

MNC Vets – Local Rules

The Mid North Coast Vets observe two local rules, which apply in all MNC Vets competitions.

1. Preferred Lie

30 cm preferred lie (no closer to the hole), through the green.

2. Ball Lost or Out of Bounds

The use of the rules below has been chosen to speed up play. The choice of the rule to follow should always be made with speed of play in mind. For example, unless a provisional ball has been declared and hit from the tee, players should not return to the tee to use the stroke and distance rule, but should use the Local Rule and drop at the point the ball was believed to be lost or went out of bounds.

When a player's ball has either, not been found, or, is known or virtually certain to be out of bounds, the player may proceed under either of the following rules –

Stroke and Distance Rule

The ball must be replayed from where it was hit. Apply a 1 stroke penalty.

or

Local Rule (adopted into Rules of Golf, January 2019)

Go to the edge of the fairway next to where you thought it lost or OOB (the location should have the agreement of the person scoring your card).

This point must be no closer to the hole than the location of where your ball went out of bounds or was last seen before being lost.

Drop a ball on the fairway within 2 club lengths of the edge of the rough.

Apply a 2 stroke penalty.

Play your next shot.

If a provisional shot has been declared and hit, the provisional ball may be chosen as the ball in play, following the rules for provisional balls.

State Medal 2024 – Rules and Conditions

State Medal 2024 starts on March 12th at Coffs Harbour and concludes on September 9th at Dorrigo.

Following an evaluation of results over the last two years, we decided to make a few changes for 2024. These changes are listed below:

Each of the Eight (8) courses (excluding Sawtell) has Three State Medal events – weather permitting.

The scoring system will be like previous years but each venue, regardless of the number of players, the

maximum points to be awarded is 40 points to the winning player/team.

Players must compete at and submit scores for One Comp of each 8 venues. In order to compete, you must be financial by 12th March. All players who are financial and submit scores at State Medal rounds will automatically be included.

Not all rounds are State Medal events only those Highlighted in Red on the draw found on the website are designated State Medal events. All effort will be made to have one State Medal round played on any given day at one venue and some Tuesdays will not have State Medal rounds.

Scores will be uploaded to the website following each round. Due to the ease of fitting all scores onto a single page, event scores and State Medal scores will be recorded on the single spreadsheet.

Scenarios – these are based on no grades, i.e., straight leader board results:

Course X has a field of 100 players and holds a Single Stableford event – based on the Gross Placings:

Player A is placed 1st and earns 40 SM (State Medal) points.

Player B is 2nd and will earn 39 SM points each.

Player C is 3rd and earns 38 SM points

Players D, E, F are 4th and earn 37 SM points each.

So forth until the 39th ranked player earns 2 SM points.

The 40th placed player and the rest of the field earn 1 point each.

Course Y has a field of 30 players and holds a Single Stableford event – based on the Gross Placings:

Player A is placed first and earns 40 SM points.

Players B and C and D are equal second and earn 39 SM points each.

Player D is fourth and earns 36 SM points.

So forth until the 30th ranked player earns 11 SM points.

As there are NO other players – no more points will be awarded

Course Z has a field of 60 players and holds a 4 Person Ambrose event – based on the Gross Placings:

Team A is placed first and each player earns 40 SM points.

Team B is placed second and each player earns 36 SM points.

Team C is placed third and each player earns 32 SM points.

So on until Team J is placed 10th and each player earns 4 SM points.

The rest of the field earn 1 SM point each.