



BGA Team Challenge

Saturday, 10th September, 2022

Notice to Players & Local Rules

Format:

The BGA Team Challenge is a team handicap stroke play competition consisting of teams of four players using the Stableford scoring system, with the score of two balls to count.

Stableford Scoring System

Net Bogey – 1 point

Net Par – 2 points

Net Birdie – 3 points

Net Eagle – 4 points

Net Albatross – 5 points

Handicap: Men – 85%; Ladies – 85%

Scoring:

The gross score for each hole should be recorded against the name of the player who made the score. A minimum of two scores should be recorded per hole to gain the maximum available points (two balls count). However, as this is a Stableford competition, there is no penalty if two scores are not recorded.

Tees:

Men: Blue tees

Senior Men (60 years): White tees

Ladies: Red tees

PACE OF PLAY – This is a Stableford tournament in which the NET score of TWO balls count. Any score above a net bogey (1 point) will not score any points. Therefore, if a player is unable to better the points of two balls that have already been holed, the player is requested to pick up in the interest of time. Please ensure you keep up with the group ahead, not ahead of the group behind.

Decision of Ties – In the event two or more teams are tied with the same number of points, the system of matching cards will be used to break the tie. The winners will be the team with the most Stableford points, based on their two best ball net scores for the last 9 holes (10-18); last 6 holes (13-18); last 3 holes (16-18), last hole (18). If there is still a tie, the winner will be decided by lot.

LOCAL RULES

Sprinkler Heads – If such an obstruction is within two club-lengths of the putting green and interferes with the player's intended line of play, the player may obtain relief, without penalty as follows:

If the ball lies off the green, but not in a hazard and is within two club-lengths of the intervening obstruction, it may be lifted and dropped at the nearest point to where it lay which a) is not nearer the hole, b) avoids further interference and c) is not in a hazard or on the putting green.

GENERAL RULES

Abnormal Course Conditions (Animal Holes, Ground Under Repair, Immovable Obstructions & Temporary Water)

If a player's ball lies in or on an abnormal condition, or such condition interferes with the player's intended stance or swing the player is permitted to lift the ball and drop it, without penalty, within a one club-length relief area, the reference point being the nearest point of complete relief not nearer the hole (Rule 16.1 applies).

Distance Measuring Devices – A player may obtain distance information by using a distance-measuring device. If a player uses a distance-measuring device to gauge or measure other conditions that might affect their play (e.g. elevation changes, wind speed, etc) the player is in breach of Rule 4.3a(1), for which the penalty is two strokes for the first offence and disqualification for any subsequent offence.

Out of Bounds – All areas defined by white lines and/or the inside points of white stakes at ground level. When both stakes and white lines are present, the stakes identify out of bounds and the line defines out of bounds (Rule 18.2). **Pompano Road is out of bounds when playing holes 2, 3 & 5.**

Penalty Areas – Defined by red or yellow stakes and/or lines. If it is known or virtually certain that a ball that has not been found is in a penalty area, the player may play the ball as it lies without restriction, or under the penalty of one stroke:

- a) play a ball as nearly as possible at the spot from which the original ball was last played under stroke & distance (Rule 17.1d(1));
- b) take back-on-the-line relief (Rule 17.1d(2)); or
- c) **Red Penalty Area only** – take lateral relief within a two-club length relief area. The reference point being, where the ball is estimated to have last crossed the edge of the red penalty area (Rule 17.1d(3)). A drop area is located on hole #3.

Discontinuance of Play - Suspension of play for a dangerous situation will be signified by one prolonged blast of the horn. All players must stop play immediately, mark their ball and take shelter. Any resumption of play will be signified by two short blasts of the horn, repeatedly.