong place if it is not replaced. There is no penalty for accidentally moving the ball when on the tee (if it does not cross the limit of tee).
- e. **Removing Loose Impediments.** If, in moving loose impediments (Leaves or Grass), you accidentally move your ball, you must return the ball to its original position and penalize yourself one stroke.
- f. **Asking for Advice.** It's against the rules of golf to ask an opponent what club they have hit. The penalty for this breach is loss of hole in match play, or a 1 (one) shot penalty in stroke play.
- g. **Repairing the Line of your Putt.** While putting; you may repair any ball marks in your line and removed any pebbles or foreign objects in your line, provided you do it with your hand or club. If use cap or towel the penalty for doing so is loss of hole in match play or a 1 (one) shot penalty in stroke play.
- h. **Hitting the Wrong Ball.** The penalty for hitting the wrong ball in stroke play is 2 (two) strokes and the original ball must be replayed from its original position.
- j. **Change of Ball.** A player must not to change the Ball which he Strike off the Tee till he put it in the hole. Change of ball in between will be penalized by loss of hole in match play or 1 (one) shot penalty in stroke play.

26. **Dropping the Ball.** After determining the nearest point of relief, you may stand outside the drop area, no closer to the hole, and extend your hand to the side dropping the ball from shoulder height. The ball may roll up to 1 (one) club lengths no closer to the hole. If the ball rolls farther than that you must re-drop. If after dropping 2 (two) times the ball continues to roll past 1 (one) club lengths, you must place the ball where it first touched the ground.

27. **Colour Markings.**

- a. **Blue Tee Marker.** Tee off zone for Seniors and Gents.
- b. **Red Tee Marker.** Tee off zone for females and juniors.
- c. **Pink Stick 1.** 200 yds from Green Tee Marker.

- d. Pink Stick 2. 250 yds from Green Tee Marker.
- e. Blue Cone or Stick. 150 yds to close edge of Green.
- f. Orange Cone or Stick. 100 yds to close edge of Green.
- g. Green Cone or Stick. 50 yds to close edge of Green.
- h. Yellow Stick. Ground Under Repair (GUR).
- j. White Marking. Unplayable area.
- k. White DZ. Place earmarked DZ (Drop Zone) behind the hazards; where penalty drop to be taken.
- l. OB. Out of Bound area. If a ball goes to OB, player needs to take a fresh shot with a penalty stroke.

28. **Complete your Score card.** Players to complete the score cards by themselves. Before depositing; Player and Marker must sign the scorecard. Incomplete cards will be declared disqualified for any prize.

29. **Scoring.** At a 'Stroke Play' game; a player's net score is counted deducting his handicap from his gross score (Net score = Gross Score - Handicap). If 2 or more player's net score is equal then for 18 holes winner is decided counting back 9's last 6 holes gross score. If it is also equal then winner is decided counting on back 9 holes gross score. For 9 holes winner will be decided counting last 3 holes gross score. If it is also equal then winner is decided counting last 6 holes gross score.

Codes of Conduct

30. Golf is a game of gentlemen. The game of golf requires a high degree of concentration. Learning and playing by the rules of golf etiquette can only enhance the golf experience. Golf etiquette is, for the most part, a simple matter of courtesy. Following are some of the exclusive golf etiquettes for RGC:

- a. At Tee no 1, determine who will tee off first. At subsequent tee off; player played least stroke at previous hole will get the 'honour' to tee off first.
- b. Be quiet while your partners are teeing off. No movement or rattling the club.
- c. Remember to respect and not to distract other golfers who may be taking their shot.
- d. While teeing of a ball from a "Call on" tee (Tee no 2 and 8) wait till the flag at Green is fixed.
- e. Replace your divots or fill the divot with the soil and sand mixture carried by your caddie.
- f. The player farthest from pin or flag will strike first.
- g. All roughs beside the fairways are playable until any place otherwise marked with white line.
- h. Ball inside pond; belongs to the club. Please do not ask your ball boy to get down the pond in search of your ball.
- j. If a ball be stopped by any person, fox, bird or anything else, The ball so stopped must be played where it lies.
- k. If taking a bunker shot, take a rake into the bunker with you so that you don't make the trip twice and double the footprints to rake. Always rake/ level the sand after your shot.

- l. Wiping the ball is not allowed while playing at fairway unless a free drop or penalty drop is allowed. At green while players are free to wipe or clean his ball keeping a mark on the green.
- m. At Green, if the distance from hole is same; the player at left will play first.
- n. At Green do not step on your partner's putting lines.
- p. At Green; offer to mark your ball if it's in the line of another player.
- q. Walk behind, not in front of, another player who's lining up his putt. Do not stand back or in front of a putting line.
- r. Be aware of where you're standing and don't move around, talk, or distract in any other way while another player putts. It's also courteous to ensure that your shadow isn't on a putter's line.
- s. After putting out, remain around the green until the other players have finished. Replace the flagstick and immediately go to the next tee. Remember that there's a group behind you.
- t. Never hit your ball if there's a chance that you can reach the group ahead. If you think there's even a chance that your ball could hit someone, make sure to apologize the next time you meet the group.
- u. Never smoke in the course while playing. Smoking is allowed only at Club House and at Mid Point rest area.
- v. Please keep your mobile in 'Silent' mode. It is customary not to speak while your co-player is addressing a ball. If at all you need to use a mobile, please keep your voice 'low' ensuring it does not disturb other players.

31. **Tournament Prizes.** Tournament prizes/ trophies are normally decided by Tournament Committee prior to any tournament. Generally following prizes will be awarded for any Sponsored Tournament:

- a. **Gents Group(18 Hole).** Winner, Best Gross, Runner Up, 2nd Best Gross, 2nd Runner Up, Best Front Nine, Best Back Nine, Conventional on (Common), Longest Drive(Common), Maximum Par and Minimum putt.
- b. **Gents Group (9 Hole).** Winner, Best Gross, Runner Up, 2nd Best Gross, 2nd Runner Up, Conventional on (Common), Longest Drive (Common), Maximum Par and Minimum putt.
- c. **Senior Group (age over 50).** Winner, Runner Up (if more than 8 participants).
- d. **Ladies Group.** Winner, Runner Up (if more than 8 participants).
- e. **Junior Group (Under 15 yrs)** Winner, Runner up (if participants are more than 8).
- f. **Sub Junior (Age 6 to 10).** Winner, Runner up (if participants are more than 8).
- g. **Open to All Group.** Nearest to Pin.
- g. **Caddie (if arranged).** Winner, Best Gross, Runner Up, 2nd Best Gross, Longest Drive (Common) and Nearest to Pin (Common).
- j. **Ball boy (if arranged).** Winner, Runner Up.

32. **Single Prize.** In a tournament no player will get more than one prize. Player qualifying for more than one prize will be given the higher prize and the prize will be given to next qualified player.

Winner Prizes

33. Players will be awarded numbers of trophies as per following sequence. No player will get more than one prize. Player qualifying for more than one prize will get higher prize and the next contender will get the lower prize(s). The Prize winner will be awarded under following sequence (higher to lower):

- a. **Winner** (Counting Net Score, back 6, then back 9, then handicap). (For 9 hole group Counting Net Score, back 3, then back 6, then handicap)
- b. **Best gross** (Counting gross Score, if same then handicap, then back 6; then back 9 gross count). (For 9 hole group Counting gross Score, if same then handicap, then back 3; then back 6 gross count).
- c. **Runner Up** (Counting Net Score, back 6, then back 9 count, then handicap). (For 9 hole group Counting Net Score, back 3, then back 6, then handicap)
- d. **2nd Best Gross** (Counting gross Score, if same then handicap, back 3; then back 6 gross count). (For 9 hole group Counting gross Score, if same then handicap, then back 3; then back 6 gross count).
- e. **2nd Runner Up** (Counting Net Score, if same then back 6; then back 9 net count). (For 9 hole group Counting Net Score, back 3, then back 6, then handicap)
- f. **Best Back Nine** (Counting Net Score, uneven handicap player's Handicap $\times \frac{1}{2} - 0.5$ will be counted. If more than one player same score winner will be decided counting last 3 holes gross score. If it is also equal then winner is decided counting last 6 holes gross score.).
- g. **Best Front Nine** (Counting Net Score, for uneven handicap player's Handicap $\times \frac{1}{2} + .5$ will be counted. If more than one player same score winner will be decided counting last 3 holes gross score. If it is also equal then winner is decided counting last 6 holes gross score.)
- h. **Conventional On.** (If more than one player same distance from pin; then less gross score will win).
- j. **Longest Drive.** (If more than one player same distance from tee; then less gross score will win).
- j. **Nearest to Pin.** (If more than one player same distance from pin; then less gross score at front 9 will win).
- k. **Maximum Par.** (If more than one player equal number of par; then count index of those holes; better(less) index will win, if same then count gross score; less score wins, if same then more par at back 9). Gross score need to be less than 110 at 18 hole and 55 for 9 hole stroke play game.
- l. **Minimum Putt.** (If more than one player equal number of putt; then less gross will win, if same, if same then more 'zero' putt, then 'one' putt will win). Gross score need to be less than 110 at 18 hole and 55 for 9 hole stroke play game.

Conclusion

34. The rules and code of conduct of RGC are accumulated and written from the years of practice of the club members of RGC and compilation of rules and etiquettes of various worldwide golf clubs which were collected from internet sources. Considering more number of novice and scratch players the international rules on golf are modified and made more players' friendly.

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