

RULES & REGULATIONS

PARTICIPATION

The World Kids Tournament is open to all players affiliated within any Golf Federation.

RULES

The rules and conditions for the tournament will be the approved rules by the Royal and Ancient Golf of St Andrews and the local rules established by the committee.

CATEGORIES

Under-10 Boys & Girls | Under-12 Boys & Girls Under-14 Boys & Girls Under-16 Boys & Girls | Under-18 Boys & Girls

FORMAT

- o Categories 12 & under 10 play "Stableford" "Gross e Net"
- Categories 14 & over play "Stroke Play" "Gross" & "Net"
- o Categories under 10 Boys & Girls play 9 holes per day
- o Categories under 12 | 14 | 16 | 18 Boys & Girls

COURSE

Faldo Course

RESULTS AND PRIZES

3 Best Gross and Net scores to count in each age category (not Overall winners: The overall Champions of the event, will be determined by the best Gross scores for both boys and girls playing in category under 16 & 18 (official for the World Ranking Amateur accountable for WGR).

TIES (RULE 3-3-A) SECTION 5A (6))

Ties will be broken by use of the player's best score on the final round. If the tie still persists it will be broken by using the last 9; 6; 3 and final hole on the last round.

STARTING TIMES (RULE 5.3A)

If the player arrives at his/her starting point, ready to play, within ten minutes of his starting time the penalty will be two strokes. The player must start at the time established by the Committee.





PENALTY FOR BREACH OF RULE -5-3A

If the player arrives at his starting point, ready to play, within five minutes after tee time, the penalty for failure to start on time is loss of the first hole in match your two strokes at the first hole in stroke play. Otherwise, the penalty for breach this rule is disqualification

TRANSPORTATION

Only allowed the use trolleys or electric trolleys. Buggies are not allowed

CADDIES' REGULATION

All players 10 years old and younger are required to have a caddy during play. Older players up to 16 years old are not required but encouraged to do so.

Cadies are responsibility of the player. Any breach of the following regulations will be deemed to be a breach by the player.

- i) Caddies will not be permitted to wear jeans or sandals (except on decision of Tournament Director) and shoes with spikes OR soft spikes.
- ii) Misbehaviour by caddies of a personal nature which generally unacceptable by normal social standard.
- iii) Caddies are not permitted to mark player's scorecards.
- iv) Other than in practise round, caddies are not permitted to test the surface of the putting greens on the course.

PACE OF PLAY (RULE 5.6)

All players must play without undue delay and in accordance with pace of play guidelines. The allotted time to play 9 holes is 2 hours 20 minutes. A group will be determined to be out of position when they are over the time allotted to complete a given hole and/or have not maintained position relative to the group in front of them.

When a group is out of position they will be warned. If the group continues to fall behind the players will be monitored. Any player that makes more than the allotted time to play may be subjected to the following penalties.

- 1. 1st offense warning
- 2. 2nd offense 2nd warning and 2 strokes penalty
- 3. 3rd offense 3rd warning and 2 strokes penalty
- 4. Following offences Ten shot rule and or Disqualification

SUSPENSION OF PLAY (RULE 5.7)

Play will only be suspended in dangerous conditions arise. In the committee stops plays it will be indicated by one prolonged blast from a siren. Players must discontinue play and seek shelter. When play resumes it will be indicated by two shorts blasts from the siren.





TEN SHOT RULE

For players 12 years old and younger we have implemented the 10-shot rule. No player may take more than 10 shots on any hole. If a player gets to 10 shots, he/she must pick up the ball, mark 10 on the scorecard and proceed to the next hole.

Disqualification: The decision of disqualify the player is only decision of the Technical Tournament Committee

CODE OF CONDUCT (RULE 1.2B)

Players, caddies and their relatives must adhere to the code of conduct at all times, forbidden use of foul language (swearing or abusive), cheating, club throwing, disrespect o The committee, volunteers, staff on the course. First warning; Attention call; Second Warning: disqualification

NOTE RULE 4-3a: A player may obtain distance information by using a device that measures distance only.

DOUBT AS TO PROCEDURE (RULE 20)

If a competitor is doubtful of his rights or the correct procedure during the play of a hole, he may, without penalty, complete the hole two balls. After the doubtful situation has arisen and before taking further action, the competitor must announce to his marker or fellow-competitor that he intends to play two balls and which ball he wishes to count if the Rules permit. The competitor must report the facts of the situation to the Committee before

SCORECARDS

After finishing the player is responsible for returning the scorecard duly checked and signed. The cases omitted in the Regulation will be decided definitively by the Technical Committee

REGULATION ALTERATION

At any time, the Committee may alter, clarify, suspend, complete or cancel these terms of competition.

DRESS CODE

The dress code for the tournament is proper golf attire. Golf shoes are required and must be soft spikes or spikeless golf shoes (trainers are not allowed on the golf course. Shirts must have collars and no denim is allowed. Gentleman and boys may wear trousers or Bermuda style shorts. Ladies and girls may wear sleeveless tops but they must have a collar. Golf trousers, capri's, shorts and skirts are acceptable but shorts and skirts must not be too short. Tournament officials reserve the right to determine appropriate attire, and if asked, players will be required to change. The dress code for social events such as the Opening and Closing Ceremony or when visiting the Amendoeira Club House is proper golf attire as above or dress casual attire. We would request you change out of your golf shoes for the social events but is not required.

