

TEE TOTALERS

Golfing Society Penang (TTGSP)



Welcome to the **Tee Totalers Golfing Society Penang (TTGSP)**, formed by Penang Irish Association (PIA) in partnership with Healy Mac's (Irish Bar and Restaurant). Join us for a fun, relaxing and enjoyable day out golfing playing our best golf while respecting the rules and etiquette of the clubs we visit.

AIM of the Society

The aim of the Society is to promote the playing of golf at various courses in and around Penang while promoting social activity – playing for fun, fellowship, and a little competition in the great outdoors.

Membership Cost

Membership is RM100 (August 2011 to July 2012 – inclusive of membership of PIA for a year (2011 was RM30, 2012 RM50). Members will also receive a loyalty card from Healy Mac's and a TTGSP golf t-shirt.

Membership Limit - 80 persons.

Guests

Guests are accommodated depending on available space and are eligible for one competition day per year. Guests are only eligible for subsidiary prizes like Long Drive and Nearest the Pin.

Competition Costs

Green Fees, Buggy fees and food will be paid individually by members as a one off cost on the golf day, expected to be RM100 – RM120 depending on the course. Beverages included if we have sponsorship.

Annual Outings

- There will be a minimum of six outings a year.
- The Captains prize will be played in Kuala Lumpur during June. To take part in this competition you must have played in at least in three competitions.
- We will have a Golfer of the Year award.

Sponsors

We are happy to receive Private or Company sponsorship (cash or gifts for prizes, give always, facilities or food & beverages) from either members or outside agencies. Sponsors will be mentioned on all posters, website, Facebook, emails and at the prize giving.

COMPETITION RULES

Prizes.

Generally for 1st, 2nd and 3rd in the announced competition.

Longest Drive (LD) and Nearest the Pin (NTP). In the case where one golfer wins more than one of the same type of prize, for example, NTP, only the first won prize will be given. The subsequent prizes will be given to the next placed golfer.

- Royal and Ancient Rules apply
- Local course rules apply (see the card)
- Exchange cards for marking – please do not mark your own card
- No Gimmes
- I know we have an Irish connection but, no mulligans
- Lost balls = stroke and distance

To be Announced on the day, or before.

- Game Format
- Tee Box to be used, (depends on length / difficulty of course to be played)
- If Winter Rules apply (if ground is very wet or condition of course is poor)
- Long drive Holes
- Nearest the Pin holes

For speed

- Pick up if no points can be gained
- If you suspect your ball is Lost or Out of Bounds play a provisional from the tee or place last played from

Dress Code

- Proper golf attire,
- TTGSP Golf shirt where possible

- Shorts or Long trousers - No denim

Handicaps

- Use up to date official handicap if available
- Unofficial handicaps are subject to ratification after first game. First time players without official handicap are only eligible for Long Drive and Nearest the Pin prizes.
- Ladies max is 36
- Gents highest handicap is 24. Senior Gents with consistently low scores may have their handicaps adjusted by the committee.
- Handicap adjustment: For every two shots over 36 stableford points handicaps will be reduced by 1.

Etiquette

- The person farthest from the pin is generally the next person to take their shot
- When walking across the green, always be wary of the line of the other players putt, and try and not to walk on this line, if necessary walk all the way around.
- Always be wary of other golfers even those not in your group and try and not disturb them by talking or making noise when they are about to take their shot.

General Rules Of Golf

Out Of Bounds

When hitting a ball whether from the tee or within the hole, if the ball comes to rest beyond the out of bounds line, usually marked by white stakes and will always be stated on the course score card. The golfer must hit their next shot from the same position that they hit their first, regardless of whether they can find their first ball or not, and they are penalized by 1 shot. If the player does not hit their second ball from the same spot as the first but instead drops their second ball at the point of entry into the out of bounds then they will be penalized 2 shots. Under R&A rules of golf this is normally not permissible but is only in place for this society.

Lost Ball

If a player hits their ball and they think the ball may be lost then they must play their next shot from the same position as the first ball. Penalty is one shot. In the case that they find their first ball then they may continue as normal by playing their first ball with no penalty.

However if the first ball is not found and the player did not play a provisional ball then in normal rules the player must return to where they hit their first ball and play their next shot with a penalty of 1 shot. However to aid fair play the society ruling here is that the player may drop their second ball at point of entry into the hazard and play from here with a penalty of 2 shots. Again this is not an official R&A rule.

Water Hazards

A general water hazard is an area of water normally marked by yellow stakes that runs across the hole being played. If a player hits their ball into a water hazard then they must take their next shot by dropping in line from point of entry into the water hazard of the first ball. They may return back along the hole as far as they as long as they are not nearer the pin. Penalty is 1 shot.

Lateral Water Hazards

A lateral water hazard is an area of water normally marked by red stakes on the golf course that runs along either side of the hole being played. If a player hits their shot into a lateral water hazard they must take their next shot by dropping a ball within 2 club lengths, and not near the pin, of point of entry of the first ball with the a penalty of 1 shot. Remember lateral water hazards are not out of bounds, unless this is clearly marked with white stakes and stated on the golf course score card.

Casual Water

If a players ball comes to rest in an area of water that is not clearly marked by either red or yellow stakes then this is deemed to be casual water (normally only exists if there has been a lot of recent rain). In this instance the player may take his ball and have a free drop outside of the wet area but not nearer the hole.

Ground Under Repair (G.U.R.)

When a players ball comes to rest inside a clearly marked G.U.R. Area the player must then remove their ball from this area and take a free drop outside the marked G.U.R. area and not nearer the hole.

Bunker / Hazard Shots

When a ball comes to lie in a bunker or is inside a hazard line but still playable. The player may play this ball but the golf club being used to play the shot, cannot come to rest of the ground inside the hazard. e.g. in a bunker the club cannot touch the sand prior to making a shot.

Fresh Air Shots

If a player is clearly attempting to hit a ball but completely misses it. This is deemed a one shot and the player when next addressing the ball is taking their next shot. These shots must be counted.

Dropping and Re-Dropping

When a player is making a drop either free or from penalty, the player must stand erect and holding their arm completely straight at shoulders length and then drop the ball. If the ball after dropping comes to rest inside the hazard originally dropping from, the player may drop again. If the second drop comes to rest inside the hazard then the player may place the ball in the area that they are dropping into.

Number Of Clubs

A player must have at all times not more than 14 clubs in their bag. If they do have more than 14 clubs in their bag they will be penalized by 2 strokes per hole that they played with the illegal number of holes. In Stroke play the maximum is 4 strokes overall. In stableford player scores 0 points for each hole played with illegal number of clubs. Match Play player loses each hole played with illegal number of clubs.

Wrong Ball

A “wrong ball” is any ball other than the player’s. If a competitor plays a stroke or strokes with a wrong ball, he shall incur a penalty of two strokes, unless the only stroke or strokes played with such ball were played when it was in a hazard, in which case no penalty incurred.

Wrong Green

If a ball comes to rest on a green other than the green being played to then the player must lift this ball and drop off this green not nearer the pin prior to playing next shot. There is no penalty.