



More than just a golf club

Welcome to Koorringal Golf Club

Player Information
Golf Shop 9315 0855

DISTANCE MARKERS - Sprinkler Head measurements to Centre of Green.

TOILETS –On course toilets located midway 4th fairway, rear 10th tee and near 12th and 17th greens. **CODE - C158Z**

SAND BUCKETS – Available at end of 1st and 10th pathways and around course and must be carried and used.

BUNKERS – All bunker rakes are to be left in the bunkers facing the line of play. All players must enter and exit bunkers at the lowest points.

EMERGENCY—In case of emergency please call the Pro Shop on above numbers.
TEMPORARY LOCAL RULES -

To be read in conjunction with the Rules of Golf and the score card (APP)

TEES MEN – SILVER, WOMEN - GREEN

RAKE ALL BUNKER AFTER USE

TAKE SAND BUCKET AND FILL DIVOTS

REPAIR PITCH MARKS

4HRS TO COMPLETE ROUND

KOORINGAL GOLF CLUB LOCAL RULES

To be read in conjunction with the Rules of Golf and any Temporary Local Rules

OUT OF BOUNDS – Rule 18.2

Out of bounds is defined by the line between the **course**-side points at ground level of boundary fences, stakes with black tops and similarly painted bricks near clubhouse. When playing the 14th hole, the 15th hole is out of bounds as defined by white pegs with black tops. These stakes are treated as boundary objects during the play of the 14th hole. For all other holes, they are immovable obstructions.

ABNORMAL COURSE CONDITIONS – Rule 16.1

GROUND UNDER REPAIR

Relief may be taken

- Deep wheel ruts made by vehicle or course machinery

Relief must be taken

- **Staked trees and staked shrubs** – are **NO PLAY ZONES** and are ground under repair (the GUR includes the stake and any wrapping)
- From any area encircled by white stakes or a white line

IMMOVABLE OBSTRUCTIONS

- **Maintenance Shed & works area** – between the path to the 13th hole and the left side of the 17th hole as marked
- **Grates and Tap covers**
- **All Artificially sealed roads and paths**
- **Internal Protective fencing**

MOVEABLE OBSTRUCTIONS

- **All stakes, hoops, chains and signs are moveable obstructions.** Please replace the obstruction in the same spot after playing the shot.

IMMOVABLE OBSTRUCTIONS (E.G. SPRINKLER HEADS) CLOSE TO PUTTING GREEN – LINE OF PLAY INTERFERENCE

Rule 16.1b applies to immovable obstructions close to putting greens. In addition to the types of interference described in Rule 16.1a, interference also exists if an immovable obstruction is: on the player's line of play, and is within two club-lengths of the putting green, and is within two club-lengths of the ball. (Exception – There is no relief under this Local Rule if the player chooses a line of play that is clearly unreasonable.)

NO FREE RELIEF

Garden beds and mulched areas are integral objects unless defined by white stakes or white painted lines.

Unless otherwise noted, the penalty for a breach of a Local Rule is the general penalty (stroke play – two strokes, match play – loss of hole)

STAKE MARKINGS

Penalty areas – yellow/red stakes GUR – White stakes/white lines
OOB – White takes with black tops or similar painting on bricks (near clubhouse)

DISTANCE MARKERS TO CENTRE OF EACH GREEN

Please refer to notice board in golf shop for any temporary local rules
AVOID SLOW PLAY, REPLACE DIVOTS,
REPAIR PLUG MARKS ON THE GREENS
COURSE STAFF HAVE RIGHT OF WAY AT ALL TIMES

MATCH PLAY INDEX

Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Index	18	8	12	3	14	6	10	1	16	5	11	2	15	7	13	4	17	9

RULES FOR TODAY – AMBROSE

- The group combine to play as 1 team.
- Each player hits off the tee, the best shot is selected, and all other players pick up their ball and place it, within one handspan, alongside the best ball. Each person then hits a second shot from the same spot. The best shot is again selected. This continues until the ball is in the hole
- Fill out 1 score card for the team and initial next to the score the player who's tee shot was selected
- Handicaps are worked out by adding the 4 players handicaps together then dividing by 8. If in a group of 3 divide by 6.
- A minimum of 3 of their tee shots per player must be taken during the round.
- At the completion of the round return scorecards to the golf shop

NTP – For all players on each par 3
Long Drive – For all players on the 18th
Hole (ball must be in fairway)