



# Team GOLF FOR SCHOOLS



## CONDITIONS OF PLAY FOR SAJG "TEAM GOLF" COMPETITION

1. The competition shall be played in general accordance with the Rules Of Golf as adopted by the Royal and Ancient (R&A) Club of St Andrews, subject to any local or modified rules that may be in place on the day of play.
2. All participants must use a golf ball and equipment compliant with the criteria set by the R&A (basically, those that are commercially available in a golf retail setting).
3. SAJG will make all arrangements and will have sole rights to alter the conditions or to refuse the entry of any person without being required to give reason for the refusal.
4. Participants must be ready to start at the appointed time. Only in special circumstances approved by SAJG may participants be permitted to start at a later time.
5. All participants are required to comply with the dress regulations of the host Golf Club.
6. SAJG Standard Conditions of Entry relating to Accidents, Personal Risk and Medical Conditions, Heat and Privacy will apply.
7. SAJG may provide in the conditions of an event that, in potentially dangerous situations, play shall be discontinued immediately following a suspension of play.
8. The children should mark their own cards (rather than teachers/parents). If the children need help they can certainly ask for assistance to show them but they should complete the card (as a learning process).

### THE COMPETITION

9. The competition will be played in teams.....either a boys, girls or a mixed team.
10. The format of play will be four ball Ambrose, played over 9 holes.
11. 4-BALL AMBROSE

All four people tee off. The 4 of you choose the best shot (that ball stays where it is and the people who have hit the other shots pick up their balls and bring them to where the 'best shot' ball is located)

Place a tee in the ground close to where the ball is sitting on the ground (just in case you forget where the ball was sitting once the first person has had another shot!)

The 4 of you then hit a shot after you place the ball within a club length from that spot. Again, you choose the best shot (that ball stays where it is and the people who have hit the other shots pick up their balls and bring them to where the 'best shot' ball is located).

The same rules are used on the putting green except you can only place the ball within a hand span from where you marked the ball for your putts. You keep doing this until you've completed the hole.

12. TEEING GROUND

Play will take place from the forward tee or a modified tee as determined by the host centre in consultation with SAJG. It is worth noting that female players competing will play from the "Ladies" tees.

13. AIR SHOTS

Normally in a game of golf you have to count any air shots you have. SAJG is allowing you not to count any air shots you may have, and to have another try.



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### 14. HAZARDS

Normally in a game of golf you wouldn't ground your club in a hazard (eg. a bunker or a creek bed). JUST FOR THIS COMPETITION, this rule is not required. Placing your ball in a bunker within a club length no nearer to the hole.

### 15. DANGEROUS PLAY

Competitors must not play their tee shots or subsequent shots until the group in front is clearly out of range. Competitors will be disqualified for dangerous play.

### 16. TIES

If there is a tie at any stage in the competition, a count-back will be done over the last 3 holes of play using the aggregate/total of the team. If the result is still tied, the last 6 holes will be used, followed by a hole-by-hole count back if needed. If the two teams are still tied they will be declared joint winners of the position they are eligible for.

### 17. INCLEMENT WEATHER

Play will proceed in inclement weather unless the golf course scheduled for the day's play is closed, or it is deemed by SAJG/host golf club that participants will be at risk if play proceeds.

### 18. RULINGS AND DISPUTES

In all situations where a participant requires a ruling to be granted, this will be done so by a SAJG official. In the event of a dispute, parties will be requested to provide their view to SAJG following which time SAJG will provide a ruling/decision. This decision will be final.

### 19. SAND BUCKETS

In all situations where a participant takes a divot on the fairway they must fill that divot with sand. It is the players responsibility to carry a sand bucket with sand in it.

### 20. 2 OVER PAR PICK UP

In all situations where a team reaches 2 over the par for that hole the ball must be picked up and an extra shot must be counted. For example you have just played your 6<sup>th</sup> shot on a par 4 you must pick up and take a 7 unless the ball is in the hole with the 6<sup>th</sup> shot then you take a 6.

### 21. FOUR

In all situations where a players golf ball is heading in the direction of another person or across a fairway were you cannot see were your ball is going or if there are any people in the way you must call FOUR loud enough so that anyone in the vicinity can hear the call.