

Amec Foster Wheeler Golf Society

Playing Conditions for Strokeplay Events

In an effort to speed up play and simplify some rules the following playing conditions apply to all Amec Foster Wheeler Golf Society Events (except matchplay events). The playing conditions are largely aimed at speeding up play.

Speed of Play - General

- **“Play when Ready”**. Providing there is no risk of injury, players shall “play when ready” rather than waiting for their “turn”. This applies at any time, including teeing off, intermediate shots and putting.
- **“Putt with the flagstick in the hole”**. Putting on the green with the flagstick left in the hole is permitted and actively encouraged where it allows a player to “play when ready”.
- **“Play quickly”**. It is recommended that no player takes more than 40 seconds to hit a shot
- **“Pick-up”**. There is a maximum score for each hole after which a player shall pick-up and move to the next hole. The maximum score shall be defined as either of the following:
 - Once stableford points can no longer be scored; or
 - A triple bogey

Provisional Ball

- **“Play a provisional ball”**. A player shall play a provisional ball if there is any possibility that a ball (or provisional ball) is lost or out of bounds. If the first ball is found but deemed unplayable then, rather than going back to where the last ball was played, the first provisional ball shall become the ball in play (regardless of whether it is playable or not)
- **“Play a provisional ball”**. A provisional ball may also be played if a ball (or provisional) may be lost in a water hazard – in this case if the ball is found outside of the hazard it will continue to be the ball in play. If the ball is in the hazard, but playable, then the player can continue to play the ball. However, if the ball is in the hazard and deemed unplayable then the provisional ball shall become the ball in play (regardless of whether it is playable or not)

Putting

- There is no penalty for accidentally moving the ball on the putting green. It may be replaced in the original position without penalty.
- Players are permitted to repair spike marks and animal damage on greens