

The Rules of Pitch & Putt



**AUSTRALIAN
PITCH AND PUTT
ASSOCIATION**

PROVENANCE

Pitch and Putt is an independent amateur sport controlled worldwide by the Federation of International Pitch and Putt Associations (FIPPA), and throughout Australia by the Australian Pitch and Putt Association (APPA).

The FIPPA Constitution defines Pitch and Putt as having the following characteristics:

1. Distances:
 - (a) Length of hole: Maximum of 90 metres.
 - (b) Length of 18 hole course: Maximum of 1,200 metres.
2. Maximum of three clubs (one of which must be a Putter) permitted for use.
3. Use of a Tee on the Teeing Ground is obligatory.
4. The Teeing Ground for the hole to be played is common for all players.

FIPPA allows member associations and federations (of which APPA is one) to legislate for the game in their own territory and adapt the FIPPA rules for local tournaments.

These Rules are drawn up accordingly and are based on the various versions of the FIPPA Rules of Pitch and Putt, and in particular the most recent - 2nd Edition, 1 January 2010. They were approved initially by APPA in October, 2007 and amended in October, 2008 and April, 2010. They remain consistent with, but not always identical to, the FIPPA Rules.

These Rules are to be observed for all National and State level pitch and putt competitions conducted in Australia and are recommended for club or other events to promote consistency throughout pitch and putt.

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HOW TO USE THESE RULES

It is recommended that players familiarise themselves with these Rules and use them whenever a question arises. If in doubt, play the course as you find it and play the ball as it lies. If agreement cannot be reached on how the ball should be played and no referee is available to give a ruling, a second ball should be played from the disputed position and the scores from play of both balls recorded. At the end of the game the matter should be referred to the Committee for final decision.

Understand the Words

These Rules are written in a very precise and deliberate fashion. Players should be aware of and understand the following differences in word use:

may = optional

should = recommendation

must / shall = instruction (and penalty if not complied with)

Knowledge of the Definitions

A good knowledge of the defined terms is very important for the correct application of the rules.

Penalties for breach of rules or non-compliance with procedure

In Pitch & Putt, the penalty for a breach of a rule **both** in Stroke-Play and Matchplay competitions is **ONE STROKE** except when otherwise provided.

ETIQUETTE: BEHAVIOUR ON THE COURSE

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.

No player should play until the players in front are out of range. Nevertheless, players should play without undue delay.

Should a gap of one hole or more develop between players on any hole and those ahead of them, and are holding up players behind them, the players behind the gap should either speed up their play to close it or invite the players immediately behind to play through.

No player should indulge in foul or abusive language or excessive demonstration of anger, aggression or disappointment during play or on the course.

When the play of a hole has been completed, players should immediately leave the putting green and mark their cards at the next tee.

Players should repair their divot holes and pitch mark damage on the green.

A player should ensure that any readily repairable damage to the green made by a ball or otherwise is carefully repaired.

Players should ensure that no damage is done to the putting green or to the rim of the hole when handling the flagstick or removing the ball from the hole.

The flagstick should be properly replaced in the hole before the players leave the green.

Players should not damage the green by leaning on their putters, particularly when removing the ball from the hole.

The head of a club should not be used to remove the ball from the hole.

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

A serious breach of etiquette or continuous disregard of these guidelines will result in a player being disqualified.

DEFINITIONS

ADDRESSING THE BALL

The ball has been "addressed" when the player has taken the stance preparatory to making a stroke and has also grounded the club. However, in a hazard, the player has "addressed the ball" when the stance has been taken preparatory to making a stroke.

ADVICE

"Advice" is any counsel or suggestion that could influence a player in determining their play or method of making a stroke. Information on the rules and matters of public information is not advice.

BALL IN PLAY

A ball is "in play" as soon as the player has made a stroke on the teeing ground. It remains in play (as the player's ball) until holed out, except when it is out of bounds, lost or lifted or another ball has been substituted in accordance with these rules. A ball so substituted becomes the ball in play.

BALL LOST

A ball is "lost" if:

- a. It is not found within five minutes after the player's side has begun to search for it; or
- b. The player has put another ball into play under the rules.

BUNKER

A "bunker" is a hazard consisting of an area of ground where turf or soil has been replaced with sand or the like. A wall or lip of the bunker not covered with grass is part of the bunker. The

margin of the bunker extends vertically downwards, but not upwards. A ball is in a bunker when it lies in or any part of it touches the bunker.

CASUAL WATER

"Casual Water" is any temporary accumulation of water or snow or natural ice on the course that is not in a water hazard.

COMMITTEE

The "Committee" is the duly nominated committee of the club or entity organizing the competition. The Committee has no power to waive a rule of Pitch & Putt. The Committee may establish Local Rules consistent with the Rules of Pitch and Putt.

COURSE

The "course" is the whole area within which play is permitted.

DAMAGED BALL

A ball is "damaged" if it no longer conforms to the description of a ball in Rule 12 or its surface is severely impaired.

ENVIRONMENTALLY SENSITIVE AREAS

"Environmentally Sensitive Areas" are those areas of the course so designated and identified by stakes with red or green tops.

EQUIPMENT

"Equipment" is anything used, worn or carried by the player or playing partner.

GROUND UNDER REPAIR

"Ground Under Repair" is any portion of the course so marked by order of the Committee concerned or so declared by its authorised representative. Any grass, bush, tree or anything growing within the ground under repair is part of the ground under repair. It includes material piled for removal and a hole made by a green-keeper, even if not so marked. Stakes and lines defining "ground under repair" are within such ground. Such stakes are obstructions. A ball is in ground under repair when it lies in or any part of it touches the ground under repair. The margin of ground under repair extends vertically downwards but not upwards. The Committee may make a Local Rule prohibiting play from ground under repair.

HAZARDS

A "hazard" is any bunker or water hazard. A ball is in a hazard when it lies in or any part of it touches the hazard. Bare patches, ground under repair, paths, roads, scrapes, tees and tracks are not hazards.

HOLE

The "hole" must be 108 mm in diameter and at least 101.6 mm deep. If a lining is used, it must be sunk at least 25.4 mm below the putting surface unless the nature of the soil makes it impracticable to do so.

HOLED

A ball is "holed" when it is at rest within the circumference of the hole and all of it is below the level of the lip of the hole.

LINE OF PLAY

The "line of play" is the direction that the player wishes their ball to take after a stroke, plus a reasonable distance on either side of the intended direction. The line of play extends vertically upwards from the ground, but does not extend beyond the hole.

LINE OF PUTT

The "line of putt" is the line which the player wishes their ball to take after a stroke on the Putting Green. The line of putt does not extend beyond the hole.

LOOSE IMPEDIMENTS

The term "loose impediments" denotes natural objects not fixed or growing and not adhering to the ball, and includes stones not solidly embedded, leaves, twigs, branches and the like, dung, worms, insects and casts or heaps made by them.

Sand and loose soil are loose impediments on the putting green but not elsewhere.

Dew and frost are not loose impediments.

NEAREST POINT OF RELIEF

The "nearest point of relief" is the point on the course, nearest to where the ball lies, which is not nearer the hole, and where there is no longer the interference from which relief is permitted.

OBSTRUCTIONS

An "obstruction" is anything artificial, whether erected, placed or left on the course except:

- a. Objects defining out of bounds such as walls, fences, stakes and railings,
- b. Any obstruction declared by the committee to be an integral part of the course,
- c. Any part of an immovable artificial object that is out of bounds

An obstruction is a "movable obstruction" if it can be moved without unreasonable effort, without unduly delaying play and without causing damage (eg. a rake). Otherwise, it is an immovable obstruction.

OUT OF BOUNDS

"Out of bounds" is defined by all boundary fences and play outside these boundaries is prohibited. The Committee may define and mark areas within the course as "out of bounds". A ball is out of bounds when all of it lies out of bounds. A player may stand out of bounds to play a ball lying within bounds. Objects defining *out of bounds* are not obstructions and are deemed to be fixed. The out of bounds line extends vertically upwards and downwards.

OUTSIDE AGENCY

An "outside agency" is any agency not part of the match or, in stroke play, not part of the competitor's side. Neither wind nor water is an outside agency.

PENALTY STROKE

A "penalty stroke" is one added to the score of a player or player's side under the rules.

PRACTICE

“Practice” is defined as the deliberate striking of a ball in a manner the player may wish to replicate in the course of normal play. “Practice” includes playing onto the green of a hole just completed by a player or their team.

PRACTICE SWING

A “practice swing” is not a practice stroke and may be taken at any place, provided the player does not breach the Rules.

PROVISIONAL BALL

A “provisional ball” is a ball played under these rules in place of a ball which may be lost or may be out of bounds.

PUTTING GREEN

The “putting green” is all ground of the hole being played which is specially prepared for putting. A ball is on the putting green when any part of it touches the putting green.

REFEREE

A “referee” is a person who is appointed by the Committee to decide questions of fact and apply the rules.

STANCE

The “stance” consists of a player placing their feet in position for and preparatory to making a stroke.

STIPULATED ROUND

The “stipulated round” consists of playing the holes of the course in their correct sequence unless otherwise authorised by the Committee.

STROKE

A “stroke” is the forward movement of the club made with the intention of striking at and moving the ball. A stroke shall be counted as soon as the downswing commences. But if a player checks their downswing voluntarily before the club-head reaches the ball the player is deemed not to have made a stroke.

TEE

A “tee” is an artificial device, designed to raise the ball off the ground. The minimum height requirement of the device is 5mm.

TEEING GROUND

The “teeing ground” is the starting place for the hole to be played and is common to all players. If the starting place is a mat, the defined area of the teeing ground is the mat itself. Otherwise, the front and sides must be defined and the back of the teeing area shall be no more than two club lengths from the front.

THROUGH THE GREEN

“Through the green” is the whole area of the course except:

- a. The teeing ground and putting green of the hole being played;
- b. All hazards on the course; and
- c. Flower beds, staked trees, clearly defined vegetative areas and environmentally sensitive areas.

WATER HAZARD

A “water hazard” is any sea, lake, pond, river, ditch, surface drainage ditch or other open water course (whether containing water or not). All ground or water within the margin of a water hazard is part of the water hazard. If the margin of the water hazard is not otherwise defined, it shall be where the downward depression of the ground commences.

The margin of a water hazard extends vertically upwards and downwards. Stakes identifying water hazards and lines, beams, stones, walls, fences etc. defining the margins of water hazards are in the hazards and are deemed to be obstructions.

Stakes to identify and/or lines used to define a water hazard must be red.

Note 1. The Committee may declare any part of the course to be a water hazard and may make a local rule prohibiting play from an environmentally-sensitive area defined as a water hazard.

WRONG BALL

“Wrong ball” is any ball other than the player’s ball in play or their provisional ball.

PART I – GENERAL PLAY**1. THE GAME**

- a. The game of Pitch and Putt consists of playing a ball with a club from each Teeing Ground into the associated target hole by a stroke or successive strokes in accordance with these Rules.
- b. Except as otherwise allowed by the Committee the holes must be played in sequence, commencing at the first hole.
- c. The ball shall be played as it lies, except as otherwise provided in the rules.

PENALTY: disqualification

2. PRACTICE

On any day or days of a competition, or during the course of any format of competition itself, players must not practice within the boundaries of the course. This rule is valid both for Matchplay and Strokeplay competitions.

PENALTY: disqualification

Between the play of two holes a player must not practice except on the putting green of the last hole played provided that in doing so they do not unduly delay play.

PENALTY : one stroke

Play in a different competition on the same day or days does not constitute practice.

Practice on a designated practice range or putting green prior to commencement of any round is permitted.

Strokes played in continuing the play of a hole, the result of which has been decided, are not practice strokes.

3. OBSTRUCTIONS

- a. Any movable obstruction may be removed **without penalty**.
- b. If the ball lies in or on the obstruction, the ball may be lifted and the obstruction removed. The ball must through the green or in a hazard be dropped, or on the putting green be placed, as near as possible to the spot under the place where the ball lay in or on the obstruction, but not nearer the hole.
- c. Except when the ball is in a water hazard, a player may obtain relief when the ball comes to rest on or near an immovable obstruction so as to interfere with a player's stance or swing.

Procedure:

Through the green, lift the ball and drop (see Rule 15 for how a ball must be dropped) without penalty within two club-lengths of the nearest point of relief.

Bunker, lift the ball and drop in the bunker without penalty as above.

Green, lift the ball and place it without penalty at the nearest point of relief.

4. CASUAL WATER

If a player's ball lies in or touches casual water or when such a condition interferes with the player's stance or swing, the player may obtain free relief.

Procedure:

Through the green, lift the ball and drop (see Rule 15 for how a ball must be dropped) without penalty within two club-lengths of the nearest point of relief.

Bunker, lift the ball and drop in the bunker without penalty as above.

Green, lift the ball and place it without penalty at the nearest point of relief.

PENALTY : one stroke

5. ENVIRONMENTALLY SENSITIVE AREAS

- a. A ball having entered an Environmentally Sensitive Area must not be recovered if recovery requires a player's entry to that area.
- b. A ball having entered an Environmentally Sensitive Area must be replaced by dropping a ball within two club lengths of the nearest point of relief **without penalty**.
- c. A ball having entered an Environmentally Sensitive Area and which is recoverable by a player without entry to that area shall be lifted and dropped within two club-lengths of the nearest point of relief **without penalty**.
- d. If a wire barrier marking an Environmentally Sensitive Area, intervenes with a player's line of play, the player may drop the ball within two club-lengths of the nearest point of relief **without penalty**.

PENALTY FOR BREACH OF RULE 5a: one stroke

6. GROUND UNDER REPAIR, FLOWER BEDS AND STAKED TREES

The Committee may declare any flower beds, clearly defined vegetative areas or staked trees (if the tree or stake interferes with the player's stance or swing) as Ground Under Repair for the purposes of this Rule.

Playing from "ground under repair" is permitted except when prohibited by a Local Rule.

A ball that comes to rest in or touches a composted flower bed, clearly defined vegetative area or by a staked tree (if the tree or stake interferes with the player's stance or swing) or Ground Under Repair, or when such a condition interferes with the player's stance or swing, the player may obtain free relief.

Procedure:

Through the green, lift the ball and drop it without penalty within two club-lengths of the nearest point of relief. (For the purposes of this rule, the Committee may define where the nearest point of relief is to be located.)

Bunker, lift the ball and drop in the bunker without penalty as above.

Green, lift the ball and place it without penalty at the nearest point of relief.

PENALTY: one stroke

7. SAND BUNKERS

a. Before making a stroke at the ball in a sand bunker the player must not touch the ground or the sand with a club.

touch or move a loose impediment in the bunker.

Any movable obstruction lying in the bunker (eg. a rake) may be removed.

b. A stroke which does not leave the ball clear of the sand is not of itself a breach of Rule **7a** but to smooth irregularities before playing a second or any further strokes in the sand is a breach of the Rule.

PENALTY: one stroke

8. WATER HAZARDS

a. A ball in a water hazard may be played **without penalty**, but the player must not

- touch the ground or water in the hazard with a club; or
- touch or move a loose impediment in the hazard.

Any movable obstruction lying in the water hazard may be removed.

b. If a ball is in or is lost in a water hazard (whether the ball lies in water or not), the player may **under penalty of one stroke:**

- Play a ball, as nearly as possible to the spot from which the original ball was last played; or
- Drop a ball behind the water hazard, keeping the point at which the original ball last crossed the margin of the water hazard directly between the hole and the spot on which the ball is dropped, with no limit to how far behind the water hazard the ball may be dropped; or
- Drop a ball outside the water hazard within two club-lengths of and not nearer the hole than the point where the original ball last crossed the margin of the water hazard .

PENALTY: one stroke

9. THE TEEING GROUND

a. The ball must be played off the defined teeing ground or mat by placing it on a tee.

b. If a player, when starting a hole, plays a ball from outside the teeing ground/mat, the player shall incur a **penalty of one stroke** and shall then play a ball from within the teeing ground/mat.

c. If the ball falls off the tee or is knocked off by the player while addressing it, it shall be re-teeed **without penalty**. If a stroke is made at the ball in these circumstances, the stroke shall be counted and the ball played as it lies.

PENALTY: one stroke

10. THE PUTTING GREEN.

a. A ball on the putting green may be marked and lifted.

b. On the putting green:

- any loose impediment may be removed by picking it up or by brushing it aside by the back of the hand or with a club, provided that nothing is pressed down.
- Damage caused by the impact of the ball may be repaired.

c. If the marker interferes with the line of play of an opponent, if so requested it must be placed one or more club-head lengths, to either side of its original position. If the marker is so placed to either side, it must be replaced in its original position before the ball is replaced.

d. If a player's ball when played on the putting green strikes another ball also on the putting green, the player shall incur a **one stroke penalty** and their ball is played as it lies. The moved ball must be replaced in its original position.

e. The player's ball must not strike the flagstick either placed in the hole or having been removed from the hole when the ball is played from the putting surface.

f. A ball lying on a putting green other than that of the hole being played must be lifted and dropped **without penalty** within two club-lengths of the nearest point of relief.

g. When any part of a ball overhangs the edge of a hole, the owner of the ball may wait 10 seconds to determine whether it is at rest. If by then the ball has not fallen in the hole, it is deemed to be at rest and shall be played accordingly.

h. If any old hole plug, or any damage to the green that is not readily repairable, interferes with the line of putt, then with the agreement of the player's marker the ball may be marked, lifted and placed at the nearest point of relief **without penalty**.

PENALTY: one stroke.

i. No club except a putter may be used on a green except if during the normal course of play the putter is damaged. The player may then finish the stipulated round with either of their other clubs, or substitute the putter for another without causing undue delay.

PENALTY: disqualification

PART II –EQUIPMENT

11 CLUBS

a. A player shall have a maximum of three clubs (conforming to recognised specifications), one of which must be a putter.

b. Foreign material must not be applied to the club face.

c. A club may be replaced, without causing undue delay, only if it has become unfit for use in the normal course of play. The replacement must not be made by borrowing any club which another player playing on the course has selected for play.

d. Partners may share clubs, provided that the total number of clubs does not exceed three.

PENALTY FOR BREACH OF RULE 11 a. and d. : one stroke for each hole with a maximum penalty of three strokes per round

PENALTY FOR BREACH OF RULE 11 b. and c. : disqualification

12 THE BALL

a. The ball shall not be less than 1.68 inches (42.67mm) and must conform to recognised specifications.

b. A ball must have the manufacturer's name and Identification number or brand clearly legible.

c. Foreign material must not be applied to a ball or otherwise manipulated.

d. If a ball is damaged as a result of a stroke, the stroke should be cancelled and the player should play another ball without penalty as nearly as possible from the spot from which the original ball was played. Should the player so decide, they may accept the stroke that damaged the ball and replace the damaged ball at the spot where it lies after that stroke.

PENALTY : disqualification

PART III –THE GAME

13 PLAYING THE BALL

a. The first player to play from the first teeing ground / mat is decided by the order of the draw (eg: order of handicap), if there is no draw, by lots. Thereafter the side with the lowest score will play first at the next teeing ground / mat. The ball must be fairly struck at with the head of the club and must not be pushed, scooped, scraped or spooned.

b. Before commencing play (or when the ball is changed), each player should clearly identify the player's ball to their marker/opponent.

c. When the balls are in play, the ball furthest from the hole should be played first.

d. A player must hole out with the same ball played from the teeing ground unless a rule permits them to substitute another ball (a ball damaged, lost or irrecoverable).

e. If a player's club strikes the ball more than once in the course of a stroke, the player shall count the stroke and add a penalty stroke, making two strokes in all.

f. A player shall not improve, or allow to be improved, the player's line of play or the lie of the ball and shall not move, bend or break anything fixed or growing except as may occur in the course of fairly taking up the player's stance.

g. Except when either a loose impediment or the ball touches or lies in a hazard, loose impediments may be removed.

h. A ball embedded in its own pitch mark through the green may be lifted, cleaned and dropped **without penalty**, as near as possible to the spot where it lay but not nearer the hole.

i. A player may clean their ball without penalty during play of a hole if the ball has been marked and lifted

- on the green, or
- when plugged, or
- otherwise, in accordance with these Rules.

A player may not clean their ball if the ball has been marked and lifted because it is assisting or interfering (off the green) with play or other than to the extent necessary

- for identification, or

- to determine if it is unfit for play.
- j. If the position of a ball, in any place on the course, interferes with the stance, swing or line of play of another player, the ball must be marked and lifted if so requested and subsequently replaced. The ball shall not be cleaned unless it was on the green.
- k. A player, playing from a wrong teeing ground / mat, shall cancel the shot(s) played and must play from the correct teeing ground / mat. The player shall incur a **penalty of one stroke**. Should the error not be rectified before play of the next hole commences, **the player is disqualified**.
- l. If a player plays a stroke with a wrong ball, the player shall incur a **penalty of one stroke**, and then play their own ball. Should the error not be rectified before play of the next hole commences, **the player shall be disqualified**. Shots played in a hazard with a wrong ball are not to be counted.
- m. If a ball, having been struck, is known to have gone out of bounds or to be lost, the player shall add a **one stroke penalty** and must play a ball as nearly as possible to the place from which the original ball was last played :
- from the teeing ground/mat the use of a tee is obligatory.
 - from through the green or from a hazard the ball must be dropped.
 - from on the green the ball must be placed.
- n. A Provisional Ball should be played if the player considers the original ball may be lost (though not in a water hazard) or out of bounds and has so declared to the marker/opponent and identified the provisional ball to that person.
If the original ball is in fact lost or out of bounds, the provisional ball becomes the ball in play and the player adds **one penalty stroke** to the score.
If the original ball is neither lost nor out of bounds, the provisional ball must be abandoned, **without penalty**, and the strokes played with it shall not count. Failure to so abandon the provisional ball constitutes playing with the wrong ball.
- o. The player may deem their ball unplayable at any place on the course, except when the ball is in a water hazard. The player is the sole judge as to whether the ball is unplayable.
If the ball is deemed to be unplayable, the player must, under **penalty of one stroke**:
- i) play a ball as nearly as possible to the place from which the original ball was last played :
 - from the teeing ground/mat, use of a tee is obligatory;
 - from through the green or from a hazard, the ball must be dropped;
 - from on the green, the ball must be placed;
 - or
 - ii) drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped; or
 - iii) drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole.
- If the unplayable ball is in a bunker, the player may proceed under clause i), ii) or iii). If playing under clause ii) or iii), the ball must be dropped in the bunker.

PENALTY: one stroke.

14. BALL MOVED, DEFLECTED OR STOPPED

- a. When a player's ball in play and at rest is moved by the player, their partner or their equipment, the player shall incur a **one stroke penalty** and the ball must be replaced.
- b. If a ball in play and at rest, moves after the player has addressed it, the player shall be deemed to have caused it to move and shall incur a **one stroke penalty**, and the ball must be replaced. A ball shall be considered to have moved from its original position if it has moved only a fraction of its circumference.
- c. If a ball at rest is moved by anything not part of the play, other than wind, or by another player or their equipment, it must be replaced **without penalty** but if the ball, after having been so moved, is not recoverable, a new ball shall be placed at the place the ball is believed by the player and their marker to have been at rest **without penalty**.
- d. If the ball moves after any loose impediment has been touched by the player or the player's partner, it shall be replaced **incurring a one stroke penalty** except on the green where the ball must be replaced **without penalty**.
- e. If a ball in motion is stopped or deflected by anything not part of the play, other than wind, or by another player or their equipment, the ball shall be played as it lies.
- f. If a ball in motion is stopped or deflected by the player or the player's partner, or their equipment, a **penalty of one stroke** is incurred and the ball must be played as it lies.

PENALTY: one stroke

- g. If a ball at rest through the green is struck and moved by the ball of another player it shall be replaced at the position from which it was moved and the other ball shall be played as it lies.
- h. A player must not take any action to influence the position or the movement of a ball except in accordance with the Rules. In the case of a serious and intentional breach of this rule, the penalty is **disqualification**.

15. RELIEF SITUATIONS

- a. A ball to be dropped under the Rules shall be dropped by the player in person. The player shall stand erect, hold the ball at shoulder height and arm's length and drop it within two club lengths of the nearest point of relief, or in the place determined by the applicable rule, irrespective of whether the drop constitutes a penalty or not .

PENALTY : one stroke.

- b. A dropped ball must be re-dropped, **without penalty**, if it:
- Rolls into and comes to rest in a hazard.
 - Rolls out and come to rest outside a hazard.
 - Rolls onto and comes to rest on a green.
 - Comes to rest more than two club lengths from the nearest point of relief.
 - Comes to rest out of bounds.
 - Comes to rest nearer the hole.
 - Comes to rest where the initial interference still exists.

If the ball when re-dropped comes to rest in any of the above positions, it must be placed as near as possible to the spot where it touched the ground when re-dropped.

- c. If a ball lies through the green and its position interferes with the stance or swing of another player, then the ball shall be marked. The ball must not be cleaned.

PENALTY: one stroke.

PART IV – THE PLAYER

16. PLAYER'S RESPONSIBILITIES

- a. The player shall start at the time laid down by the Committee.
- b. The players shall remain during the round in the group arranged by the Committee.
- c. The use of a caddie is not permitted at any time.
- d. The player is responsible for the correctness of the score recorded for each hole on their card. After completion of the round, the player must ensure that both the player and their marker (one who records the player's score) sign the score card and return it to the Committee as soon as possible.
- e. Players must not agree to exclude the application of any rule or to waive any penalty incurred.

PENALTY : disqualification.

- f. If a player returns a score for any hole lower than actually played, or fails to record a score for any hole, the player **shall be disqualified**. A score higher than actually played shall stand.
- g. A player must not give / ask for advice, except to / of the player's partner.

PENALTY: one stroke

- h. Players of the same group should hand in their scorecards to the competition organisation simultaneously.

PART V – GENERAL RULE

Where these rules do not provide for a specific situation, or if any point in dispute is not covered by the Rules, the Committee should, upon deliberation, make a decision in accordance with equity.

PART VI – FORMS OF PLAY

MATCH PLAY

- A match consists of one side playing against another over a stipulated round unless otherwise decreed by the committee.
- In match play the game is played by holes. A hole is won by the side that holes its ball in fewer strokes. In a handicap match the lower net score wins the hole.
- A hole is halved if each side holes out in the same number of strokes.
- A match is won when one side leads by a number of holes greater than the number remaining to be played.
- A player may concede an opponent's next stroke at any time provided the opponent's ball is at rest. The opponent is considered to have holed out with the next stroke and the ball may be removed by either side.
- A player may concede a hole at any time prior to the start or conclusion of that hole.
- A player may concede a match at any time prior to the start or conclusion of that match.

FORMS OF MATCH PLAY

Single Match Play - A match in which one player plays against another.

Four Ball Match Play - A match in which two players play their better ball against the better ball of two other players.

Foursome Match Play - A match in which two players playing as partners against two other players, and each side plays with one ball. The partners must play alternately from the teeing grounds/mats and alternately during the play of each hole.

STROKE PLAY

A Stroke Play competition consists of playing a stipulated round unless otherwise decreed by the committee.

The competitor or side playing the stipulated round or rounds in the fewest strokes is the winner. In a handicap competition, the competitor or side with the lowest net score for the stipulated round or rounds is the winner.

FORMS OF STROKE PLAY

Single Stroke Play - A Stroke Play competition in which each player plays against the other competitors.

Four Ball Stroke Play - A Stroke Play competition in which two players, playing as partners, score with their better ball.

Foursome Stroke Play - A Stroke Play competition in which two players, playing as partners, play with one ball. The partners must play alternately from the teeing grounds/mats and alternately during the play of each hole.

STROKE PLAY FORMAT

Normally played in threes or fours, with each player scoring reciprocally for another player in the four. In threes, each player scores for one other player.

Player with lowest handicap tees off first on first tee. Thereafter, the player with the lowest score on the previous hole tees off first. If all scores were equal on the previous hole, players tee off in the same sequence as before.

Each player plays their ball from tee to hole. Through the green, furthest from the hole normally plays first.

Strokes played by each player on each hole are recorded as their score for that hole. Players' handicaps are deducted from their aggregate score at the end of the round to produce their net score.

The competition is won by the player with the lowest net score and/or by the player with the lowest gross score depending on the rules of the competition.

STABLEFORD

Normally played in threes or fours, with each player scoring reciprocally for another player in the four. In threes, each player scores for one other player.

Player with lowest handicap tees off first on first tee. Thereafter, the player with the lowest score on the previous hole tees off first. If all scores were equal on the previous hole, players tee off in the same sequence as before.

Each player plays their ball from tee to hole. Through the green, furthest from the hole normally plays first.

The players' score for each hole is recorded as both gross strokes and points.

Points are allotted on the basis of the net score for each hole as determined by the player's handicap and the index rating of the hole. Thus, for example, a player on a handicap of 12 receives a 1 stroke handicap deduction for each hole indexed from 1 to 12 to determine their net score for the hole. Points for each hole are allotted as follows:

Net 3 under par (Albatross)	-	5 points
Net 2 under par (Eagle)	-	4 points
Net 1 under par (Birdie)	-	3 points
Net par (Par)	-	2 points
Net 1 over par (Bogie)	-	1 point
Net 2 or more over par	-	0 points

To avoid waste of time, players should cease play on any hole when they are no longer able to gain a positive score.

The competition is won by the player with the largest number of points. There can be no gross winner.

PAR

Normally played in threes or fours, with each player scoring reciprocally for another player in the four. In threes, each player scores for one other player.

Player with lowest handicap tees off first on first tee. Thereafter, the player with the lowest score on the previous hole tees off first. If all scores were equal on the previous hole, players tee off in the same sequence as before.

Each player plays their ball from tee to hole. Through the green, furthest from the hole plays first.

The players' score for each hole is recorded as both gross strokes and as net plus (+), square (0), or minus (-).

(+), (0) or (-) are allotted on the basis of the nett score for each hole as determined by the player's handicap and the index rating of the hole. Thus, for example, a player on a handicap of 12 receives a 1 stroke handicap deduction for each hole indexed from 1 to 12 to determine their net score for the hole. Par scores are allotted as follows:

Net 2 or less = (+) Net 3 = (0) Net 4 or more = (-)

To save time, players should cease play when their score for the hole being played reaches minus (-).

The competition is won by the player with the largest number of pluses (+s) after deducting minuses (-s).

4 BALL BETTER BALL (Stableford)

Normally played in fours by 2 person teams.

The team with the lowest handicap tees off first on the first tee. Thereafter, the team with the lowest score on the previous hole tees off first. If all scores were equal on the previous hole, teams tee off in the same sequence as before. Each team decides which of its members will tee off first at each hole.

Each team member plays their own ball from tee to hole. Through the green, furthest from the hole normally plays first.

The team's score for each hole is recorded as both gross strokes and points

Team decides which members' score will be recorded as the team's score for each hole as played and is then recorded against the name of that player.

Each hole is scored in Stableford points according to each player's normal playing handicap. To avoid waste of time, the second team member should not hole out if the other team member's score has been accepted as the team's score for that hole.

As all individual scores are not recorded, recorded scores are not entered into Handicap System.

The competition is won by the team with the largest number of points.

4 BALL BETTER BALL (Par)

Normally played in fours by 2 person teams.

The team with the lowest handicap tees off first on the first tee. Thereafter, the team with the lowest score on the previous hole tees off first. If all scores were equal on the previous hole, teams tee off in the same sequence as before. Each team decides which of its members will tee off first at each hole.

Each team member plays their own ball from tee to hole. Through the green, furthest from the hole normally plays first.

The team's score for each hole is recorded as both gross strokes and as plus (+), square (0) or minus (-).

The team decides which members' score will be recorded as the team's score for each hole as played and is then recorded against the name of that player.

Each team scores (+), (0) or (-) for each hole as in Par scoring in accordance with each player's normal playing handicap.

To avoid waste of time, the second team member should not hole out if the other team member's score has been accepted as the team's score for that hole.

As all individual scores are not recorded, recorded scores are not entered into Handicap System.

The competition is won by the team with the largest number of pluses (+s) after deducting minuses (-s).

AMBROSE (Pairs)

Normally played in fours by 2 person teams.

The team with the lowest handicap tees off first on the first tee. Thereafter, the team with the lowest score on the previous hole tees off first. If scores were equal on the previous hole, teams tee off in the same sequence as before. Each team decides which of its members will tee off first at each tee.

After both team members have played their shots, the team decides which member's shot to continue with. After marking it, both team members play their next shot from that point. When a team member has holed out, the number of strokes taken by that player becomes the team's score for the hole.

Each team must use the tee shot of both its members at least six times in the round - **Penalty: disqualification**. Accordingly, the team's score for each hole must be recorded against the name of the player whose tee shot was used for that hole.

When marking a ball, the marker must be placed within one club head length of the ball no nearer the hole.

If a player plays a shot but fails to leave a marker from which their partner should play, the team must play its next shot from where the first player's ball stops.

The handicaps with which each team will play are calculated thus:

- Where both team members have negative normal playing handicaps, the team's playing handicap is the sum of the individual members' handicaps divided by 4;
- Where a team member has a normal playing handicap of **zero** (0), that player's individual playing handicap, to be added to the individual playing handicap of the other team member, is plus one quarter stroke (+0.25);
- Where a team member has a plus normal playing handicap, that player's individual playing handicap, to be added to the individual playing handicap of the other team member, is normal playing handicap plus one quarter thereof (eg. normal playing handicap of +4 plus 1 = +5);

Team scores are the aggregate of each team's scores for all holes plus or minus the team handicaps as calculated above.

The team with the lowest nett score wins the competition.

APPENDIX I

GUIDELINES ON AMATEUR STATUS

Pitch and Putt is essentially an amateur sport and these Guidelines relate to activities that arise from or are associated with participation in that sport.

A player may not:

Compete for prize money.

Receive payment or compensation for giving instruction other than as part of an approved programme.

Accept a prize or prizes of a retail value in excess of \$1,000.

Exchange any prize for cash.

Accept honorary membership, or membership at a reduced rate, as an inducement to play for a Club.

A player may:

Enter a voluntary Sweepstake (a club members pool competition).

Give instruction on a voluntary basis.

Accept symbolic prizes which are permanently and distinctively engraved and are, therefore, exempt from the prize limit of \$1,000.

Accept free food and beverage at a competition, provided the same is offered to all competitors.

Receive expenses for participating in team, promotional and international events.

Accept prize vouchers to the value of less than \$1,000 for any competition.

Infringement of these guidelines will result in automatic exclusion from registration for competition. Reinstatement will only be considered by the player's association on written application, but only after one year of the event giving rise to the loss of amateur status.

SPECIAL PROVISION A

The following Special Provision A will apply on a two-year trial basis from 01 January 2010

In FIPPA approved International Open competitions

- a) The total prize fund may include accumulated cash prizes of a maximum of €2500.00 (\$A3,750). First prize of a maximum of €750.00 (\$A1,100) may be awarded. Subsequent prizes may be awarded.
- b) The decision of whether or not to award cash prizes is at the discretion of the organising committee.
- c) Cash prizes will be paid as gross amounts and any personal taxes will be the responsibility of the individual participant. EPPA and FIPPA will not be responsible for the tax treatment in any particular jurisdiction.
- d) The participant's levy per competing player in a FIPPA Open will be €6 (about \$A9) in 2010 and €7 in 2011 (about \$A10.30). If the organising committee decides to award cash prizes, it is entitled to retain 50% of the FIPPA participant's levy to help defray the cost of such prizes.
- e) The organising committee may award a trophy or other form of prize if accepting a cash prize might contravene or prejudice the amateur status of a player in another sport. The organising committee will inform the participants in an international open competition of this possibility.
- f) Acceptance of cash prizes in accordance with the terms of this provision will not debar a player from participating in EPPA or FIPPA individual or team championships.
- g) Acceptance of cash prizes in accordance with Special Provision A will not be deemed a breach of amateur status.

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