Terms of Competition, Local Rules and Code of Conduct 2026

THE FOLLOWING TERMS OF COMPETITION, THE LOCAL RULES AND THE CODE OF CONDUCT, TOGETHER WITH ANY ADDITIONS OR AMENDMENTS PUBLISHED BY THE TOURNAMENT COMMITTEE AT THE COMPETITION VENUE, WILL APPLY.

1. RETURNING OF SCORECARD

A player's scorecard is officially returned when the player has left the recording area.

2. RESULT OF MATCH

The result of a match Is officially announced when It has been recorded In the Tournament Office.

3. PACE OF PLAY POLICY (RULE 5.6) TIME ALLOWED

Each hole has been given a maximum completion time based upon the length and difficulty of the hole as well as upon the walking distance between the holes. The maximum time allowed for the completion of 18 holes will be available prior to play. As an average rule, the ESLGA applies the following maximum time on a par-72 course:

- Groups of 2 players:3h30' (average 12' per hole)
- Groups of 3 players: 4h12' (average 14' per hole)
- Groups of 4 players: 4h30'(average 15' per hole)

3.A - Definition of Out of Position

The first group and any group after a starter's gap will be considered to be "out of position" if, at any time during the round, the group's cumulative time exceeds the time allowed for the number of holes completed. Any following group will be considered "out of position" if it is more than the starting interval behind the group in front and has exceeded the time allowed for the number of holes played.

3.B - Procedure when Group is Out of Position

1) Rules Officials will monitor pace of play and decide whether a group that is "out of position" should be timed. An assessment of whether there are any recent mitigating circumstances, e.g. a lengthy ruling, lost ball, unplayable ball, etc. will be made.

If a decision is taken to time the players, each player in the group will be subject to individual timing and a Rules Official will advise each player that they are "out of position" and they are being timed.

The maximum time allowed per shot is 40 seconds. 10 extra seconds are allowed for the first player to play:
a) on a par 3 hole;
b) their approach shot; and
c) a chip or putt.

The timing will start (1) when a player has had sufficient time to reach their ball, (2) it is their turn to play and (3) they are able to play without interference or distraction. On the putting green, timing will start when the player has had a reasonable amount of time to lift, clean and replace their ball, repair damage to the putting green and remove loose impediments on their line of play. Time spent looking at the line of play is taken into account for the allocated time for the stroke.

2) Timing ceases when a group is back in position and players will be advised accordingly.

3) C - Procedure When Again Out of Position During Same Round:

If a group is "out of position" more than once during a round, the above procedure will applg on each occasion. Bad times and the application of penalties in the same round will be carried forward until the round is completed. A player will not be penalized if they have a second bad time before being advised of their earlier bad time.

3.D - Penalty for breach of Pace of Play Policy:
- 1 bad time: Player will be warned by a Rules Official and informed that a further bad time will be penalized.
- 2 bad times: One stroke penalty
- 3 bad times: Further two strokes penalty or loss of hole in Match Play• 4 bad times: Disqualification

4. SUSPENSION OF PLAY(RULE 5.7)

When play is stopped by the Committee in case of imminent danger, all players must stop play at once and must not make another stroke until the Committee resumes play. When play is stopped for imminent danger, practice is prohibited on and area in and outside the course.
The following signals will be used to suspend and resume play:
Immediate stop/dangerous situation: l prolonged note of the siren
Normal non-dangerous stop: 3 consecutive short notes of the siren, repeated
Resume play: 2 consecutive short notes of the siren, repeated
Penalty for breach of RuIe5.7b: Disqualification. (Exception: there will be no penalty if the Committee decides that the failure to stop was justified.)

5. PRACTICE (RULE 5)

5.A - Practice areas that are situated within the boundaries of the course.
Use of these practice areas is allowed before or between rounds.
5.B - Practice before or between rounds in Stroke Play (Rule 5.2b)
Rule 5.2b is modified in this way: a player must not practise on the competition course before or between rounds.
5.C - Restriction on practice strokes between holes in Stroke Play (Rule 5.5b)
Rule 5.5b is modified in this way: between the play of two holes, a player must not make any practice stroke on or near the putting green of the hole just completed and must not test the surface of that putting green by rubbing the putting green or rolling a ball.
Penalty for breach of Local Rule: General Penalty at the next hole. In the case of a breach at the last hole of the round, the penalty is applied to that hole.

CODE OF CONDUCT POLICY

1. A - Unacceptable behavior by players, caddies and captains
• Failure to care for the course: the player is responsible for (properly) raking bunkers after playing out of them, for replacing their divots and for repairing their pitch marks.
• Use of unacceptable language towards other play- ers, spectators, officials, or other people, such as im- polite, abusive or aggressive language.
• Being disrespectful to other players, spectators, officials or other people.
• Abuse of clubs or the course, such as intentionally throwing or damaging clubs or causing damage to the course or other property.
• No form of smoking on the course.

1.B -

A non-playing captain must not walk on the green or point out a line of play when a player's ball is on the green.

Penalty for breach

1. First breach:	Warning
2. Second breach:	1 penalty
3. Third breach:	General penalty
4. Fourth breach:	Disqualification (Committee decision)

Entering a No Entry Zone: 1 penalty for each breach. The Tournament Committee may decide to disqualify immediately in case of a serious breach.

2. - Respect for code of conduct
All participants in the competition are requested to adhere to the code of conduct of the hosting club (dress code, access to facilities and use of infrastructure).

Any participant not adhering to the dress code of the club will not be allowed to start. If during a round a player changes their clothes and is not conform the dress code anymore, they have to change back to the conforming clothes.

Penalty for breach:

1.	First breach:	Warning
2.	Second breach:	1 penalty
3.	Third breach:	General penalty
4.	Fourth breach:	Disqualification (Committee decision)

The Tournament Committee may decide to disqualify immediately in case of a serious breach.
* It is mandatory that all players have read this Hardcard before the competition starts and have it available in their golf bag during the Tournament.