



NGF Competitions 2026 Local Rules and Terms of Competition (Section C2)

Applicable to all tournaments organized by the NGF are:

- The R&A "Rules of Golf" and the NGF Terms of Competition section A to H.
- Additional Local Rules specific for the golf course on which the competition is being played.

C2-1 Breach of the Code of Conduct (R1.2 and section C1)

The full version of the Code of Conduct of category A and B including examples can be found in section C1 of the Terms of Competition.

Category A: Serious violations of the Code of Conduct.

Penalty for Breach of Rule 1.2 Category A: Disqualification.

Category B: Other violations of the Code of Conduct.

Penalty for Breach of Rule 1.2 Category B:

- **Penalty for First breach: Warning.**
- **Penalty for Second breach: General Penalty.**
- **Penalty for Third breach: Disqualification.**

Penalties will be carried forward in a round and to the next rounds until the tournament is completed.

C2-2 Driver (R4.1a and Local Rule G-1)

Any driver the player uses to make a stroke must have a club head, identified by model and loft, which is on the current List of Conforming Driver Heads issued by the R&A. (See RandA.org – Conforming Driver List).

Penalty for Making a Stroke with Club in Breach of this Local Rule: Disqualification.

C2-3 Ball (R4.2a and Local Rule G-3)

Any ball used in making a stroke must be on the current List of Conforming Golf Balls issued by the R&A (See RandA.org – Conforming Ball List).

Penalty for Making a Stroke with a Ball in Breach of this Local Rule: Disqualification.

C2-4 Transportation (R4.3 and Local Rule G-6)

During a round, a player or caddie must not ride on any form of motorized transportation **except** as authorized or later approved by the Committee. A player who will play, or has played, under penalty of stroke and distance is always authorized to ride on motorized transportation.

Exception: A player in possession of an EDGA-pass with buggy indication may always use motorized transportation.

Penalty for Breach of Local Rule: The player gets the **general penalty** for each hole during which there is a breach of this Local Rule. If the breach occurs between the play of two holes, it applies to the next hole.

C2-5 Unreasonable delay; Prompt Pace of Play (R5.6)

C2-5.1 Examples of Unreasonable Delay of Play (R5.6a)

Examples of actions that are likely to be treated as unreasonable delay are:

- After 3 minutes of searching a player can not immediately play with a provisional ball when the situation of the original ball is such that a provisional ball should have been played.
- A player continues searching for his ball for more than 3 minutes.
- Unauthorized stopping the game for more than a few minutes to take care for personal needs.



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- Using more than a few minutes searching for and retrieving a lost club.

C2-5.2 Prompt Pace of Play (R5.6b and Local Rule K-2)

Maximum Allowable Time

The maximum allowable time is the maximum time considered necessary by the Committee for a group to complete its round. This is expressed in a per-hole and aggregated time format and includes all time associated with playing the game, for example, for rulings and walking times between holes.

Definition of Out of Position

The first group and any group after a starter's gap will be considered "out of position" if, at any time during the round, the group's cumulative time exceeds the time allowed for the number of holes played. Any following group will be considered out of position if it is more than a starting interval behind the group in front of them.

Procedure When Group is Out of Position

1. Referees will monitor pace of play and decide whether a group that is "out of position" should be timed. An assessment of whether there are any recent mitigating circumstances, for example, a lengthy ruling, lost ball, unplayable ball, etc. will be made.

If a decision is made to time the players, each player in the group will be subject to individual timing and a referee will advise each player that they are "out of position" and they are being timed.

In exceptional circumstances, an individual player, or 2 players within a group of 3, may be timed instead of the entire group.

2. The maximum time allocated per stroke is 40 seconds. 10 extra seconds are allowed for the first player to play: a) a tee shot on a par 3 hole; b) an approach shot to the green; and c) a chip or putt.

The timing will start when a player has had sufficient time to reach the ball, it is their turn to play, and they are able to play without interference or distraction. Time taken to determine distance and select a club will count as time taken for the next stroke.

On the putting green, timing will start when the player has had a reasonable amount of time to lift, clean and replace the ball, repair damage that interferes with the line of play and move loose impediments on the line of play. Time spent looking at the line of play from beyond the hole and/or behind the ball will count as part of the time taken for the next stroke.

Timings will be taken from the moment it is decided by the referee that it is the player's turn to play and they are able to play without interference or distraction.

Timing ceases when a group is back in position and players will be advised accordingly.

Penalty for Breach of Local Rule:

- **Penalty for first bad time: One penalty stroke.**
- **Penalty for second bad time: General Penalty (additional).**
- **Penalty for third bad time: Disqualification.**

A player will be assessed a bad time in breach of this Local Rule only when they have exceeded the maximum time allocated per stroke while being timed. Until a player has been advised of a bad time, they cannot incur a further bad time

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Procedure When Out of Position Again During Same Round

If a group is "out of position" more than once during a round, the above procedure will apply on each occasion. Bad times and the application of penalties in the same round will be carried forward until the round is completed. Bad times carry over to the end of the stroke play rounds until the tournament is completed.

Excessive Shot Time

If a player is observed by a referee to take longer than 90 seconds to play a shot, they will be notified of the excessive shot time and be timed, even although the group is in position.

C2-6 Practice (R5.2b and Local Rule I-1.1)

Stroke play: Rule 5.2b is modified in this way: A player must not practice on the competition course before or between rounds.

Penalty for Breach of Local Rule:

- **Penalty for first breach: General Penalty** (applied to the player's first hole).
- **Penalty for second breach: Disqualification.**

C2-7 Suspension of play (R5.7b and Local Rule J-1)

A suspension of play for a dangerous situation will be signalled by one prolonged note of the siren. All other suspensions will be signalled by three consecutive notes of the siren. In either case, resumption will be signalled by two short notes of the siren.

Penalty for Breach of Rule 5.7b: Disqualification.

C2-8 Caddie in Junior Competitions (R10.3 and Local Rule H-1.2)

Rule 10.3 is modified in this way: A player must not have a caddie during the round of a junior competition. **Exception:** During National Junior Championships a player may use a caddie who meets the age requirements of the competition.

Penalty for Breach of Local Rule: The player gets the **general penalty** for each hole during which they are helped by such a caddie (or a caddie that does not meet the age requirements). If the breach happens or continues between two holes, the player gets the **general penalty** for the next hole.

C2-9 Abnormal Course Conditions (R16) and Penalty Areas (R17)

C2-9.1 Ground Under Repair

- a) Ground Under Repair is defined by any area marked by blue stakes and/or blue or white lines.
- b) Ant Hills (Local Rule F-11): Large or hard ant hills on the course are, at the player's option, loose impediments that may be removed under Rule 15.1 or ground under repair from which relief is allowed under Rule 16.1.
- c) Seams of Cut Turf (Local Rule F-7): If a player's ball lies in or touches a seam of cut turf or a seam interferes with the player's area of intended swing:
 - Ball in General Area. The player may take relief under Rule 16.1b.
 - Ball on Putting Green. The player may take relief under Rule 16.1d.But interference does not exist if the seam only interferes with the player's stance. All seams within the area of cut turf are treated as the same seam in taking relief. This means that if a player has interference from any seam after dropping the ball, the player must proceed as required under Rule 14.3c(2) even when the ball is still within one club-length of the reference point.
- d) Painted Lines or Dots (Local Rule F-21.1): On the putting green or in a part of the general area cut to fairway height or less are to be treated as ground under repair from which relief is allowed under Rule 16.1. But interference does not exist if painted lines or dots only interfere with the player's stance.



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- e) Animal Holes (Local Rule F-6): Rule 16.1 is modified in this way: Interference does not exist if the animal hole only interferes with the players stance.
- f) Damage by Animals (Local Rule F-10): Areas of damage caused by bird, boar or badger are treated as ground under repair from which relief is allowed under Rule 16.1b. But interference does not exist if the damage interferes with the player's stance.

C2-9.2 Immovable Obstructions (R16)

- a) Immovable Obstructions close to the green (Local Rules F-5.1 and F-5.2): Relief from interference by an immovable obstruction may be taken under Rule 16.1. The player also has an extra option to take relief when such immovable obstructions are on or close to the putting green and on the line of play: Ball in General Area. The player may take relief under Rule 16.1b if an immovable obstruction is on the line of play, and is:

- within two club-lengths of the putting green, and
- within two club lengths of the ball

But complete relief must be taken, which includes both physical and line of play interference.

Exception: There is no relief under this Local Rule if the player chooses a line of play that is clearly unreasonable.

This local rule only applies when both the ball and the obstruction are in part of the general area cut to fairway height or less.

- b) Integral object of the course: The following obstructions are integral objects from which relief without penalty is not allowed:
 - Retaining artificial walls and pilings in penalty areas.
 - Wires, cables, casings, and other artificial objects closely attached to trees.

C2-9.3 Dropping-zone (DZ)

A dropping zone is a relief area under Rule 14.3.

- a) Abnormal Course Condition (R16 and Local Rule E-1.2): If a dropping zone is defined for an abnormal course condition: As an extra option, the player may take free relief by dropping the original ball or another ball in the dropping zone.
- b) Penalty area (R17 and Local Rule E-1.1): If a dropping zone is defined for a penalty area: As an extra option the player may drop the original ball or another ball in the dropping zone adding **one penalty stroke**.

**Penalty for playing Ball from a Wrong Place in Breach of a C2-9 Local Rules:
General Penalty Under Rule 14.7a.**