



## Dirab Golf Club

### Local Rules

- Royal & Ancient Rules govern all play.
- Players must report to the pro shop at least 15 minutes before their scheduled tee off time and also immediately before they go out to play.
- Play must always commence from the 1st tee unless permission to start from another tee has been given by the Golf professional.
- Water hazards are defined by yellow stakes, lateral water hazards by red stakes.
- Lateral query hazard:  
A ball maybe dropped at a point of entry incurring a one stroke penalty or play as is lies.
- Rocks cannot be moved in hazards.
- Stones may be removed from bunkers.
- Immovable obstructions: Car paths Course furniture, Sprinkle heads, irrigation hoses, boxes and Floodlight poles.
- If your ball strikes a floodlight pole you must replay again without penalty.
- Children must be 10 years of age and above to be allowed on course.
- Children below 16 years are not allowed to drive the Golf Cart.
- The Golf Course Marshal has the authority to:  
Have slow groups to stand aside and allow faster groups to play through. Take name of golfers abusing their golf car. Remove Golfers from the golf course for continues infractions of the rules or slow play.
- Golfers are not allowed to bring outside food or beverage in the course.
- Golfers must have an established handicap under 32 for Men and 36 for ladies are only allowed to play at the Golf course.
- Golf carts are mandatory on weekends. After 3.30 pm winter time & 4.00 Pm summer time golfers are allowed to walk on the course.

### Dress code

- Players must wear a shirt or T-shirt at all times. Vests are not acceptable. Blue Jeans not allowed.
- Players must wear either Soft golf spikes or flat-soled shoes ( Golf Only ).



### **Course condition**

- Replace all divots and repair pitch marks on greens before moving off. Also rake over all footprints and other marks made in bunkers.
- Do not take trolleys, buggies or golf bags onto the greens.
- Do not hit practice shots on the Tee, & Fairways.

### **Safety**

- Do not play any shot until you are sure that other golfers or course staff are out of range.
- Shout "FORE" if you think that a stray shot might hit someone.

### **Slow play**

- Take a maximum of five minutes looking for a lost ball.
- If you play a bad shot and suspect that the ball might be lost, play a provisional just in case.
- If there is a clear hole in front of you, and the following group have caught you up and are waiting, try to wave them through – especially if they are a smaller group (i.e. a two-ball Vs a four-ball).
- Walk briskly between shots and if possible decide which club to use for your next shot before you reach your ball.
- Do not take an excessive number of practice swings.
- Before putting, always leave your golf cart, bag or trolley alongside the green nearest to the next tee.
- When you have completed the hole, clear the green quickly and mark your scorecard as you walk to the next tee.

