



# BLACKTOWN WORKERS MEN'S GOLF CLUB

## ETIQUETTE & RULES OF PLAY

As amended & approved for season 2026 onward

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### 1. Etiquette of the Game of Golf

Golf is a game which relies on a great deal of tradition for its charm and sportsmanship. The status of a Golf Club may be judged by the etiquette of its Members. Please read and digest the following Rules of Etiquette, as adherence will add to your pleasure on the course and that of your fellow members.

#### 1.1 Pace of Play

- (a) Slow play delays the entire field — your job is to keep up with the group in front of you.
- (b) Do not sit and watch a fellow player's shot if you are able to reach your own ball and play.
- (c) Be prepared to play your shot — have your glove on, make your distance measurement and select your club in preparation to play. Read your putt while awaiting other players.

#### 1.2 Consideration for Other Players

- (a) No one should move, talk, stand close to, or directly behind the ball or hole when another player is addressing the ball or making a stroke.
- (b) A player should make every effort to avoid stepping on the line of an opponent's putt.
- (c) The player who has the honour should be allowed to play before his opponent or fellow competitors tee their ball. Although "Ready Golf" now permits shorter hitters or those ready to play to tee off first, Match Play rules dictate that the correct order should be played unless otherwise agreed between the opponents.

#### 1.3 Order of Play and Safety

- (a) In the interest of all, players should play without delay through the green and out of order if necessary, provided the way ahead is clear.
- (b) No player should play until the players in front are out of range.
- (c) A player who has incurred a penalty should indicate the fact to his opponent or marker as soon as possible.

## 1.4 Lost Balls and Provisional Balls

- (a) Players searching for a ball should allow other matches coming up to pass them. They should signal the players behind them through and should not continue to play until those players have passed out of range.
- (b) Searching for a lost ball should not consume all four (4) players in a group and should not exceed three (3) minutes as per the R&A Rules of Golf.
- (c) If you believe your ball may be out of bounds or lost in a difficult area of the course, play a Provisional Ball and advise your playing partners of that fact.

## 1.5 Care of the Course

- (a) After playing from a bunker, a player should carefully smooth out all holes and footmarks made by him.
- (b) A player should ensure that any turf cut or displaced by him whilst making his shot is replaced with the aid of sand, which must be carried by all players in the buckets provided.
- (c) Any pitch marks made by a player on the putting green should be repaired before leaving the green.
- (d) Players should ensure that when placing the flagstick on the putting green no damage is done to the putting surface, and that they do not damage the hole by standing close to it or when taking out or replacing the flagstick. The flagstick must be properly replaced in the hole before leaving the green.

## 1.6 Clearing the Green

- (a) When the result of a hole has been determined, players should immediately leave the green and proceed to the next tee.
- (b) Players should not re-try their putts or mark their cards on the green. Cards should be marked at the next tee so that the completed green is cleared as quickly as possible.
- (c) In addition to paragraph (b) above, golf carts and pull buggies should be parked at the side or rear of the green in the direction of the next tee wherever possible, to allow players to clear the green without delaying the following group.

**Note:** It is the duty and responsibility of the lowest handicapped player(s) in the group to ensure the etiquette and rules of the game are observed. Where two or more players are equally the lowest handicapped, responsibility should be mutually arranged.

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# 2. Rules of Play

## 2.1 Membership

- (a) All members of the Men's Golf Club must be financial members of the Blacktown Workers Club Limited and comply with the membership conditions as detailed in the Club's Constitution.
- (b) Any member of the Men's Golf Club who is suspended or expelled by the Blacktown Workers Club Limited is automatically suspended or expelled from the Men's Golf Club for the equivalent term imposed.

## 2.2 Playing Fee

- (a) A playing fee is to be paid by each member for each individual game attended. This fee is determined by the Committee of the Men's Golf Club.

## 2.3 Game Sheet

- (a) Each member wishing to participate in a fixture arranged by the Men's Golf Club must list their name on the game sheet provided, which will be available prior to the game. Members may alternatively indicate their wish to play via email to the appropriate Committee member.
- (b) Failure to have the member's name on the list may prevent participation in that fixture.
- (c) Any member whose name is on a game sheet and fails to attend that fixture may be required to pay the playing fee if the course played levies a charge. Outstanding fees may result in refusal of entry to future events. Any member penalised under this rule has the right to request the Committee in writing to waive the penalty.
- (d) Game sheets are finalised and circulated to members via email in the week prior to the date of the fixture. It is the responsibility of members to ensure their names are listed.

## 2.4 Starting Time

- (a) Members are required to pay the playing fee fifteen (15) minutes prior to the first scheduled hit-off time.
- (b) Members paying the fee late and up to hit-off time may be penalised one (1) shot.
- (c) Members paying after the scheduled hit-off time may be penalised two (2) shots and should expect to play at the end of the field. These penalties apply only to Event of the Day competitions.

## 2.5 Handicaps

- (a) All new members are required to submit three (3) cards to gain a provisional handicap and will be issued a regular handicap after submitting an additional two (2) cards. A new member joining with a Golf Australia Handicap may play off seventy-five percent (75%) of that handicap and will receive a regular handicap after submitting three (3) cards.
- (b) No member will be permitted to win a Major Trophy until he has a regular handicap.
- (c) Any member missing three (3) consecutive fixtures without prior written notice to the Secretary will be required to play off seventy-five percent (75%) of his handicap for his first return fixture.
- (d) Any member missing more than half of the year's program without prior written advice to the Secretary will be required to reapply for a regular handicap.
- (e) In Foursome Events, teams must play in the Division of the player with the lowest handicap. A player from a lower division must play off the maximum handicap for that Division.
- (f) All Divisional Winners shall incur an automatic one (1) shot loss to their handicap in addition to the adjustment calculation historically applied. This adjustment shall not apply where team events are played.

## 2.6 Divisions

- (a) The field will be divided as close as possible, into even divisions for each Event of the Day's Single & Foursome fixtures. Divisions, will be at the discretion of the Match Committee.
- (b) The pairing for 2 Man Blind Draw events will be one player from the lower handicap half of the field, and the other player from the higher handicap half of the field.
- (c) The team for 4 Man Blind Draw Events will be on the same basis, with 2 players from each half of the field.

## 2.7 Results for Event of the Day

- (a) In all Singles and Foursome events, winners and runners up of each Division will receive a prize.
- (b) In all Open 2 Man events, winners and runners up will receive a prize. In 4 Man events, winners and runners up will receive a prize.
- (c) Tied score in the Event of the Day fixtures will be decided by the Golf Australia, recommended Countback System.
- (d) New Golf Club Members who have paid the Membership Fee & are current Workers Club Financial Members, but are yet to receive their Handicap, shall be eligible for the following 3 prize awards, (items 5,6 & 7) competing at the "A Grade" Level only, until they have been graded by the Handicapper.
- (e) Long drive prize is awarded to the member hitting the longest drive in each allocated Division on a designated hole (the ball must finish on correct fairway).
- (f) Nearest the pin prizes are awarded to the member in his Division for the shot nearest to the flag on a designated hole (the ball must finish on green).
- (g) Drive and chip prize is awarded to the member finishing closest to the pin for 2 shots in each Division on a designated hole. The ball must finish on the green.
- (h) Any member scoring an Eagle on any hole will receive a prize, excluding when a temporary tee or green is in play (exclusion not applicable to par 3 holes).
- (i) An Eagles Nest or Cash Jackpot Hole will include members from all grades for a single prize of accumulated golf balls in the case of the "Eagles Nest" or an accumulated Sum of Cash as determined by the Committee in the case of a "Cash Jackpot Hole". The winner of this prize must have completed his first stroke from the tee & finished on the green of the designated hole to within 1 metre of the cup. (new members who have not gained their handicap as yet, will not be able to compete for this prize)
- (j) The Ball Competition is determined by best scores without reference to Divisions and excludes Divisional winners and Runners up; also Winners and Runners up in Open 2 Man events.
- (k) Sportsman of the Year points are allocated after each Event of the Day, when individual scores are recorded as follows:
  - 12 points for first place
  - 10 points for second place
  - 8 points for third place
  - 6 points for fourth place
  - 4 points for all other players in attendance

## 2.8 Results for Major Events

- (a) Trophy Winners will be presented with trophies on Presentation Night. Tied score in Divisional Major Events will be decided by the approved count-back system, excluding Singles Championship which will be played off over 18 holes. If the score is still tied after the the play off, then the approved Australian Count-back System will apply to the play-off round.
- (b) In other Major Events played over 2 or more rounds, the Count-back System will apply to the last round. Should a tied score be returned for the Flag Event, after all players have used their handicap, leading players would continue to play until a winner is decided.
- (c) Tied scores in Knock Out (Match Play) Events, those being the George Owlter Four Ball Match Play, and the Cock of the Walk Singles Match Play, will be decided by the approved count-back system.
- (d) Refer to page 8 for the approved Australian Count-back System.

## 2.9 Championships

- (a) Eligibility requirements apply to Singles Championships. To qualify, members must have played a minimum of 4 matches with their issued handicap prior to the commencement of the Club Championships. Any member requesting exemption from these requirements must apply to the Secretary in writing at least four weeks (usually 2 games) prior to the 1st round of the Championships. Handicaps will be frozen for these games. In the event of a cancelled round during the Championships, the Match Committee is responsible for the rescheduling of a replacement round.
- (b) The Singles Championships shall be played over 4 rounds. The Overall Winners of the Singles Championships, in each grade, will be determined by the aggregate of each player's best 3 scores over the 4 round duration of the Championship. One of those 3 scores must include the Final Round score, players must play in the final round of the Singles Championship to be eligible to be declared Champion. To allow for the different course ratings encountered, the Championship winning score will be the sum of the player's three best scores against par & not the player's Gross Score.
- (c) The Foursomes Championships shall be played over 2 rounds.
- (d) Members play on their original handicap issued for the 1<sup>st</sup> round, for all Championship rounds, but may be required to play in different Divisions and on different handicaps for Event of the Day fixtures, which are run in conjunction with each Championship round.

## 2.10 Competition Formats and Scoring

- (a) **Stroke:** The score at each hole is entered on the scorecard, totalled, and the handicap deducted.
- (b) **Vs Par:** The score is entered on the score as in STROKE play. However, where the score exceeds par for the hole allowing for handicap stroke/s, no score need to be recorded and a "-" should be entered in the column beside the score. Where par has been bettered after allowing for the handicap stroke/s a "+" should be entered in the column beside the score. Where the score is par for the hole after allowing for the handicap stroke/s a "0" should be entered in the column beside the score. At the end of the round the plus and minus signs are added and the net result recorded as so many "pluses", "minuses" or "evens".
- (c) **Stableford:** The score is entered on the scorecard as in STROKE play. However, where the score equals par after allowing for the handicap stroke/s two points shall be awarded and entered in the column beside the score. Where par has been exceeded by one stroke after allowing for the handicap stroke/s, one point shall be awarded and entered in the column beside the score. Where the adjusted par has been bettered by one stroke after allowing for the handicap stroke/s, three points shall be awarded and so on.
- (d) **Four Ball Best Ball:** is played by both players taking strokes according to their respective handicaps. Both players are to record their score for each hole as in STABLEFORD with the best score being counted for best ball result.
- (e) **Four Ball Aggregate:** Scored as above, but both scores added together for aggregate result.
- (f) **Foursomes:** (or alternate shot) is a two-person team format where partners use only one ball, alternating strokes on each hole, with one player teeing off on odd holes and the other on even holes, testing teamwork and strategy. It is a key part of major team events like The Presidents Cup. Handicap allowance is half the players combined handicaps.
- (g) **Canadian Foursomes:** Both players hit tee shots at every hole and afterwards, continue with whichever ball they nominate. The nominated ball shall not be hit by the owner, but by the owner's partner, and then alternatively by each player. Scoring is done as for a stroke round. Handicap allowance is half the players combined handicaps.

- (h) American Foursomes:** As above, except that both players play their second shot with their partner's ball, then they select a ball to continue with.
- (i) Flag event:** The score is entered on a card, as in STROKE play. When a player has completed a number of strokes equal to the par of the course PLUS his handicap, he will have finished his round. The first player to start in the competition will carry the flag and plant it on a spot where his ball lay at the finish of his round, with the winner being the player who carries it the furthest, or is closest to the pin of the hole being played with his last shot.
- (j) Ambrose:** A novelty event with players forming teams of four (can be two or three). All players playing their tee shots, their second shot is played from within one club length of the same area as the selected tee shot (rough in rough or bunker in bunker etc.) Continue in this manner until reaching the green. When "Putting" if the first player putts the ball close enough to the hole to tap in, a marker should be placed within one club-head before holing out.  
If the first person misses the second putt however, then all players must putt from that marked position or whichever subsequent putt is closer to the hole, after all players have missed their first putts.  
The additional condition of ensuring each player records a certain number of Tee Shots, may be applied as the Match Committee sees fit to further even the playing field.
- Ambrose Handicap allowance for team of 4 is 1/8 of total handicap.  
Ambrose Handicap allowance for team of 3 is 1/6 of total handicap.  
Ambrose Handicap allowance for team of 2 is 1/4 of total handicap.  
In some Ambrose events, the Group Handicap, may be set to that of the lowest handicapped player within the group.
- (k) Eclectic Events:** An Eclectic is a record of your best stableford score on each of the 18 holes at a selected course over a given period of time. The Match Committee will issue a progress score for each member prior to the last round.
- (l) Knock Out Events:** Reserves are to be recorded from the qualifying round and will take the place of any scratchings for the first round only in order without any change to the original draw.
- (m) Match Play:** The lowest handicapper in each group reduces his handicap to scratch, with all other players reducing their handicap by the same amount. The reduced handicap is then applied to the match index, if no match index is on the card, stroke index is to apply. The Match Committee has overriding discretion for any Match Play Formats. (To alleviate the confusion of players scoring multiple indexes, The Match Committee may rule that the Match Play scoring shall be done using the Stableford method via the stroke index)
- (n) Cha Cha Cha (Waltz)** Played as a 4 Man Team Format. Each team member will play each hole in a stableford format & record their individual score as such. The team score shall be calculated in the following manner. On the 1<sup>st</sup> hole the team's player with the best stableford score shall be recorded as the team score. On the 2<sup>nd</sup> hole played, the team score shall be recorded as the sum of the two best scores made by team members. On the third hole, the team score shall be recorded as the sum of the three best scores made by team members. From the fourth hole onwards, team scores will be recorded in a repeating cycle as above. I.E. One score, two scores, three scores until the round is complete. The sum total of the team's best scores will decide the winning team.

## 2.11 Local Rules

- (a) Unless a local rule of the golf course being played allows for tee up or preferred lies through the green, all members are entitled to take a 300 mm (30cm) preferred lie on the closely mown portions of the fairways.
- (b) Upon reaching a temporary green, a member takes a maximum of 2 consecutive putts on the putting green.  
NOTE: The above rules may not apply in representative fixtures.
- (c) As per the R&A Model Local Rule E5: When a player's ball has not been found in the General Area or is known or virtually certain to be Out of Bounds, the player may proceed as follows, rather than proceeding under Stroke & Distance Rule 18. (This Local Rule does not apply if the ball is known to have entered a marked hazard)

For the application of **two penalty strokes**, the player may take relief, by dropping the original ball or another ball in the relief area defined below. (See method of dropping a ball under Rule 14.3)

The E5 Local Rule Relief Area shall be defined by two Estimated Reference Points detailed below:

a) Ball Reference Point: The point where the original ball is estimated to have come to rest on the course in the General Area, or last crossed the edge of the course boundary to go Out of Bounds.

b) Fairway Reference Point: The point of the fairway being played that is nearest to the Ball Reference Point, but is not nearer the hole than the Ball Reference Point.

For the purposes of this Rule, "fairway" means any part of the General Area cut to fairway height or less. (on the hole that is being played)

The player may drop a ball at any point behind a line that runs between the two above Reference Points, no nearer the hole.

If doubt exists as to where your ball may have finished? You are encouraged to declare & play a Provisional Ball as per Rule 18.3a & b.

- (d) To eliminate possible damage to a player's club or self, a player may seek relief from a tree root or embedded stones that are directly impacting his swing with the approval of his playing partner/marker. If approved, such relief must be taken to the nearest point of relief (no nearer the hole) in line of sight manner, rough in rough if applicable & without improving the player's preferred shot direction to the green. (I.E. relief shall not be taken to completely eliminate the effect of a tree in the line of play to the green) A ball that is positioned against or directly next to a tree shall be played as it lies.

## 2.12 Players Responsibilities

- (a) To familiarise themselves with the Rules of Golf.
- (b) To check & be aware of the Local Rules for each course.
- (c) To play the round with consideration of his pace of play, employing the concept of Ready Golf as much as possible.
- (d) To check his score for each hole & ensure the Scoring App (if in use) matches his scorecard.
- (e) To settle doubtful points with the Match Committee.
- (f) To ensure that the marker has signed the card.
- (g) To countersign the card himself.
- (h) To return the card to the Match Committee as soon as possible after completion of the round.

## 2.13 Markers Responsibilities

- (a) To check the score with the player(s) after each hole, including any penalty strokes.
- (b) To record the gross score taken by the player(s) for each hole & ensure the Scoring App (if in use) matches the scorecard.
- (c) To sign the card and hand it to the player(s) on the completion of the round.

## **2.14 Dress Rules**

- (a) As visitors to a registered Golf Club, all members must abide with each individual Club's Dress Rules, to avoid embarrassment to our Club and/or individual members.

## **2.15 Representative Games**

- (a) All members are invited to advise their availability for representative games. The selection of a team is the responsibility of the Match Committee.

## **2.16 Social Events**

- (a) All conditions in respect to social events will be determined by the Committee, and are subject to any qualification which may be imposed.

## **2.17 Protests**

- (a) All protests in connection with a competition or match must be made to the Captain (in his absence, a member of the Match Sub-Committee) immediately after the completion of such competition or match. The Match Committee, whose decision shall be final, will consider the protest as early as possible.

## **2.18 Complaints**

- (a) Initially, all complaints should be made verbally to a member of the Committee. If this Committee member is unable to deal with such complaint, the matter should be referred in writing to the Full Committee via the President or Secretary. It is expected that members' complaints will be of a constructive, not destructive nature, so as to aid the growth and development of the Club for the benefit of all members.

## **2.19 Australian Count-back System**

- (a) For 18 hole events, the best score for the last 9 holes shall be used: if there is still a tie, then the last 6 holes, or if still tied then the last 3 holes. If a tie still persists, then it is hole by hole backwards from the 18<sup>th</sup>.
- (b) In 27, 36, 54 and 72 hole events, the last 18 holes shall be used and if still tied, then the count-back method as described in point 1. Shall be used.
- (c) In all cases, the last 9 holes for count-back are as per the scorecard, not necessarily as played.

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