

# CONDITIONS of COMPETITION

## Rules

The competition will be played according to the Rules of Golf defined by the R&A. The local rules will be given to all players and posted accordingly. Page numbers are referred to the Rules of Golf.

### 1. Equipment

- a. List of Conforming Driver Heads (page 154-155)  
Any driver the player carries must have a clubhead, identified by model and loft, that is named on the current List of Conforming Driver Heads issued by the R&A. Exception: A driver with a clubhead that was manufactured prior to 1999 is exempt from this condition.
- b. List of Conforming Golf Balls (Page 155)  
The ball the player plays must be named on the current List of Conforming Golf Balls issued by the R&A.
- c. One Ball Condition (Only in use on Finnish Tour) (page 156)  
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.

### 2. Pace of Play (page 158)

If group leaves behind of given timetable or in the case of second or subsequent groups more than the starting interval of the group ahead, a group is liable to be timed. Players may not be advised that they are being timed. From the commencement of timing, if any player exceeds 40 seconds. If then player uses more than 40 seconds when making a stroke he is subject to penalty as following:

Penalty for Breach of Condition:	Stroke Play:	Match Play:
1 <sup>st</sup> bad time	Verbal warning from Official	Verbal warning from Official
2 <sup>nd</sup> bad time	One stroke penalty	Loss of hole
3 <sup>rd</sup> bad time	Two stroke penalty	Loss of hole
4 <sup>th</sup> bad time	Disqualification	Disqualification

Timing is done only by the Rules officials. Timings will be taken from the moment it is deemed by the Official that it is the player's turn to play.

Timing will end by the announcement of the Rules Official or when the group arrives back in position or reaches the group ahead. A player whose group is timed will have a bad time carried forward in the round even if the group subsequently arrives back in position or within time.

An individual player may also be timed any time during the round. If then player uses more than 60 seconds when making a stroke he is subject to penalty mentioned above.

### 3. Suspension of Play by the Committee (Note to Rule 6-8b) (page 158).

One prolonged note of siren:	Discontinue Play Immediately
Three consecutive notes of siren, repeated:	Discontinue Play
Two short notes of siren, repeated:	Resume Play

In case of dangerous situation all practise areas are closed and players MUST NOT practise on areas concerned before permission by the Rules Official.

### 4. Practice at the last played green. (Only in use on Finnish Tour) (page 159)

In stroke play between the play of two holes, a player must not make any practice stroke on or near the putting green of the hole last played and must not test the surface of the putting green of the hole last played by rolling a ball.

### 5. Transportation (pages 159-160)

Players must not ride on any form of transportation during a stipulated round.

### 6. Anti-Doping (page 160-162)

This competition is played under the Anti-Doping Rules of the SUEK ry. (Suomen urheilun eettinen keskus)

### 7. Decisions of Ties in Stroke Play (page 160-162)

In the event of tie for the championship in all categories, the winner will be decided by hole-by-hole play-off stroke play between the competitors concerned.

### 8. Results of the Competition / Competition Closed

Competition or match shall be deemed closed after 15 minutes of prize giving ceremony or result of match and/or results of competition has posted on the official notice board.

### 9. Distance Measuring Devices (rule 14-3 notice, page 82, 153, 181)

In this competition a player may obtain distance information by use of a distance-measuring device. If, during a stipulated round, a player uses a distance-measuring device to gauge or measure other conditions that might affect his play (e.g. elevation changes, wind speed, etc.), the player is in breach of Rule 14-3.

### 10. Mobile devices (phones, tablets, computers)

Use of any mobile devices is allowed if used according to rules of golf. Telephone may be used only for calling to referee, in case of emergency or by the permission of referee.

#### Penalty for Breach of Condition:

Match Play – Loss of hole, Stroke Play – Two Strokes

For subsequent offence – Disqualification

## LOCAL RULES

### 1. Stones in bunkers

Stones in bunkers are movable obstructions. Rule 24-1 applies. (page 145-146)

### 2. Immovable Obstructions Close to Putting Green (Fixed Sprinkler Heads) Local Rule is in use (page 146-147)

### 3. Out of Bounds (Rule 27)

Ball is out of bounds when it is beyond or on any fence, white stakes or line defining the boundary of the course. Ball is out of bounds even if in situation mentioned above ball comes to rest on other part of the course where play is permitted.

Note:

Where out of bounds is defined by white line, this line defines out of bounds, not the white stakes which may exist. A ball is out of bounds when all of it lies on or over such a line.

### 4. Water Hazards (Rule 26)

Water hazards are defined by yellow marks. If yellow lines are used the lines defines the hazard margins and marks only tell the place of hazard.

Lateral water hazards are marked by red marks. If red lines are used the lines defines the hazard margins and marks only tell the place of hazard.

Note: Dropping Zones for Water Hazards:

Where dropping zones for water hazards exist, a ball may be played under Rule 26 or a ball may be dropped in the dropping zone nearest to where the original ball last crossed the margin of the hazard under penalty of one stroke. The dropped ball does not have to come to rest within the dropping zone and the dropped ball may roll nearer the hole. In this situation it is not allowed to re-drop provided it comes to rest within two club lengths of the spot where it first struck a part of the course.

### 5. Ground Under Repair (Rule 25) is:

- a. Areas marked with blue stakes
- b. Areas marked with white or blue paint
- c. Seams of cut turf (page 145)
- d. French drains (stone- filled drainage ditches)
- e. Deep erosional damage in bunkers caused by running water (wash-outs)
- f. Other areas defined by the Rules Officials during the round

### 6. Abnormal Ground Condition (Note to Rule 25-1):

- a. A hole, cast or runway on the course made by a burrowing animal, a reptile or a bird is Abnormal Ground Condition, however, interference by such a condition with the player's stance is deemed not to be, of itself, interference under Rule 25-1.
- b. Relief is available from interference to the lie of the ball or the area of intended swing from painted yardage markings situated in any closely-mown area through the green.

### 7. Embedded ball

Relief extended to "through the green" (pages 142-143)

### 8. Immovable Obstructions:

- a. White lined areas adjoining any areas defined as immovable obstructions are to be considered part of the obstruction and not GUR.
- b. Decorative landscapes areas (Flowerbeds/shrubberies and like) surrounded by an obstruction are part of that obstruction

### 9. Integral Parts of the Course

- a. Wires, cables, wrapping or other objects where they are closely attached to trees (eg. rabbit and mole shields)
- b. Retaining artificial walls and pilings when located within bunkers are integral parts of the course through the green

### 10. Accidental Movement of a Ball on a Putting Green

Rules 18-2, 18-3 and 20-1 are modified as follows:

When a player's ball lies on the putting green, there is no penalty if the ball or ball-marker is accidentally moved by the player, his partner, his opponent, or any of their caddies or equipment.

The moved ball or ball-marker must be replaced as provided in Rules 18-2, 18-3 and 20-1.

This Local Rule applies only when the player's ball or ball-marker lies on the putting green and any movement is accidental.

Note:

If it is determined that a player's ball on the putting green was moved as a result of wind, water or some other natural cause such as the effects of gravity, the ball must be played as it lies from its new location. A ball-marker moved in such circumstances is replaced.

### 11. Temporary Immovable Obstructions (pages 147-150)

Definition:

A temporary immovable obstruction (TIO) is a non-permanent artificial object that is often erected in conjunction with a competition and is fixed or not readily movable. Examples of TIOs include, but are not limited to, tents, scoreboards, grandstands, television towers and lavatories. Committee defines TIO's before the competition starts.

Note: Through the green, when a player's ball lies in, on or under a temporary immovable obstruction or so close to that obstruction that it interferes with his/her stance or area of intended swing and relief is required, he/she may proceed under any of the options available under the Rule, or if dropping zones have been marked, as an additional options, he/she may drop the ball, without penalty, in the nearest dropping zone.

**Penalty for Breach of a Local Rule:** Match play - Loss of hole; Stroke play - Two strokes.