

ROSCOMMON GOLF CLUB



Information for New Members

On receipt of notification of membership:

- Put membership sticker on your Golf Bag.
- You may use the club's facilities viz. clubhouse, practice areas and course

Etiquette:

To ensure that you and others enjoy the game as much as possible you need good golfing etiquette and to understand the spirit of the game. Consideration should be shown to others on the course at all times.

General Etiquette:

- Good etiquette is important at all times, whether on the golf course or in the clubhouse:
- Observe and respect any dress code that the club has established
- Check to see if there are any requirements concerning golf shoe spikes
- Be courteous to all club staff and fellow players.
- Control your temper, do not throw clubs or damage the course in anger
- Avoid littering the course
- Do not use bad language

The Spirit of the Game:

Unlike many sports, golf is generally played without the supervision of a referee or umpire. The game relies on the integrity of the individual. All players should behave in a disciplined manner, showing courtesy and sportsmanship at all times.

Failure to play the game by the rules may lead to severe sanctions which can have consequences for a player's future in golf.

A copy of the current "Rules of Golf" can be got from the Honorary Secretary. Please familiarise yourself with Terms and Definitions and basic rules. Never be afraid to ask any member for explanation or clarification of any rules.

Handicap:

If you are interested in playing in competitions you must apply for and get a handicap if you do not already have one. To do this you must play three times on the course (Roscommon only) and return to the Handicap Secretary the cards showing the score at each of the 18 holes, signature of your marker and your own signature. You will then be awarded a handicap and you will be issued with a swipe card that you will need when you are entering a competition in the club or any other affiliated club in the country. Please keep this card in a safe place and it is helpful if you remember your 8 digit(4165****) number.

If you were a member of another club and you held a GUI handicap there please contact them and ask them to forward a Handicap Certificate to the Handicap Secretary immediately.

If you are a member of another club please inform the Handicap Secretary which club you want as your "Home Club". This club will administer your handicap.

Completion of a score card:

The following must be recorded on your scorecard before you return it after a competition;

1. The gross score at every hole.
2. Your handicap.
3. Your marker's(fellow competitor) signature and
4. Your own signature.

Failure to record the 4 items above will result in you being disqualified from the competition. It is a help to the organising committee to also record the following:-

1. If the competition is "Stableford" the appropriate Stableford points for each hole.
2. The total Gross Score and Stableford points for each 9 holes.
3. Competition date and
4. Competition name.

Before you play a round of Golf

- Arrive at the club in plenty of time.
- Know your handicap.
- Be aware of the format of play.
- Know the order of play in your group.
- Put an identification mark on the ball you are going to play with.
- Check notice board for "Local Rules".
- Acquire a "Pitch Fork" for repairing pitch marks on greens.

Before you play in a Competition:

- In stroke play (or Stableford) a competitor must **not practice** on the competition course or test the surface of any putting green. Practice putting or chipping on or near the first teeing ground or any practice area before starting a round **is permitted**.
- In matchplay a competitor may practice on the course before play commences.
- Enter your Name on the appropriate Time Sheet which is provided on the Notice Board.
- Enter your name on the appropriate page of the Competition Book.
- Put the competition Entry Fee in the envelope provided and place in the appropriate Entry Fee box.
- Enter the competition on the computer by either swiping your Handicap Card or entering your 8 digit number.
- Ensure that you have a maximum of 14 clubs in your bag. A ball retriever is not counted as a club.

The 1st. Tee:

- Arrive at the first tee at least five minutes ahead of your scheduled starting time.
- If not already known to you, introduce yourself to the players with whom you are playing.
- Wish the players in your group a good game.
- Advise the players in your group of the type of ball you are playing and your identification mark.
- Play from the tees indicated by the starter.
- Be ready to play when it is your turn.
- Exchange your scorecards with your fellow competitors. You can not mark your own card. However it is advisable to record your own scores on the side of the card you are marking for your fellow competitor.
- Player with lowest handicap usually plays first off the first tee.

After you complete your round in a Competition.

- If in doubt about any incidents that might affect your score check with the organising committee.
- Check that your card is completed correctly viz that scores are correct and that your card has your handicap, your signature and your markers signature recorded.
- As soon as is practical return your scores on the computer and
- Return your card in the appropriate box.

Safety:

- Ensure that no one is standing in a position to be hit by your club, the ball or any other object when you make a practice swing or stroke
- Do not play until the players in front are out of range
- Alert green staff nearby or ahead when you are about to play a stroke that might endanger them
- Shout “fore” if there is the slightest chance that your ball will hit anyone
- Seek shelter early from lightning. The Rules of Golf allow you to stop play and take shelter any time you feel threatened by lightning

Pace of Play:

Slow play affects everyone’s enjoyment of the game. Players should make a real effort to play at a good pace. Priority on the course is determined by a group’s pace of play. It is a group’s responsibility to keep up with the group in front. If a group loses a clear hole, it is expected to invite the group behind to play through, irrespective of the number of players in either group.

- Avoid excessive practice swings.
- Be ready to play as soon as it is your turn, i.e. have your club selected.
- Proceed to your ball as soon as it is safe to do so and determine yardages while walking.
- At the putting green, leave bags in a position that will allow quick and easy movement to the next tee.
- Study your line of putt while others are putting.
- When all have holed out, leave the green immediately and mark score cards.
- If there is any chance of your ball being lost outside a water hazard, ground under repair or out of bounds, play a provisional ball.
- If you have to search for a ball, signal immediately to the group behind to play through.

Your place on the course is immediately behind the people in front of you; not immediately in front of the people behind you.

Consideration for others:

- Do not disturb the play of others by moving, talking or making unnecessary noise.
- On the teeing ground, don’t tee your ball until it is your turn to play.
- Don’t stand close to or directly behind the ball, or the hole, when a player is about to play.
- Avoid standing on another’s line of putt or casting a shadow over another’s line of play.
- Remain on or close to the putting green until all others in your group have holed out.
- If you are marking a card, record the player’s score after each hole and check with the player if necessary.
- Avoid taking electronic devices onto the course including mobile phones.

Care of the course:

It is the responsibility of all players to make sure that they do nothing to spoil the condition of the course. Players should try to leave the course as they find it and should, for example, avoid hitting the head of the club into the ground, whether in anger or for any other reason.

- Avoid taking divots from tees by practice swinging away from the teeing area
- If there is a fill mixture by the tee, fill any divot holes with the mixture to ground level
- Do not take trolleys or buggies onto tees or greens
- Only play from tee markers in play when practising on a course
- Avoid taking divots with practice swings - replace them if you do
- Carefully repair divot holes, either by replacing the divot or filling the hole with soil

Bunkers:

- Always enter and exit from the low side of the bunker.
- Before leaving the bunker, carefully fill up and smooth over any holes and footprints made by you and any nearby made by others.
- After use, return the rake to the bunker and place in the direction of play.

Greens:

- Repair all pitch-marks on the green.
- Avoid causing damage to the putting green by dragging your feet.
- Avoid standing too close to the hole.
- Do not use the head of the club to remove a ball from the hole.
- Handle the flagstick carefully and replace it properly in the hole before leaving the green.

Play by the Rules:

As golf is, essentially, a self-regulating game, all golfers should have a good understanding of the fundamental rules. The official Rules of Golf as published by R & A Rules Limited should be consulted where any doubt arises. If still in doubt as to the procedure, the matter should be checked with the Committee before signing and returning scorecards.

Player's Responsibilities:

Player's responsibilities are outlined in Clause 8 of the Unified Handicapping System. A copy is posted on the Club's notice board.

Ignorance of the player's responsibilities is not a defence.

Do's and Don'ts:

- If playing in a competition always record the score of the hole just completed before you commence play on the next hole.
- Replace all divots
- Repair plug marks on greens – your own and any others you find.
- Replace flag after finishing a hole
- Rake bunkers after use.

- Don't ever bring your trolley onto a green or tee or into a bunker.
- Don't ever bring a mobile phone onto a course unless it is turned off or in silent mode.