

Junior Comp Conditions of Play:

1. Rules

The rules of golf adopted by the Royal and Ancient Club and the local rules of the Golf Club will be the rules of play during the event.

2. Handicap Limits

- a. 18 Hole Competition: All players use Golf Australia Handicaps and must provide proof of their handicap. Nett events will use the course Daily Handicap.
- b. 9 Hole Competition: Handicaps are calculated by NRDGA over the 1st few events for new players to the NRDGA events.

3. Play

- a. Players must report to the starter 10 minutes before tee-time.
- b. Competitors not ready to start will automatically be inserted where there is a vacancy or placed at the end of the field where possible.
- c. Both the 5 and 9-hole competitions must use the 10 shot maximum rule. Once the player has played 10 shots they must proceed to the green, placing their ball at the nearest point walking up the fairway and putting out from there, adding the number of putts to the 10 shots (e.g. a 3 putt would make it 13 for the hole).

4. Ties

- a. In the event of a tie for the 18-hole Junior Gross event, a sudden death playoff will commence from the 10th hole through to 18th hole. If there is still a tie, the playoff will continue by repeating the 18th hole until a winner is determined.
- b. All other events will either be split or decided by count back (The club and NRDGA discretion).

5. Disputes and protests

- a. Disputes and protests should be raised before or during signing and handing in of the score cards.
- b. Suspensions of play will be signified by continuous short blasts of an electric hooter if available at the club. Players should mark the place where their ball lies and await further instructions.

6. Caddies

No caddies, advice or parental interference will be permitted. Please refer to separate "Caddy Rules" document. 11 years and under will have the option to use a "bag pusher" to assist with speed of play.

7. Control

The Match Committee of the day will oversee the event and their decision is final.