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# CONDITIONS OF PLAY

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## CONTACT DETAILS

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### **General Manager**

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### **Director of Golf**

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### **Golf Operations Manager**

Matt Dagger [gom@bonvillegolf.com.au](mailto:gom@bonvillegolf.com.au)

### **2023-24 Committee Members**

President – Kevin Edmonds  
Captain – Tony O'Rourke  
Secretary – Craig Lang  
Treasurer – Paula Palin  
Ordinary Member – Tony Gray

## Men's Competitions

### Conditions of Play

#### Grades Monthly Medals

A Grade – Up to GA 9.8 - **Tallowwood**

B Grade – GA 9.9 – 15.5 - **Bloodwood**

C Grade – GA 15.6 + - **Bloodwood**

#### Club Championships

A Grade – (Handicap up to GA 4.9) **Tallowwood** Markers, 54 holes Stroke

A Reserve – (Handicap GA 5.0 – 9.8) **Tallowwood** Markers, 54 holes Stroke

B Grade – (Handicap GA 9.9 – 15.5) **Bloodwood** Markers, 36 holes Stroke

C Grade – (Handicap GA 15.6 +) Ironbark Markers, 36 holes Stroke

#### Handicap Limits (Male Only)

Maximum handicap of GA 25.7 for all team related honour board events from **Bloodwood** Markers.

Maximum handicap of GA 23.7 for all team related honour board events from **Tallowwood** Markers.

#### Medal of Medals

All Monthly Medal winners are eligible to participate.

#### Foursomes Championship

Best 18 hole gross. **Tallowwood** markers of the day.

#### Handicap Matchplay – Super Sixes Format

Leading 12 players in qualifying round to compete. Top 4 players to have a bye in the first round of matches. Matches to be played over 6 holes. Matches played off **Bloodwood** markers of the day. Handicap on the day of each match to be used. Lowest marker in each match and the opponent will play off 1/3 of the difference in handicap. If a match is square after 6 holes a putt off will be used to determine the winner. The designated place to putt off will be decided by the Match Committee representative on the day. After each 6 hole match the winners will commence a new 6 hole match from the next tee.

## **Ladies Competitions**

### Conditions of Play

#### **Grades Monthly Medals**

Division 1 (Stroke) – Up to GA 20.6 - [Flooded Gums](#)

Division 2 (Stableford) – GA 20.7+ - [Flooded Gums](#)

#### **Club Championships**

Division 1 – (Handicap up to GA 20.6) 36 hole stroke

Division 2 – (Handicap GA 20.7+) 36 hole stableford

#### **Medal of Medals**

All monthly medal winners are eligible to participate. [Flooded Gums](#) markers of the day.

#### **Foursomes Championship**

Best 18 hole gross. [Flooded Gums](#) markers of the day.

#### **Presidents Plate – Super Sixes Format**

Leading 6 players in qualifying round to compete. Top 2 players to have a bye in the first round of matches. Matches to be played over 6 holes. Matches played off [Flooded Gums](#) markers of the day. Handicap on the day of each match to be used. Lowest marker in each match and the opponent will play off 1/3 of the difference in handicap. If a match is square after 6 holes a putt off will be used to determine the winner. The designated place to putt off will be decided by the Match Committee representative on the day. After each 6 hole match the winners will commence a new 6 hole match from the next tee.

## **Member Competitions**

### Conditions of Play

#### **Mixed Foursomes Championship**

Best 18 hole gross. **Tallowood** markers of the day for men, **Flooded Gums** markers for ladies. Men are to tee off the odd numbered holes

#### **Cock of the Walk and Chick of the Walk 2BBB Knockout**

Cock of the walk first 8 pairs to qualify, Chick of the walk first 4 pairs to qualify and playoff match play index. Use handicap of the day. Finals to be played over 18 holes. Matches to be played on dates nominated or by mutual arrangement at an earlier date. Failure to complete match by due date will be deemed forfeit by the team unable to play on the nominated date, or both teams if both unable to play on the nominated date. Cock of the walk **Bloodwood** markers of the day. Chick of the walk **Flooded Gums** markers of the day.

#### **Championship Qualifications**

Membership must be valid July 1 for a member to be eligible to play in any Club Championship event. The Committee has the discretion to deem any member eligible or ineligible to compete.

#### **Championship Qualifying**

Members qualifying must play with members of the same gender.

#### **All Major Competitions and Championships**

Conditions of play both for the day or the run of a competition will be published prior to the first "hit off". The Arbiter for all disputes shall be the "Match Committee" and their decision shall be final.

## SLOW PLAY

The main issue relating to slow play that needs stronger policing is players being on the tee ready to play no later than their allotted tee time. Too many times players arrive at the Pro Shop at or about their tee time, rather than on the tee at the prescribed time. This will be policed over this membership year. Players will receive one warning. Following that, there may be a two stroke penalty applied for not being at the tee at the due time, once called. This is especially important during the short winter days.

Bonville's Pace of Play policy states that rounds are to be completed in 4 hours, 30 minutes. All rounds at Bonville will be monitored through the use of GPS cart tracking, in conjunction with the on course ranger and the Golf Operations staff. **Players are reminded that your position in the field is directly behind the group in front.** At times where this is not achieved, players will be sent an email from the Director of Golf, with details related to the offending actions. This email will serve as a 3 month notice that any further failures to maintain Bonville's Pace of Play policy may result in the actions being answerable to the monthly Match Committee meeting. While this is something that we do not wish to impose, Bonville is committed to providing a memorable experience for all Members and Guests, which ultimately, we are all responsible for maintaining.

Please also note that on days where it is "CARTS ON PATHS" or a stroke round from the back markers, an additional 10 minutes will be added to the maximum allowable time for 18 holes. The Pace of Play system will also be used to monitor visitor play.

Players will receive alerts on the cart's Visage screen when up to 10 minutes behind pace of play (yellow) and more than 10 minutes behind the pace of play (red).

## RULINGS OF MATCH COMMITTEE

### **Starting Times**

Members are requested to be at the first tee 10 minutes before their hit-off time, otherwise they lose their place and may be sent to the end of the field and/or may incur such a penalty as the Match Committee may decide. (See Slow Play)

### **Competition Cards**

All competition cards must be completed and returned to the Pro Shop within 15 minutes of finishing the round or the card will not be accepted.

### **Practice**

Practicing on the course is prohibited except on the practice area.

### **Members Only**

The Committee will stipulate starting times for all major competitions and play-offs. Members desiring to play in the competition but who have not entered their names on the starting sheet shall hit off at the discretion of the starter.

All Members are to report to the Pro Shop prior to hitting off either in practice or competition. The Pro Shop has the authority of the Board to direct players to commence their round from either the 1<sup>st</sup> or 9<sup>th</sup> tees at his/her discretion. He/she also has the authority to direct a player to another group to ensure every player can get a game, or make up a foursome with Junior Members.

Players competing in K.O. competitions must complete their match on the date set by the Match Committee or by mutual arrangement at an earlier date.

The competition starting time will be shown on the starting sheet. Competitors are not permitted to hit off prior to the official starting time unless with approval of the starter.

### **Committee Decisions**

The Match Committee shall have the authority to impose relevant penalties for players who fail to meet their obligations relating to events that include draws, match play and qualifiers. This may include rendering a player ineligible for the corresponding event the following year.

### **Electronic Scorecards**

The score written on the card will be the score declared to be correct. The boxes on the right hand side only serve the purpose of verifying this score via our software package. A scorecard that is returned with no scores written will be penalised by Disqualification.

### **PENALTY DISQUALIFICATION**

**Any member desiring to enter a protest in connection with Match or Competition shall do so to the Secretary in writing.**

The Secretary shall, upon receipt of such protest, convene at the earliest possible opportunity, a meeting of the Match Committee who will consider such a protest and whose decision will be final. Protests must be entered immediately on completion of the match or competition.

In the event of two or more players returning the same or equal scores in competition, the winner shall be decided by a count-back, except as specified in championships.

### **Match Committee**

Shall comprise of:

- President
- Captain
- General Manager – Resort
- Director of Golf
- Golf Operations Manager

Any two to adjudicate.

## AUSTRALIAN HANDICAP

A player shall have one Australian handicap **only** and this shall be allotted by their nominated **home** club.

The player is responsible for the following:

1. Nominate his/her HOME club – if member of more than one club
2. Advise HOME club the names of other clubs.

### **APPLICATIONS OF HANDICAPS**

#### **INDIVIDUAL**

|                   |   |
|-------------------|---|
| <b>Stroke</b>     | Full Handicap   |
| <b>Par</b>        | Full Handicap   |
| <b>Stableford</b> | Full Handicap   |
| <b>Match Play</b> | Full difference of Stroke Handicaps taken as per Match Play Index |

#### **2BBB**

##### **Match Play**

Lowest Marker in four plays of scratch and concedes to other three players (including partner) full difference between his or their handicaps. These strokes to be taken on holes as per Match Play Index.

#### **FOURSOMES**

|                   |  |
|-------------------|--|
| <b>Stroke</b>     | Half of aggregate stroke handicap  |
| <b>Match Play</b> | Half of difference of aggregate stroke handicap taken as per Match Play Index (half stroke will be a full stroke for Match Play purposes). |

#### **CANADIAN AND/OR AMERICAN FOURSOMES**

|                   |  |
|-------------------|--|
| <b>Stroke</b>     | 3/8 of aggregate stroke handicap.  |
| <b>Match Play</b> | Full difference of half aggregate handicaps (half stroke will be a full stroke for Match Play purposes) to be taken as per Match Play Index. |

#### **AMBROSE**

|               |                                       |
|---------------|---------------------------------------|
| <b>2 Ball</b> | Quarter of aggregate stroke handicap. |
| <b>3 Ball</b> | Sixth of aggregate stroke handicap.   |
| <b>4 Ball</b> | Eighth of aggregate stroke handicap.  |

Calculation of Ambrose handicaps may be varied by Match Committee to suit particular events.



**ETIQUETTE OF GOLF**  
**(Based on Section 1 of the Rules of Golf)**

**COURTESY ON THE COURSE**

**Consideration for Other Players**

In the interest of all, players should play without delay. No player should play until the players in front are out of range. Players searching for a ball should signal the players behind them to pass as soon as it becomes apparent that the ball will not be easily found. They should not search for three minutes before doing so. They should not continue play until the players following them have passed and are out of range. When the play of a hole has been completed, players should immediately leave the putting green.

**Behaviour During Play**

No one should move, talk or stand close to or directly behind the ball or the hole when a player is addressing the ball or making a stroke.

**PRIORITY ON THE COURSE**

In the absence of special rules, two ball matches should have precedence of and be entitled to pass any three or four ball match. Any match playing a whole round is entitled to pass a match playing a shorter round. If a match fails to keep its place on the course and loses more than one clear hole on the players in front, it should allow the match following to pass.

**CARE OF THE COURSE**

**Holes in Bunkers**

Before leaving a bunker a player should carefully fill up and smooth over all holes and footprints made by him.

**Restore Divots, Repair Ball-marks and Damage by Spikes**

Through the green a player should ensure that any turf cut or displaced by him is replaced at once and pressed down and that any damage to the putting green made by the ball is carefully repaired. Damage to the putting green caused by golf shoe spikes should be repaired on completion of the hole.

**Damage to Greens – Flagstick, Bags, etc**

Players should ensure that when putting down the flagstick that no damage is done to the putting green and that neither they nor their caddies damage the hole by standing close to it or in handling the flagstick.

**Care Hole**

Players are asked to apply a higher level of attention to divots, bunks and pitch marks on holes designated as Care Hole.