



Est. 1935

EMGC

Course Guide

Dear Member

This guide is a means to have all members & the Match Committee playing from the same play book. Through out your game and this guide where you are required to take relief, drop nearest point etc, the action of taking relief is as follows, Rule 17.1

- a; In taking penalty area relief, you will drop within two club-lengths of where your ball entered the penalty area. The size of a club-length will always be the longest club in your bag not including the putter.
- b; Your ball must be let go from knee height and fall through the air without touching any part of your body or equipment.
- c; Your ball must come to rest in the relief area where it was dropped, or else it must be redropped

(To be read in conjunction with the Rules of Golf and any temporary Local Rules.)

LOCAL RULES

(To be read in conjunction with the Rules of Golf and any temporary Local Rules.)

1. OUT OF BOUNDS (Rule 18.2a)

The following areas are out of bounds:

- Beyond any white line and or line of white stakes defining the boundary of the course, or beyond any wall or fence defining the boundary of the course's property.
- The 15th hole – The sloping creek bank between the 2 wire fences left of the teeing ground.
- The 16th hole – The first portion of the fence to the right of the tee up to the raised section is an internal protective fence. The remainder is a boundary fence.
- The 18th hole – Any ball coming to rest to the right of the building line and the left-hand rail of the small foot bridge that has not cleared Scotchman's Creek to the top edge of the sloping bank is OOB.
- For OOB or Lost Ball a player may proceed under "stroke and distance" for a "one stroke penalty".
- For OOB or Lost Ball and a "two stroke penalty" a player may proceed under Model Local Rule E-5 and drop the original ball or another ball in the "relief area" which extends two club lengths past the nearest point on the fairway being played that is "no nearer the hole".

2. PENALTY AREA (Rule 17.1)

- Penalty areas are defined by either Red or Yellow Stakes/Lines
- Gardeners Creek is a Penalty Area at holes 1, 2, 3, 4, 10, 17 and 18.
- Scotchman's Creek running across the 9th and 18th holes is a Penalty Area except the area defined as OOB (see above) when playing the 18th hole.
- If there are no stakes, the edge of the rough is the margin of the penalty area. The area beyond all creeks surrounding the course is considered a "No Play Zone" within the Penalty Area and ant ball in this area cannot be played (Rule 17.1e).

3. ABNORMAL COURSE CONDITIONS (Rule 16.1)

- Any area enclosed by white lines, light blue stakes, or signage.
- All new work is regarded as Abnormal Course Condition (drop no penalty).
- Damage to any green, deemed to be caused by vandalism.
- Embedded stones adjacent to roads.
- Exposed tree roots on the fairway only (model local rule F-9). This applies to the "lie of the ball" and "area of intended swing" and does not apply to stance.
- Preferred Lie of one hand span allowed in all bunkers.
- No Play Zones – PLAY PROHIBITED, Relief MUST be taken.
- Trees identified by stakes, plastic protection at their base or under two club-lengths in height are considered "No Play Zones" and relief must be taken. The zone is the area which interferes with the ball, the player's stance, or the area of the intended swing.
- Garden beds are considered "No Play Zones" and relief must be taken. All garden beds are listed below. The planted area to the right of the 14th tee. All other garden beds are adjacent to the teeing ground on 1, 7, 8, 9, 10. Not to extend beyond the teeing ground.

4. IMMOVABLE OBSTRUCTIONS (Rule 16.1)

The following items are defined as immovable obstructions:

- All internal protective fences.
- Electrical boxes, sand boxes, rubbish bins, water bubblers, sprinklers, and ball cleaners.
- Staked tree/shrub under two club-lengths in height (Relief must be taken).
- Where a sprinkler head is within two club-lengths of the putting green and within two club-lengths of the ball and intervenes on the line of play, the player may take relief.
- On the 11th 12th, 15th, 16th and 17th holes: if a ball lies inside the two pedestrian fences, drop the ball on the side of the fence closest to the hole being played not nearer the hole (no penalty).

5. MOVABLE OBSTRUCTIONS (RULE 15.2)

- All stakes are movable unless declared immovable.
- Stones in bunkers are movable obstructions.

6. PERMANENT POWER POLES AND ELEVATED CABLES

If a ball strikes a power pole or elevated power line or cable, the stroke MUST be cancelled and replayed without penalty. If the ball is not immediately recoverable, another ball may be substituted.

PENALTY FOR BREACH OF LOCAL RULES **Match - Loss of hole. Stroke play - 2 strokes.**

Note: These Rules are valid at the time of printing – for any recent changes refer to the Sub-Committee.

[2024:- Fairway Bunker 7th – GUR](#)

1st

Fencing - Right & Left side of Teeing ground

Rule – 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Creek

Rule: 17.1 - Penalty area

Action: Options- Play as it lies (no penalty)

Drop within two club lengths of where the ball last entered the penalty area.

(1 shot penalty)

Replay shot from original spot

(1 shot penalty)

COURSE ETIQUETTE

Replace divots (sand buckets available at 9th & 10th tees)

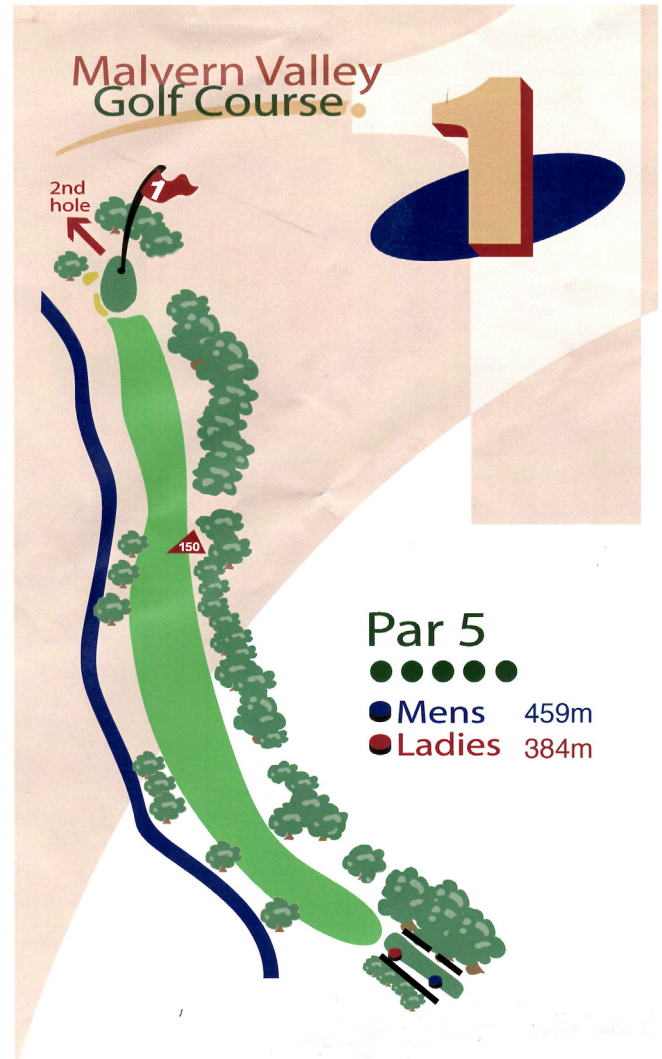
Repair Greens

Rake Sand Traps when leaving

Appropriate language

Leave bags/buggies to the SIDE of the greens & tees

Replace the flag in hole after putting completed



2nd

Dam

Rule: 17.1 - Penalty area
Action: Options - Play as it lies (no penalty)
Drop within two club lengths of where the ball last entered the penalty area.
(1 shot penalty)
Replay shot from original spot
(1 shot penalty)

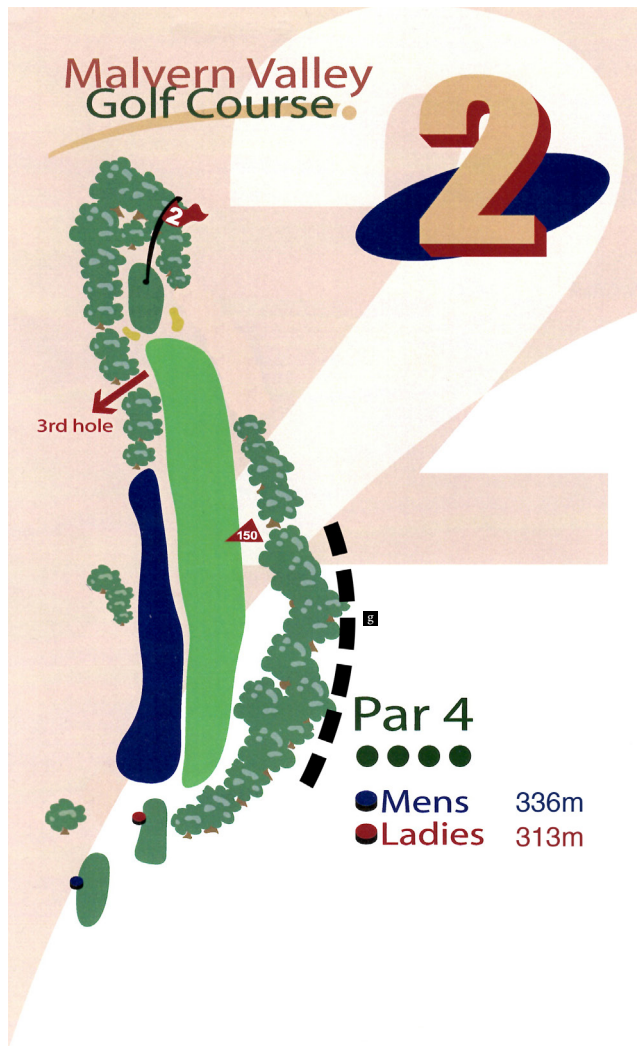
Sand - Right hand side of Fairway

Rule: 16.1 - Abnormal course condition
Action: Drop nearest point no nearer the hole
(no penalty)

Path - Right hand side between 2nd & 7th fairways including embedded stones adjacent to the path

Rule: 16.1 - Abnormal course condition
Action: Drop nearest point no nearer the hole
(no penalty)

2



3rd

Fencing - Right side of Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Dam

Rule: 17.1 - Penalty area

Action: Options - Play as it lies (no penalty)
Drop within two club lengths of where the ball last entered the penalty area.
(1 shot penalty)
Replay shot from original spot
(1 shot penalty)

Creek

Rule: 17.1 - Penalty area

Action: Options - Play as it lies (no penalty)
Drop within two club lengths of where the ball last entered the penalty area.
(1 shot penalty)
Replay shot from original spot
(1 shot penalty)

BUNKER CARE

Rake the bunker of all footprints prior to exiting
Enter & Exit a bunker at the lowest point to minimise sand movement
Leave Rake inside & at the lowest edge of the bunker



4th

Creek

Rule: 17.1 - Penalty area

Action: Options - Play as it lies (no penalty)
Drop within two club lengths of where the ball last entered the penalty area. (1 shot penalty)
Replay shot from original spot (1 shot penalty)

Pathway - Right of Fairway between 4th & 6th Fairways including embedded stones adjacent to the path

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole (no penalty)

AVOIDING SLOW PLAY

Watch the ball land and remember a reference point where the ball has come to rest

Walk briskly between shots

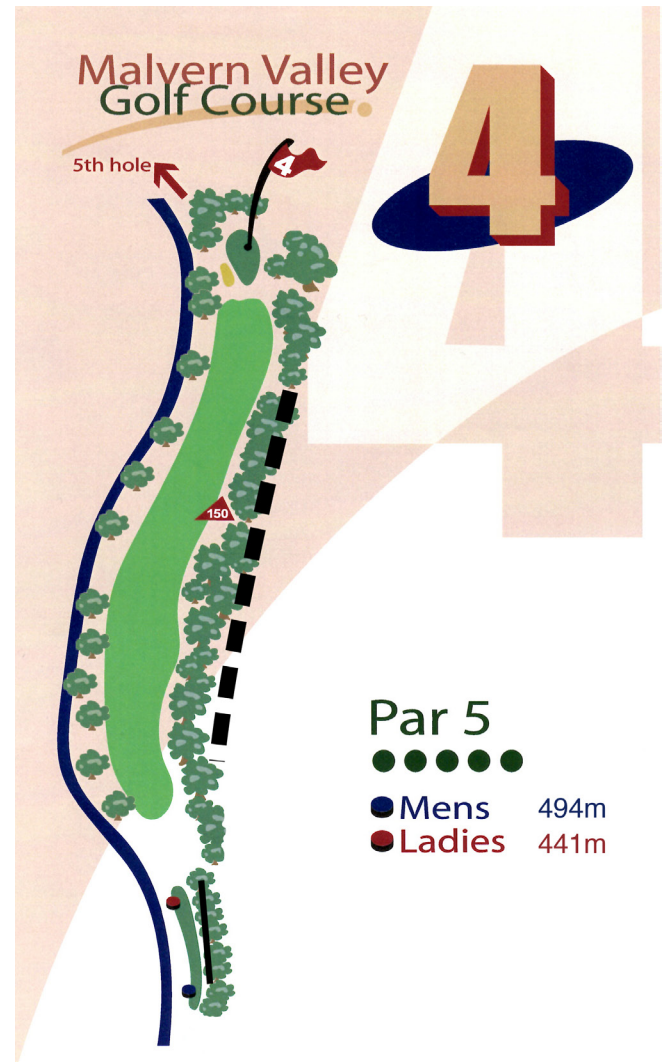
When searching for a lost ball watch the time and call the following group through - 3 minutes

Pace of Play is as follows

First Player - Upon arriving at the ball has **50 seconds** to choose club and perform pre and actual shot sequence.

Subsequent Player(s) - Upon your turn you have **40 seconds** to choose club and perform pre and actual shot sequence.

If your group cannot keep up with the general speed of play, call the following group through



5th

Fencing - Along Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Fencing - Course perimeter - Along Warrigal Rd behind hill

Rule: 18-2a - Out of Bounds - no relief from fence

Action: Options - Play as it lies - if in play (no penalty)
Replay from original point (1 shot penalty)

READY GOLF

EMGC employs READY GOLF as a means of avoiding Slow Play.

Ready Golf means that ALL golfers should go to their balls as soon as possible and get READY to play their shots.

While waiting to hit -

PLAYERS should;

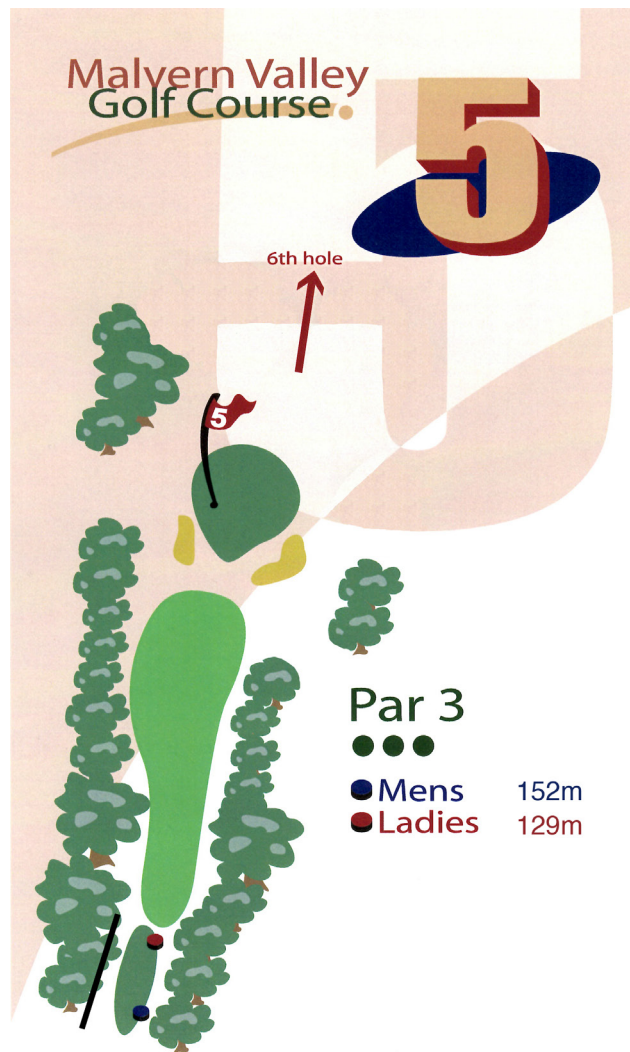
SURVEY their shot

SELECT their club

TAKE the chosen club from their bags

STAND at their balls READY to step up and make the shot when it is their turn.

That's Ready Golf!



6th

Fencing - Along Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Fencing - Left of Fairway

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Fencing - Course perimeter

Rule: 18-2a - Out of Bounds - no relief from fence

Action: Options - Play as it lies - if in play (no penalty)
Replay from original point (1 shot penalty)

Pathway - Right of Fairway between 4th & 6th Fairways

including embedded stones adjacent to the path

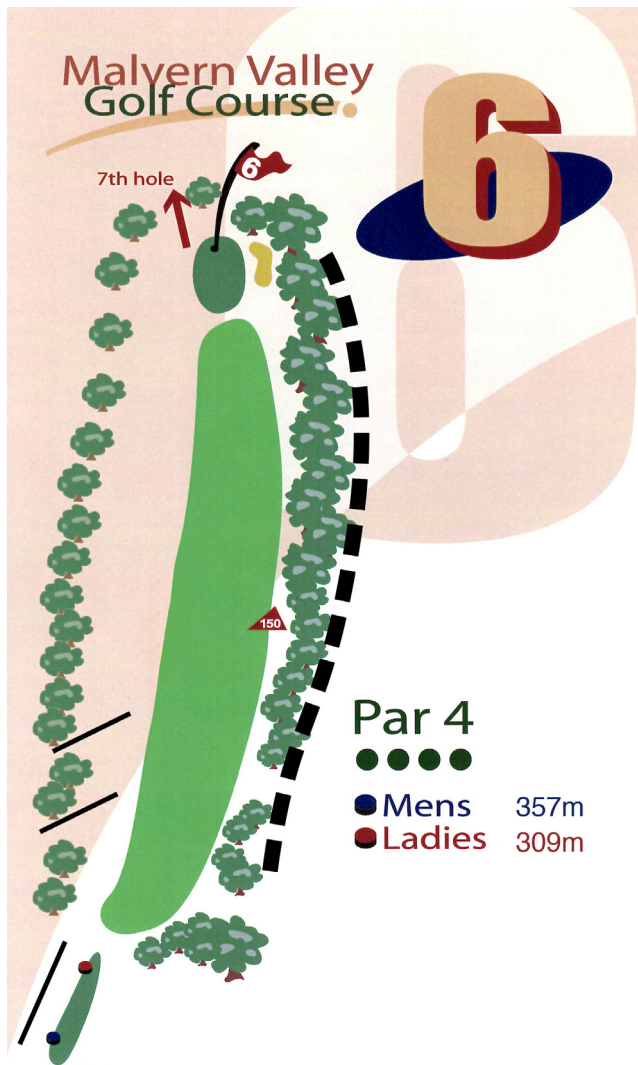
Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Pathway - Back of green

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)



7th

Fencing - Course perimeter

Rule: 18-2a - Out of Bounds- No relief from fence

Action: Play as it lies - if in play (no penalty)
Replay from original point (1 shot penalty)

Fencing - Front of Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Pathway - Right of Fairway between 2nd & 7th Fairways
including embedded stones adjacent to the path

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Pathway - Rear of Green between 1st & 7th Fairways

Rule: 16.1 - Abnormal course condition

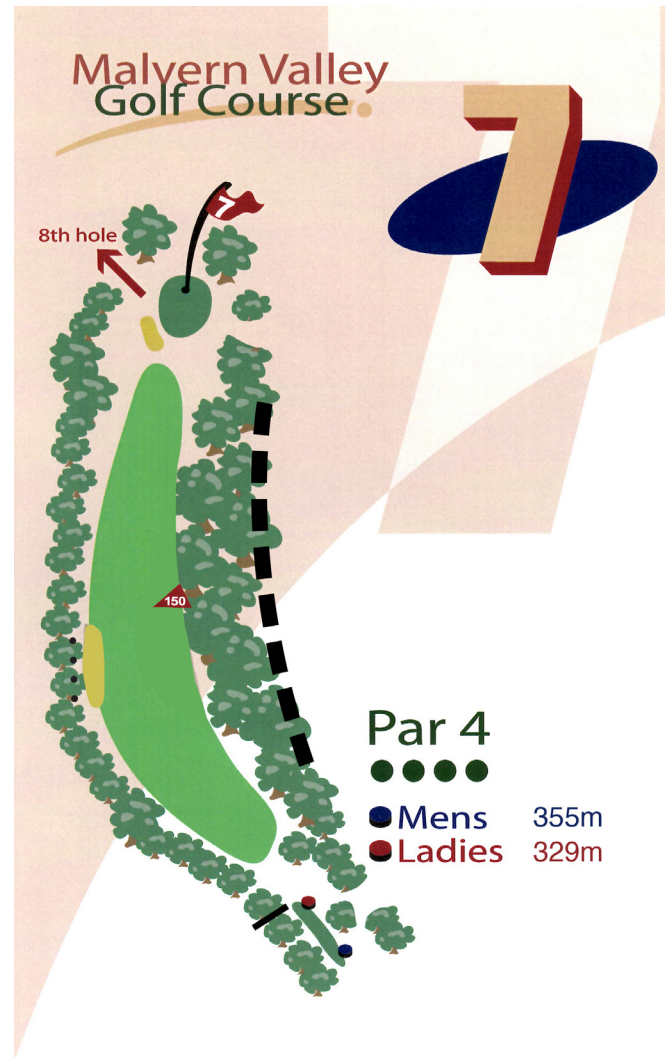
Action: Drop nearest point no nearer the hole
(no penalty)

Net fencing Poles - Left of Fairway behind bunker

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

NOTE: Ground under & behind netting - In Play



8th

Pathway - Front of Teeing ground & behind Green

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

AVOIDING SLOW PLAY

Watch the ball land and remember a reference point where the ball has come to rest

Walk briskly between shots

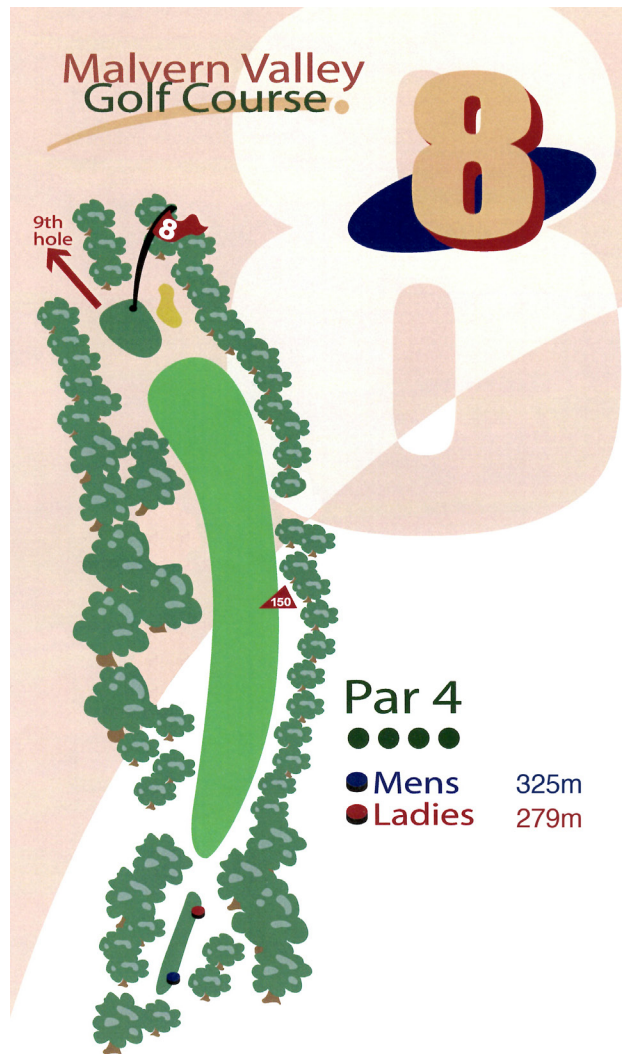
When searching for a lost ball watch the time and call the following group through - 3 minutes

Pace of Play is as follows

First Player - Upon arriving at the ball has **50 seconds** to choose club and perform pre and actual shot sequence.

Subsequent Player(s) - Upon it being your turn you have **40 seconds** to choose club and perform pre and actual shot sequence.

If your group cannot keep up with the general speed of play, call the following group through.



9th

Pathways - Across and along fairway

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Garden - Left of Teeing ground

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Fencing - Left of Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Creek - Left of bridge

Rule: 17.1 - Penalty area

Action: Options- Play as it lies (no penalty)
Drop within two club lengths of where the ball
last entered the penalty area.
(1 shot penalty)
Replay shot from original spot
(1 shot penalty)

Creek - Right of bridge

Rule: 17.1 - Penalty area

Action: Options- Play as it lies (no penalty)
Drop within two club lengths of where the ball
last entered the penalty area.
(1 shot penalty)
Replay shot from original spot
(1 shot penalty)

Bridge

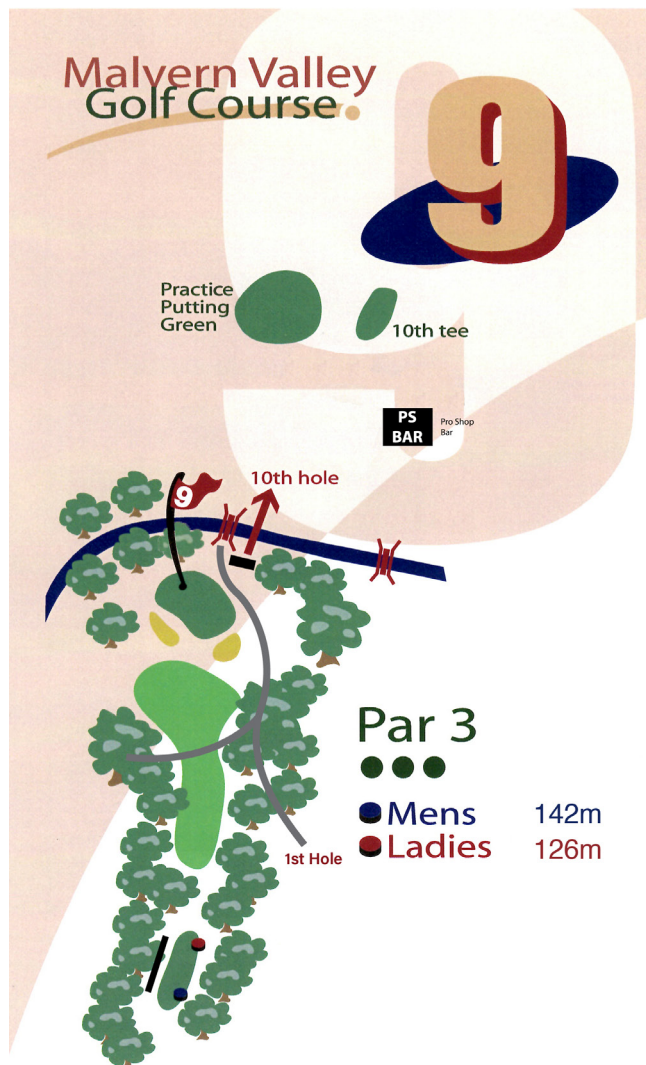
Rule: 17.1 - Penalty area

Action: Options- Play as it lies (no penalty)
Drop nearest point to ball crossing the
hazard. (1 shot penalty)
Replay shot from original spot
(1 shot penalty)

Sand & bucket amenities

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)



10th

Fencing - Left of Teeing ground

Rule: 16.1 - Immovable obstruction
Action: Free drop nearest point (full relief)

Pond

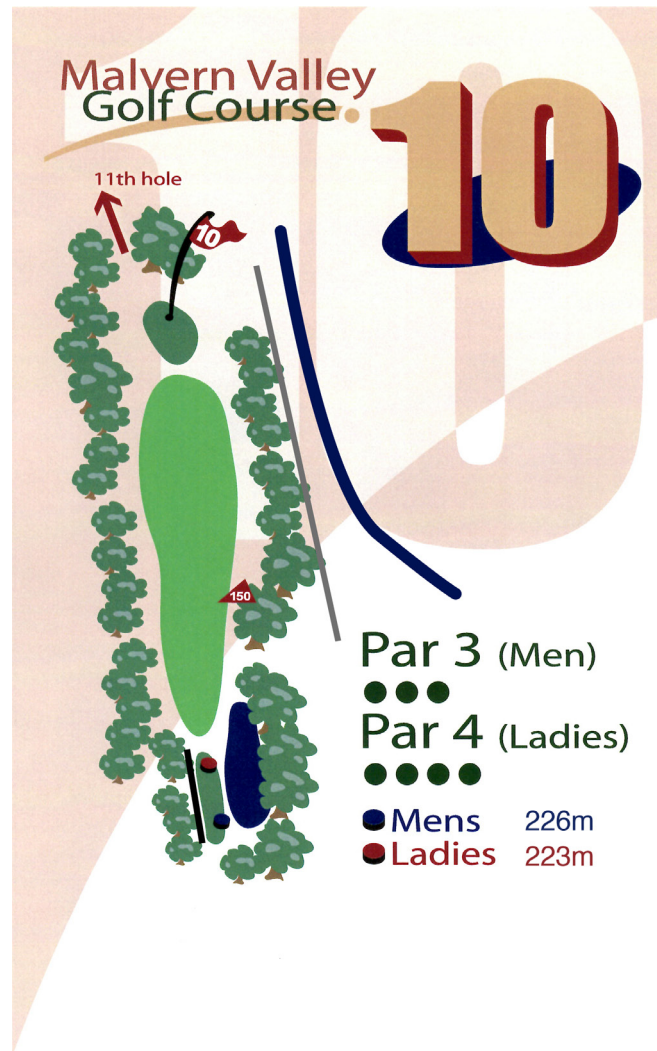
Rule: 17.1 - Penalty area
Action: Play as it lies (no penalty)
Drop within two club lengths of where the ball last entered the penalty area.
(1 shot penalty)
Replay shot from original spot
(1 shot penalty)

Pathway - Right of fairway

Rule: 16.1 - Abnormal course condition
Action: Drop nearest point no nearer the hole
(no penalty)

Creek

Rule: 17.1 - Penalty area
Action: Options - Play as it lies (no penalty)
Drop within two club lengths of where the ball last entered the penalty area.
(1 shot penalty)
Replay shot from original spot
(1 shot penalty)



11th

Fencing - Both fences, metal and mesh, up to the last wood post

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Ground between Safety fence (above) & Concrete boundary fence up to the last wood post

Rule: 17.1 - Penalty area

Action: Options - Play as it lies (no penalty)

Drop within two club lengths of where the ball last entered the penalty area.

(1 shot penalty)

Replay shot from original spot

(1 shot penalty)

Gutter - Along Fairway fencing and piping at base of hill

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole (no penalty)

Gutter - At base of valley between 11th & 12th fairways

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole (no penalty)

Pond - Rear of Green

Rule: 17.1 - Penalty area

Action: Options - Play as it lies (no penalty)

Drop within two club lengths of where the ball last entered the penalty area.

(1 shot penalty)

Replay shot from original spot

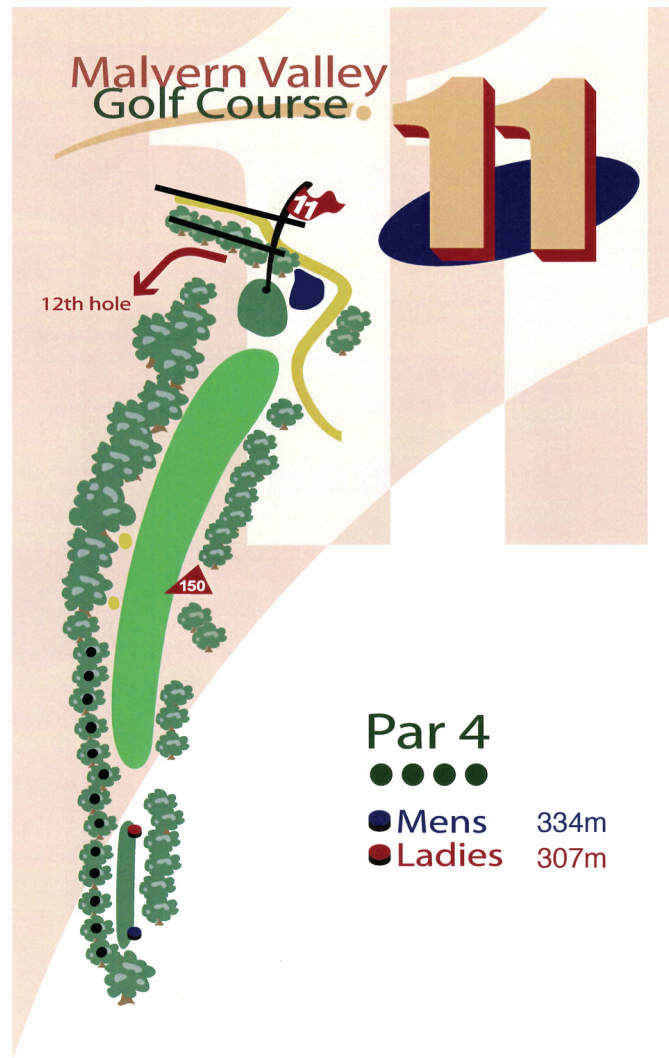
(1 shot penalty)

Fencing - Rear of Green

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

NOTE: If over either of these fences see Local Rule 4.



12th

Fencing - Left of Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Concrete fencing - Left of Fairway

Rule: 18-2a - Out of Bounds -No relief from wall

Action: Options - Play as it lies - if in play (no penalty)
Replay from original point (1 shot penalty)

Pathway - Right of Fairway

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Pathway - Left of Green

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Fencing - Rear of Green

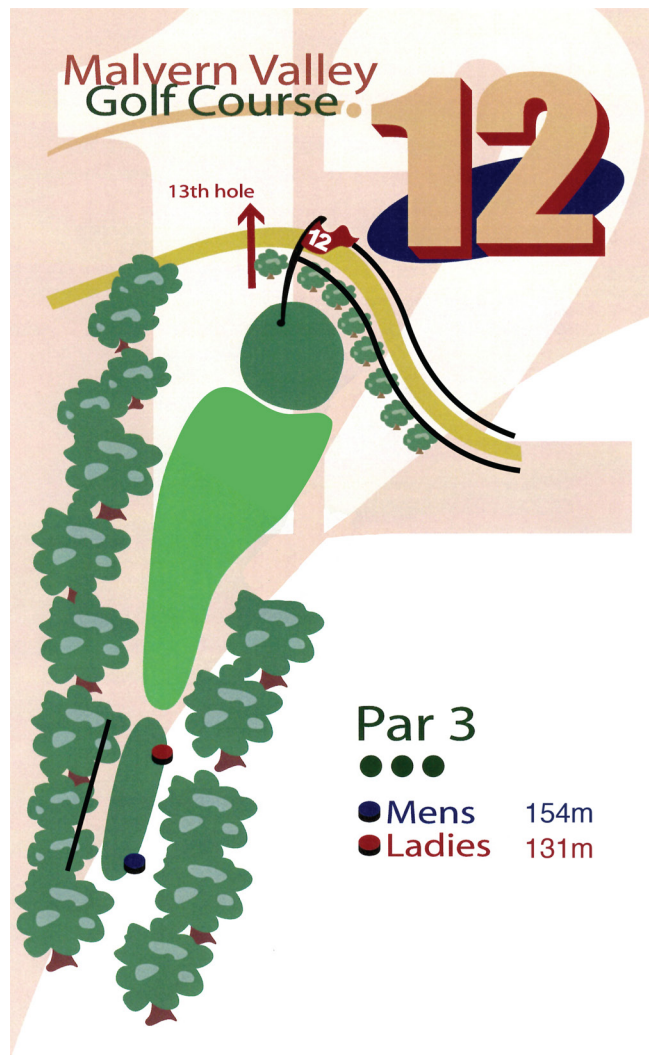
Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

NOTE: If over either of these fences see Local Rule 4.

PERMANENT POWER POLES AND ELEVATED CABLES

If a ball strikes a power pole or elevated power line or cable, the stroke **MUST** be cancelled and replayed without penalty. If the ball is not immediately recoverable, another ball may be substituted



13th

Fencing - Left of Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Gutter - Across Fairway

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Net fencing Poles - Left of Fairway

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

NOTE: Ground under & behind netting - In Play

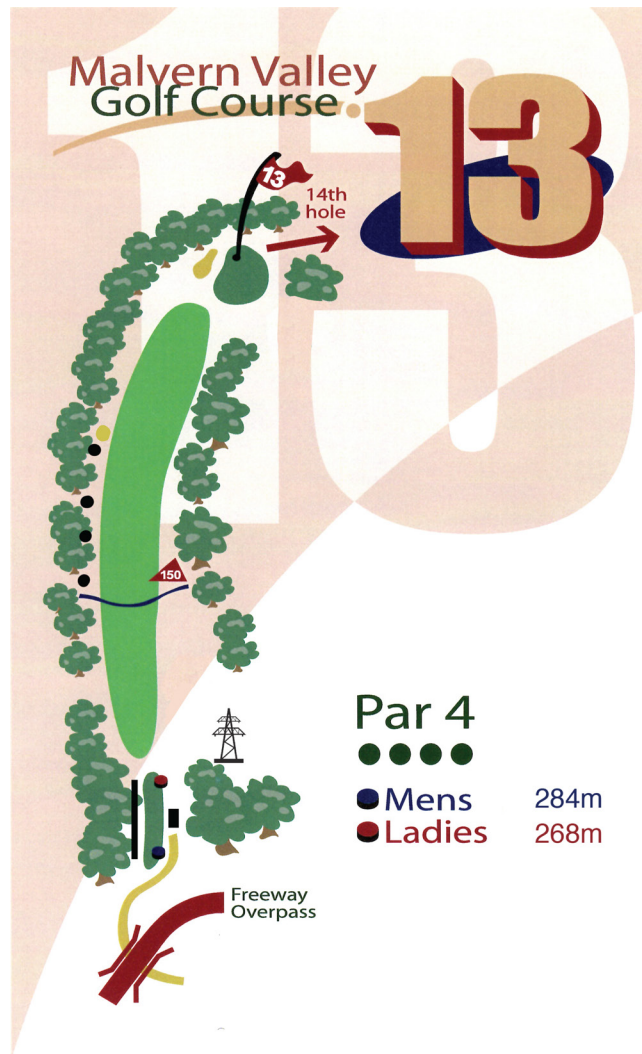
Concrete fencing - Left of Fairway

Rule: 18-2a - Out of Bounds -No relief from wall

Action: Options - Play as it lies - if in play (no penalty)
Replay from original point (1 shot penalty)

PERMANENT POWER POLES AND ELEVATED CABLES

If a ball strikes a power pole or elevated power line or cable, the stroke **MUST** be cancelled and replayed without penalty. If the ball is not immediately recoverable, another ball may be substituted



14th

Fencing - Left of Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Pond - Left of Fairway (inside Red Stakes)

Rule: 17.1 - Penalty area

Action: Options - Play as it lies (no penalty)
Drop within two club lengths of where the ball last entered the penalty area.
(1 shot penalty)
Replay shot from original spot
(1 shot penalty)

Fence - Rear of Green

Rule: 18-2a - Out of Bounds- No relief from fence

Action: Play as it lies (no penalty)
Replay from original point (1 shot penalty)

PERMANENT POWER POLES AND ELEVATED CABLES

If a ball strikes a power pole or elevated power line or cable, the stroke MUST be cancelled and replayed without penalty. If the ball is not immediately recoverable, another ball may be substituted

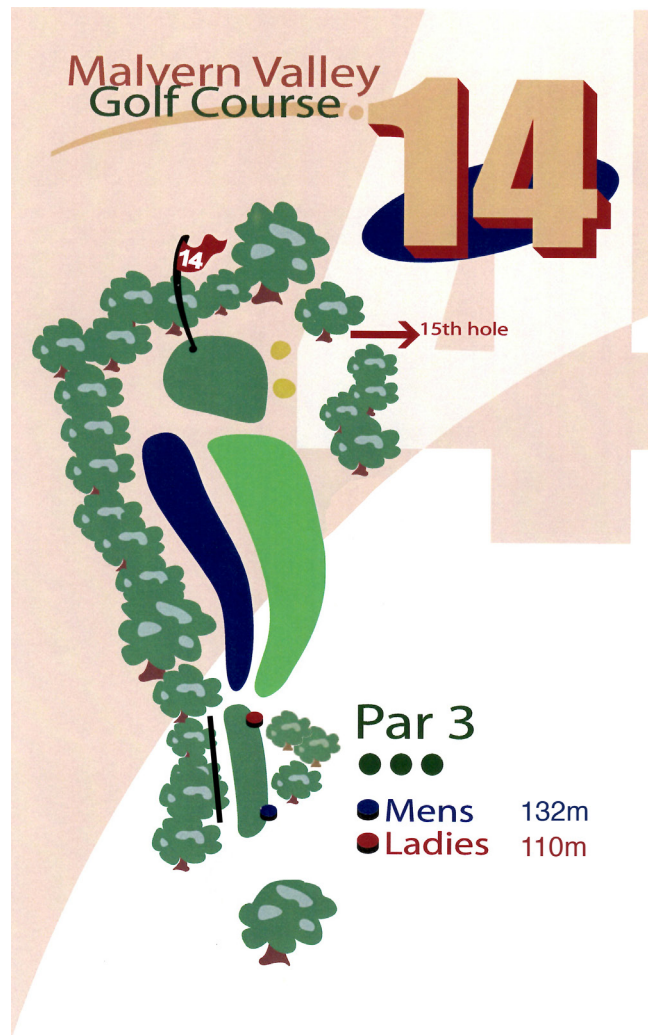
TEAM APP

Have you downloaded TEAM APP

This App is where the EMGC club history and current updates and news resides.

If you have a question or need to contact a member this is a good place to do it.

EMGC website - eastmalverngolfclub.com



15th

Fencing - Left & right of Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Creek - Left of Fairway - sloped bank of creek

Tee fencing to Pathway fencing

Rule: 18-2a - Out of Bounds

Action: Options - Play as it lies (no penalty)
Replay from original point (1 shot penalty)

Fencing - Left of Fairway mound

Rule: 18-2a - Out of Bounds-no relief from perimeter wire

Action: Options - Play as it lies (no penalty)
Replay from original point (1 shot penalty)

Fencing uprights

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Pathway - Left of Fairway mound

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Gutter - Across Fairway

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Pond - Left of Fairway and left of Green

Rule: 17.1 - Penalty area

Action: Options - Play as it lies (no penalty)
Drop within two club lengths of where the ball
last entered the penalty area.
(1 shot penalty)
Replay shot from original spot
(1 shot penalty)

Fencing - Rear of Green

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

NOTE: If over either of these fences see Local Rule 4.



16th

Fencing - Left of Teeing ground

Rule – 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Fencing - Right of teeing ground up to raised fencing

Rule – 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Fencing - Right of teeing ground from corner

Rule: 18-2a - Out of Bounds - no relief from fence

Action: Play as it lies - if in play (no penalty)
Replay from original point (1 shot penalty)

Fencing - Short internal fences right of Fairway acting as gateways

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

COURSE ETIQUETTE

Replace divots (sand buckets available at 9th & 10th tees)

Repair Greens

Rake Sand Traps when completed, leaving rake in bunker at lowest point of bunker

Appropriate language

Leave bags/buggies to the SIDE of the greens & tees

Replace the flag in hole after putting completed



17th

Creek - Left of Fairway

Rule: 17.1 - Penalty area

Action: Options - Play as it lies (no penalty)
Drop within two club lengths of where the ball last entered the penalty area.
(1 shot penalty)
Replay shot from original spot
(1 shot penalty)

Fencing - Right of Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

NOTE: If over either of these fences see Local Rule 4.

Pathway - Across and left of Fairway

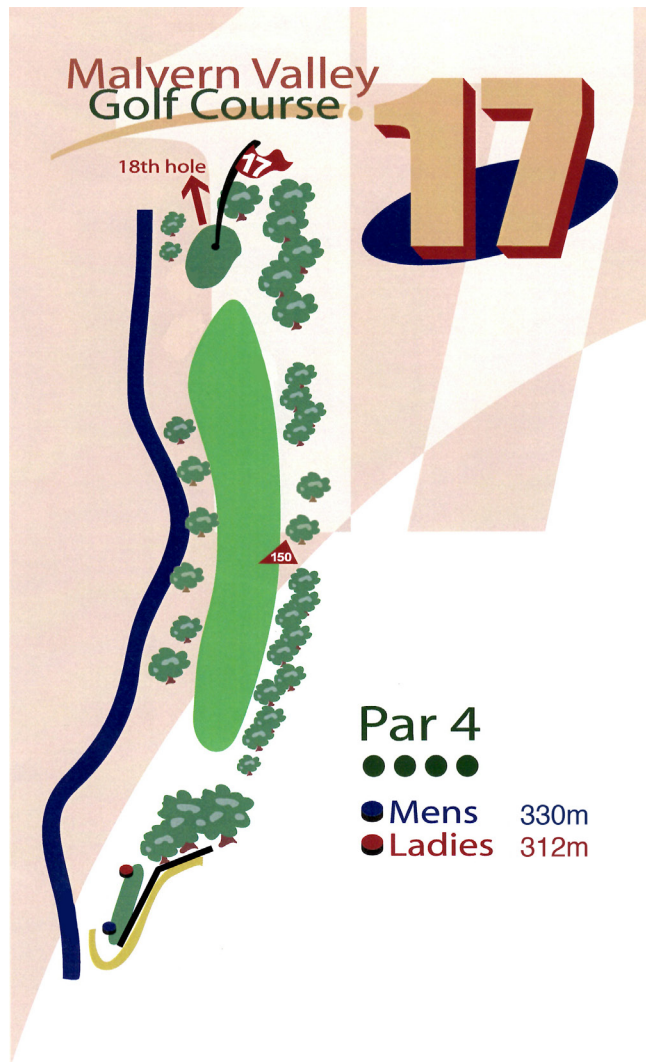
Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Fencing - Short internal fence left of green

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)



18th

Fencing - Right of Teeing ground

Rule: 16.1 - Immovable obstruction

Action: Free drop nearest point (full relief)

Pond - Right of fairway

Rule: 17.1 - Penalty area

Action: Options - Play as it lies (no penalty)

Drop within two club lengths of where the ball last entered the penalty area.

(1 shot penalty)

Replay shot from original spot

(1 shot penalty)

Pathway - Right of Fairway

Rule: 16.1 - Abnormal course condition

Action: Drop nearest point no nearer the hole
(no penalty)

Creek - Left & across Fairway to bridge

Rule: 17.1 - Penalty area

Action: Options - Play as it lies (no penalty)

Drop within two club lengths of where the ball last entered the penalty area.

(1 shot penalty)

Replay shot from original spot

(1 shot penalty)

Bridge

Rule: 18-2a - Out of Bounds

Action: Replay from original point (1 shot penalty)

Right of Bridge, not over the creek

Rule: 18-2a - Out of Bounds

Action: Replay from original point (1 shot penalty)



