

# 2019 MKM Allendale Junior Opens: Playing Rules

## HANDICAPS

**Players will receive half of their full handicap allowance for the 9 hole MKM Allendale Junior Opens.**

*NB: Adjustments in CONGU handicaps MUST be declared at registration for the competition. Failure to declare a player's correct handicap will result in disqualification.*

## ETIQUETTE & FAIR PLAY

In line with this year's Northern Junior Golf Tour rules, **caddying is permitted at these Junior Open events.**

A parent or guardian must remain at the Golf Club unless another parent is prepared to take responsibility for the player.

We encourage parents/guardians and family to go on the course to watch and encourage the golfers, but they must refrain from standing on the greens.

## RULES

Players must register a minimum of 15 minutes before their tee time and must be with the starter 10 minutes before their tee time.

All players are responsible for their own scorecard and must sign it before bringing it to the registration desk immediately after the completion of play.

**All categories (Blue, Red & Yellow tees)** will follow R&A and Local Rules on scorecards, with a **5 over shot maximum per hole (maximum of 8 on a par 3, 9 on a par 4 and 10 on a par 5)**. When a player has played the maximum number of shots, they **MUST** pick up their ball and mark the appropriate 5 over par maximum on their scorecard.

## ADDITIONAL BLUE TEE RULES

**BALL LOST OR OUT OF BOUNDS:** If a ball is lost or out of bounds, a ball should be dropped as near as possible to where the ball went for a **ONE STROKE PENALTY**.

**BUNKERS:** If a player is in the only bunker on the course – on the 9<sup>th</sup> fairway - and cannot get out after **TWO attempts**, they pick up their ball and take a **FREE drop** to the nearest side of the bunker within 2 club lengths. The two unsuccessful attempts **MUST** be included in the score for the hole.

**STAKED TREES:** Must **NOT** be damaged. Players **MUST** pick up their ball and take a **FREE DROP** away from the tree. This rule applies to staked trees only.

**ELECTRICITY POLES AND WIRES:** If a shot hits an electricity wire or pole or its supports, it **MUST** be played again without penalty from the same spot. If an electricity pole or its supports interfere with a player's stance or swing, the player can take a **FREE DROP** within one club length and no nearer the hole.

**WATER HAZARDS:** Players are **NOT** allowed to try and collect their ball in any standing water. Players should drop a ball within a safe distance to the side of the hazard for a **ONE STROKE PENALTY**.

Competition Organiser's decision will be **FINAL** on all disputes.