

LOCAL RULES AND TERMS OF COMPETITION HARD CARD

The following local rules and terms of competition apply to Slovak Championship Open. For the full text of any local rule referenced below, please refer to the Official Guide to the Rules of Golf effective from January 2019 as published by R&A Rules Limited.

Unless otherwise noted, the penalty for breach of a local rule is the **General Penalty**.

SECTION A – LOCAL RULES

1. Out of Bounds (Rule 18)

Beyond any wall, hedge, fence, white stakes or line defining the boundary of the course.

- a) Where out of bounds is defined by white stakes or fence posts (excluding angled supports) the line joining the nearest course-side points at ground level of such stakes or posts defines the boundary. A ball is out of bounds when all of it lies on or over such line.
- b) Where out of bounds is defined by white line the course-side of the line defines the boundary.
- c) Where out of bounds is defined by a road, wall, building or other similar object the course-side edge of such object at the ground level defines the boundary. A ball coming to rest on or beyond any road or wall defining the out of bounds is out of bounds, even if it comes to rest on another part of the course that is in bounds for other holes.

2. Penalty areas (Rule 17)

Penalty Areas are defined by yellow, or red stakes and/or lines. When a penalty area is bounded by out of bounds, the margin of the hazard extends to and coincides with the boundary.

Note: Dropping Zones for penalty areas.

Where dropping zones for penalty areas exist a player may proceed according to the Rule 17 or may, under penalty of one stroke, drop a ball in the dropping zone.

3. Abnormal Course Conditions (Rule 16.1)

Ground under Repair

- a) Any area encircled by a white line or marked by blue stakes including spectator crossing points. When both markings are used the stakes define the area and the lines define its margin.
- b) All areas on the course marked as GUR.
- c) Seams of cut turf and cracks in the ground in the general area are ground under repair. If it interferes with the lie of the ball or player's area of intended swing the player may take relief under Rule 16.1b. But interference does not exist if the seam or crack only interferes with the player's stance. All seams and cracks within the same area are treated as one in taking relief. This means that if a player has interference from any seam or crack after dropping the ball, the player must proceed as required under Rule 14.3c(2) even when the ball is still within one club-length of the reference point.
- d) Holes left by movable obstructions in parts of the general area
- e) French drains (stone or gravel filled drainage ditches).
- f) Erosional damage in bunkers caused by running water (wash-outs).
- g) Any area of ground that is considered by a rules official abnormal.



- h) Relief is available for lie of ball or area of intended swing from any painted yardage spot situated in any closely mown area in the general area.

Immovable Obstructions

- a) White lined areas adjoining any immovable obstruction are considered part of that obstruction.
- b) Decorative landscaped areas (flowerbeds/shrubberies and the like) surrounded by an obstruction are part of that obstruction.
- c) Drainage channels that are made of artificial materials and run next to cart paths are treated as immovable obstructions in the general area and are part of the cart path. A player may take free relief under Rule 16.1b.
- d) Cart paths and roads covered by sand are not considered as immovable obstruction.
- e) The paved and artificial surface covered cart paths.

4. Integral Objects

- a) Wires, cables, wrappings and other objects closely attached to trees or other permanent objects on the course.
- b) Retaining artificial walls and pilings when located in penalty areas.
- c) Bunker liners in their intended position.
- d) The cart paths and roads covered by sand.

5. Dropping zones

When a player takes relief by dropping a ball in a dropping zone, the dropping zone is his or her relief area and Rule 14.3 applies (the ball must be dropped in the dropping zone and must come to rest in the dropping zone). If the dropping zone is marked by a white line, the line itself is part of the dropping zone.

6. Transportation (Rule 4.3a)

During a round, a player or caddie must not ride on any form of motorized transportation except as authorized or later approved by the Committee. A player who will play, or has played, under penalty of stroke and distance is always authorized to ride on motorized transportation.

Penalty for Breach of Local Rule:

The player gets the general penalty for each hole during which there is a breach of this Local Rule. If the breach occurs between the play of two holes, it applies to the next hole.

Penalty for breach of local rules – Two Strokes

SECTION B – TERMS OF COMPETITION

7. Code of Conduct

All players are expected to play in the spirit of the game, follow the rules and other regulations, act safely with regard to any other person on the course, show consideration to other players, play at a prompt place and take good care of the course.

Penalty for Breach of Code of Conduct:

First breach: Verbal warning from an official

Second breach: One penalty stroke

Third breach: Disqualification



In case of a serious misconduct the Committee may **disqualify** the player regardless of any or none formerly applied penalty.

8. Restrictions on Use of Clubs and Balls (Rule 4.1a and 4.2a)

a) Any driver the player uses to make a stroke must have a clubhead, identified by model and loft, which is on the current List of Conforming Driver Heads issued by The R&A.

Exception: A driver with a clubhead that was made before 1999 is exempt from this Local Rule.

Penalty for Breach of Condition: Disqualification

b) Any ball used in making a stroke must be on the current List of Conforming Golf Balls issued by The R&A.

c) **One ball condition.** During a stipulated round, the balls a player plays must be of the same brand and model as detailed by a single entry on the current List of Conforming Golf Balls.

Exception: This condition does not apply to Professional or Amateur players in any pre-tournament Pro- Am or Approved One-Day event or Amateurs partnering professional players in a major Pro-Am tournament.

9. Prompt pace of play (Rule 5.6)

A round of golf is meant to be played at a prompt pace.

Each player should recognize that his or her pace of play is likely to affect how long it will take other players to play their rounds, including both those in the player's own group and those in following groups.

Players are encouraged to allow faster groups to play through.

Pace of Play Recommendations.

The player should play at a prompt pace throughout the round, including the time taken to:

- Prepare for and make each stroke,
- Move from one place to another between strokes, and
- Move to the next teeing area after completing a hole.

A player should prepare in advance for the next stroke and be ready to play when it is his or her turn. When it is the player's turn to play:

- It is recommended that the player make the stroke in no more than 40 seconds after he or she is (or should be) able to play without interference or distraction, and
- The player should usually be able to play more quickly than that and is encouraged to do so.

Penalty for breach the Rule:

One bad time	verbal warning from a Rules Official.
Two bad times	one stroke penalty
Three bad times	two stroke penalty
Four bad times	disqualification

10. Play Suspensions (Rule 5.7)

When play is suspended by the Committee for a dangerous situation, if the players in a group are between the play of two holes, they must not resume play until the Committee has ordered a resumption of play. If they are in the process of playing a hole, they must discontinue play immediately and not resume play until the Committee has ordered a resumption of play. If a player fails to discontinue play immediately, he is disqualified.

The following signals will be used by the Committee:

Immediate Stop: One prolonged note of the siren.



Normal Stop: Three consecutive notes of the siren, repeatedly.

Resume Play: Two short notes of the siren, repeatedly.

Notes:

- a) A player may stop play if he or she reasonably believes there is danger from lightning.
- b) When play is stopped in a dangerous situation, all practice areas are immediately closed until further announcement by the Committee.

11. Recording Area, Return of Scorecards (Rule 3.3b)

The recording area may include but is not limited to: temporary buildings, tents or permanent rooms. Others may be defined on the official notice board.

The scorecard is considered returned when the competitor has left the Scoring or Recording Area.

12. Decision of Ties

The method for deciding ties is provided in the relevant Conditions of Competition. Unless specified otherwise there will be a sudden-death play-off for the first place played at the holes determined by the Committee.

In case of a tie for first place, there will be hole-by-hole play-off to determine the winner.

13. Results of Match or Competition

Results of a stroke play competition are deemed final when the prize giving ceremony for the category in question has taken place.

When the final results sheet is placed on the official notice board, the result of the competition is deemed to have been officially announced.

14. Loose Impediments

Unless stated otherwise, the mulch bark areas anywhere on the course do not offer any kind of free relief. Individual pieces of the mulch bark are loose impediments.

15. Distance Measuring Devices (Rule 4.3a)

During a round, a player must not obtain distance information by the use of an electronic distance measuring device.

16. Practising on Course (Rule 5.2b)

A player must not practice on the competition course before or between rounds except for designated practice areas.

Rule 5.5.b is modified in this way: Practice Between Holes is prohibited

This prohibition includes practice on or near the putting green of the hole last played and rolling a ball on the putting green of the hole last played.

This condition does not apply to pre-tournament Pro-Ams.

17. Anti-Doping

Players are required to comply with and be bound by the „Regulations for Doping Control and Sanctions in Sport in the Slovakia“ issued by the Slovak Anti-Doping Agency (available at www.antidoping.sk)

Note: If the player is disqualified under Anti-Doping rule violation he loses all results and prize money.

