



LONG DRIVERS EUROPEAN TOUR

OFFICIAL RULES 2024

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PREAMBLE: Permanent Regulation for LDET

The players must particularly respect the following provisions:

Specification of clubs

According to the provisions of the note 2 of rule 3-1a, the LDET allows that the length of the club is compliant if it meets the requirements: with the club laid vertically (forming a right angle with the ground), the measurement of soil to the upper end of the club does not exceed 48 inches (1.21 meters).

Penalty for making stroke with club in breach of condition: Disqualification.

Compliance check and recording of equipment

According to the provisions of the note of rule 3-1c, the LDET establish a compliance check and registration of clubs of each player.

Competitors must report to the registration booth before the competition.

The player must present all the clubs he chooses to compete. Will be checked in particular the compliance of clubs according to rule 3-1a. All non-conforming clubs can't be selected by the player for the competition.

The committee will record the list of selected clubs by the player. In these circumstances, the player is restricted for the duration of the competition to the clubs thus selected, presented and checked by the LDET committee.

If the player plays a club that has not been registered, he is disqualified under rule 3-1c penalty.

Penalty for breach of condition: If the player does not appear to compliance check or recording of equipment under the conditions required by the committee, the player is disqualified.

Ball

In accordance with the note 2 to rule 3-2a, the committee imposes the model of ball; Moreover, the committee will provide balls for all players and all phases of the competition.

If, in the game of a set, a player plays a ball that has not been provided by the committee, **he is disqualified** under rule 3-2a penalty.

I - QUICK GUIDE TO THE RULES

This guide outlines the essential of rules of Long Drive. This guide is not a substitute for the rules of Long Drive, which should be consulted whenever any doubt arises. For more information on the points covered, please refer to the relevant rule.

General Points

The game of Long Drive should be played in respect of the Etiquette (see the Etiquette Chapter):

- Respect other players and show sportsmanship
- Take care of the course by replacing divots or repairing other damages
- Be ready to play in turn
- Make sure not to hurt people during a stroke or a practice swing.

Before Starting the Competition, you are advised to:

- Read the conditions of the competition
- Check that the clubs you play are declared and consistent with the rules (rule 3).

During the Play of a Set:

- Don't play any practice shots during play of a set (rule 4-9)
- Don't use any artificial devices or unusual equipment, unless specifically authorized by conditions of the competition (rule 6-4).

On the Teeing Ground (rule 5):

- Play in the order prescribed by the rules or committee (rule 5-1).
- All that is fixed or growing should not be broken, bent or moved. The tee-markers are considered by the rules as fixed (5-3 and 5-4 rules)
- Loose impediments, dew, surface irregularities and removable artificial objects can be moved, modified or removed (rules 5-2 and 5-3).
- Play your shot with the ball placed between the tee-markers (and/or between the ends of the line) and not in front of these marks or this line (Rule 5-6).
- You can play your stroke to two club-lengths behind the line or the line joining the front ends of the tee-markers (definition of "teeing ground »).

Ball in Play and Ball Out of Bounds:

- A ball is in play when it was played in accordance with the rules, and if it comes to rest on the track. If any part of the ball touches the grid, it is in. (definition of "ball in play").

II - ETIQUETTE; DRESS CODE & BEHAVIOUR ON THE COURSE

Introduction

This section provides guidelines on the manner in which the game of Long Drive should be played. If they are followed, all players will gain maximum enjoyment from the game. The overriding principle is that consideration should be always shown to others on the course.

Dress code

At all LDET competitions, the LDET will strictly enforce a dress code with no exceptions. Collared shirts or mock turtle necks are required. Jeans, denim, jogging outfits and sweatpants are not permitted.

The Spirit of the Game

All players should conduct themselves in a disciplined manner, always demonstrating courtesy and sportsmanship, irrespective of how competitive they may be.

Safety

Players should ensure that no one is standing close by or in a position to be hit by the club, the ball or any stones, pebbles, twigs or the like when they make a stroke or practice swing.

Players should not play until the track is not available.

Players should always alert green staff or any persons nearby or ahead when they are about to make a stroke that might endanger them.

If a player plays a ball in a direction where there is a danger of hitting someone, he should immediately shout a warning. The traditional word of warning in such situations is "fore".

Consideration for Other Players; No Disturbance or Distraction

Players should always show consideration for other players on the course and should not disturb their play.

On the teeing ground, a player should not tee his ball until it is his turn to play.

Players should not stand close to or directly behind the ball, when a player is about to play.

Pace of Play

Players should play at a good pace. The Committee may establish pace of play guidelines that all players should follow.

Be Ready to Play

Players should be ready to play as soon as it is their turn to play.

Care of the Course

Players should avoid causing damage to the course by removing divots when taking practice swings or by hitting the club head into the ground, whether in anger or for any other reason.

Conclusion; Penalties for Breach

If players follow the guidelines in this section, it will make the game more enjoyable for everyone.

If a player consistently disregards these guidelines during a round or over a period to the detriment of others, it is recommended that the Committee considers taking appropriate disciplinary action against the offending player. Such action may, for example, include prohibiting play for a limited time on the course or in a certain number of competitions. This is considered to be justifiable in terms of protecting the interests of most golfers who wish to play in accordance with these guidelines.

In the case of a serious breach of etiquette, the Committee may disqualify a player under rule 8-10 ("Disqualification Penalty; Committee Discretion").

III - DEFINITIONS

The definitions are listed alphabetically and, in the rules themselves, defined terms are in *italics*.

The definition of any term marked by a star* in this section is identical to the definition provided in the Rules of Golf.

Addressing the Ball*

A player has "*addressed the ball*" when he has grounded his club immediately in front of or immediately behind the ball, whether or not he has taken his stance.

Advice

"*Advice*" is any counsel or suggestion that could influence a player in determining his play, the choice of a club or the method of making a stroke.

Information on the Rules, distance or matters of public information is not advice.

Assistant

An "*assistant*" is one who assists the player in accordance with the Rules, which may include handling the player's clubs during play.

Ball Deemed to Move*

See "*Move or Moved*".

Ball in Play

A ball is "*in play*" when, the player who makes a *stroke* from inside the *teeing ground*, it comes to rest on the *track* unless it is *out of bounds*, or if the player has chosen to replay the *stroke* according an applicable rule or if the ball loses its status of "*ball in play*" under a rule (example: rule 5-6, ball played from outside the *teeing ground*). The ball remains in play until it is measured and marked by a *referee*.

Note: The Committee may, in the conditions of a competition, stipulate that a ball is not in play if it has not reached a specific distance.

Ball Out of Bounds

A ball is "*out of bounds*" when:

- (i) it comes to rest off the *track*; or
- (ii) before it is at rest, it touches the ground outside the *track*; or
- (iii) its trajectory is modified by anything lying off the *track* with the exception of wind and water in a natural climatic phenomenon.

Committee

The LDET is the committee in charge of the LDET championships. Name used on the LDET rules is "*Committee*" = in charge of all competitions.

LDET leaders or those designated in charge of the competition to assurances rules compliance if it's necessary.

Course

The « *course* » of the competition is composed by the teeing ground and the track as defined and delimited by the *committee*.

Grid

See "*track*".

Honour*

The player who is to play first from the teeing ground is said to have the "*honour*".

Line of Play

The "*line of play*" is the direction that the player wishes his ball to take after a stroke, plus a reasonable distance on either side of the intended direction.

The line of play extends vertically upwards from the ground.

Loose Impediments

"*Loose impediments*" are natural objects, including:

- Stones, leaves, twigs, branches and the like,
- Dung, and
- Worms, insects and the like, and the casts and heaps made by them, provided they are not fixed, growing or solidly embedded.

Sand and loose soil is loose impediments everywhere excepted in a bunker.

Snow, natural ice or frost, are loose impediments.

Move or Moved

A ball is deemed to have "*moved*" if it leaves its position and comes to rest in any other place.

Opponent*

An "*opponent*" is a member of a side against whom the player's side is competing in match play.

Outside Agency

An "*outside agency*" is:

- (i) anything artificial; or
- (ii) any moving or animate element; or
- (iii) any element or any area declared as such by the committee.

What is the *track* (fairway, rough, etc.) is not an *outside agency*.

Neither *loose impediments*, nor wind, nor water are *outside agencies*.

Note: The *committee* will report in the conditions of the competition (Rule 8-1), the status of every tree, bunker, overhead electric cable or other similar objects that would be on the track or interfering with the track.

Rules

The term « *rules or rule* » includes:

- (i) The rules of Long Drive and their interpretations as contained in the Decisions (Chapter VIII).
- (ii) The Rules of Golf referenced in the rules of Long Drive and their interpretations as contained in the "Decisions on the Rules of Golf"; and
- (iii) Any conditions of competition established by the Committee under rule 8-1 and chapter "*conditions of the competition*"; and

(iv) The specifications on the clubs and the ball in Appendices II and III of the Rules of Golf and their interpretations as contained in "A Guide to the Rules on Clubs and Balls" published by the R&A and the U.S.G.A.

Rules of Golf

The term « *Rules of Golf* » includes all the rules governed by the R&A Rules Limited and the U.S.G.A.

Referee

A "*referee*" is one who is appointed by the Committee to decide questions of fact and apply the Rules. He must act on any breach of a Rule that he observes or is reported to him.

Score

At the end of a *set*, the "*score*" of a player is the distance covered by the player's ball in play that is farthest from the *teeing ground*.

The distance of a ball is measured from the front of the *teeing ground* to the farthest point of the ball on the *track*.

Note: The Committee may, in the conditions of a competition (Rule 8-1), specify that distance of a ball is the carried distance. The measure will then be done from the front of the *teeing ground* to the point where the ball stops.

Set (Round)

The « *set* » is a period, limited in time, during which the player performs a specified number of attempts to go to one of his balls the greatest possible distance on the *track*.

A set can be played in one or more times as each slice has at least two attempts.

Side

A "*side*" is a player, or two or more players who are partners. In match play, each member of the opposing side is an opponent. Otherwise, members of all sides are competitors and members of different sides playing together are fellow competitors.

Stance*

Taking the "*stance*" consists in a player placing his feet in position for and preparatory to making a stroke.

Step

A "*step*" is a phase of the competition in which each player plays one or more *sets* whose *score*, or result of a match in Match Play, determines the progression of the player for the rest of the competition. A player, after a *step* of the competition, is qualified for the next phase of the competition, is eliminated, or admitted to a salvage phase.

Stroke*

A "*stroke*" is the forward movement of the club made with the intention of striking at and moving the ball, but if a player checks his downswing voluntarily before the club head reaches the ball, he has not made a stroke.

Teeing Ground

The "*teeing ground*" is a rectangular area two club-lengths in depth from which the *strokes* are executed.

Tee-markers and/or a line can delimit the *teeing ground*.

If only tee-markers are used, the front and the sides of the *teeing ground* are delimited by the outside limits of the two tee-markers.

If a line is drawn (whether or not tee-markers), the outside limits of the line materialize the front and the sides of the *teeing ground*. In these circumstances, any tee-marker has no meaning other than to identify the *teeing ground*.

A ball is outside the teeing ground when all of it lies outside the teeing ground.

Track

The "*track*" is a ground especially prepared and delimited by the *committee*. The front of the *teeing ground* materializes the beginning of the *track*.

The *track* does not necessarily end but must be bounded on the sides by two parallel straight lines.

A line drawn on the ground delimits the *track*; the line itself is in the *track*.

The width of the *track* should not be greater than 55 yards.

The boundaries of the *track* extend vertically upwardly and downwardly. A ball is on the *track* if it touches the track.

IV - RULES

RULE 1: The Game

Definitions

All defined terms are in *italics* and are listed alphabetically in the Definitions section (chapter III).

Professional: Player registered to play as a Professional and with the option to win/be awarded with prize money in the LDET championships.

Amateur: Player registered to play as Amateur and with no option to win/be awarded with prize money in the LDET championships.

1-1. General

Long Drive is to achieve the greatest possible distance to a ball on a *track* by making a *stroke* with a club from the *teeing ground* in accordance with the *rules*.

1-2. Exerting Influence on Movement of Ball or Altering Physical Conditions

A player must not (i) take an action with the intent to influence the movement of a *ball in play* or (ii) alter physical conditions with the intent of affecting the play.

Exceptions 1: An action expressly permitted or expressly prohibited by another Rule is subject to that other Rule, not Rule 1-2.

Exception 2: An action taken for the sole purpose of caring for the course is not a breach of Rule 1-2.

Penalty for breach of rule 1-2: Disqualification of the player for the *set*. In the case of a serious breach of rule 1-2, the *committee* may impose a penalty of disqualification for the competition.

1-3. Refusal to Comply with a Rule

If a competitor refuses to comply with a *rule* affecting the rights of another competitor, **he is disqualified**.

1-4. Agreement to Waive Rules

Players must not agree to exclude the operation of any *rule* or to waive any penalty incurred.

Penalty for breach of rule 1-4: Disqualification of competitors concerned.

1-5. Points not Covered by Rules

If any point in dispute is not covered by the *rules*, the decision should be made in accordance with equity.

1-6. General Penalty

If a ball is played in breach of a rule, the general penalty is the cancellation of the stroke. The player has in this case no right to replay the *stroke*.

If a breach is committed before playing a ball, the general penalty is the reduction of the number of attempts that the player has in the set (the default penalty is one attempt).

If a *rule* provides a specific penalty, this one must be applied.

Note: The committee may, in the conditions of a competition (Rule 8-1), increase the penalty to two attempts for breaking a rule before playing a ball.

RULE 2: Forms of Play

2-1. General

Whatever the form of the game, each player should at every *step* of the competition, play one or more *series* to get a *score* or dispute a match.

2-2. Match Play

A match consists of one *side* playing against another to reach the number of points fixed by the *committee*. In match play the game is played by *series*.

Except as otherwise provided in the *rules*, after the play of a *set*, a *side* has won one point when it has made a better *score* than the other *side*.

A *set* is halved if each side has done the same *score*. No point is then assigned.

The best player of 3 sets (hitting 6 balls each one) is the winner of the Match Play.

If there is a tie, the *committee* may extend the match by a 3-ball shootout to decide the winner of the set.

A player may concede a match at any time prior to the start or conclusion of that match.

A player may concede a *set* at any time prior to the start or conclusion of that *set*.

A concession may not be declined or withdrawn.

2-3. Forms of Play by Qualifications

Forms of play by successive qualifications are intended to make play at every *step* of the competition, one or more *series* to each player. Only players who have achieved the highest scores are qualified for the next *step*.

2-4. Competition against the Distance

At each *step* of the competition, players must play a *set* and achieve performance defined by the *committee*. Players who achieved the aim are qualified for the next *step*. The next step has a higher performance aim.

RULE 3: Equipment

3-1. Clubs

a. Form and Make

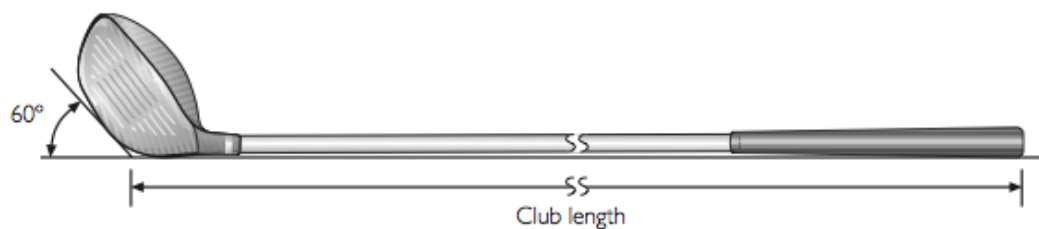
Rule of Golf 4-1 is applicable in Long Drive competitions.

If a set is started and a player has selected a club for the game in breach of Rule 3-1a, but no stroke was executed with, this club shall be finally declared out of play to the committee, this immediately after the discovery of the breach. If the player fails to do so, **he is disqualified**.

Note 1: The Committee may require, in the conditions of a competition (Rule 8-1), that any driver the player uses must have a clubhead, identified by model and loft, that is named on the current List of Conforming Driver Heads issued by the R&A and the U.S.G.A.

Note 2: The committee can allow in the conditions of a competition (Rule 8-1), that the length of a club is compliant if it meets the requirements of the proposed standard by Long Drivers European Tour, namely: with the club laid vertically (forming a right angle with the ground), the measurement of soil to the upper end of the club does not exceed **48 inches (1.21 meters)**. The overall length of the club must be at least 18 inches (0.457 m).

Fig.1



Penalty for making stroke with club in breach of rule 3-1a: Disqualification.

b. Playing Characteristics Changed and Foreign Material

During play of a set, Rule of Golf 4-2 is applicable.

Penalty for making stroke with club in breach of rule 3-1b: Disqualification.

c. Choice of Clubs for the Game

The player can stand on the *teeing ground* with the club of his choice. From the beginning of a set until its conclusion, the player is restricted to clubs thus selected.

Exception: Replacement of a damaged club (see rule 3-1d).

Note: The Committee, in the conditions of a competition (rule 8-1), may establish a compliance check and registration of clubs for each player. In these circumstances, the player is restricted for the duration of the competition to use any clubs that has been checked and presented to the committee at the time of registration. **Penalty for breach of rule 3-1c: Disqualification.**

d. Damaged Clubs

If, during the competition, a player's club is damaged in the normal course of play, he may:

- (i) use the club in its damaged state for the remainder of the competition; or
- (ii) between the game of two sets, without unduly delaying play, repair it or have it repaired; or
- (iii) as an additional option available only if the club is unfit for play, replace the damaged club with any club. The replacement of a club must not unduly delay play (rule 4-4) and must not be made by borrowing any club selected for play by any other person playing on the course or by assembling components during the play of a set.

Note: A club is unfit for play if it is substantially damaged, e.g. the shaft is dented, significantly bent or breaks into pieces; the clubhead becomes loose, detached or significantly deformed; or the grip becomes loose. A club is not unfit for play solely because the club's lie or loft has been altered, or the clubhead is scratched.

Penalty for breach of rule 3-1d: Disqualification for the set.

(Compliance check and recording of equipment – see Rule 4-3)

e. Damage other than in Normal Course of Play

If, during play of a *set*, a player's club is damaged other than in the normal course of play rendering it non-conforming or changing its playing characteristics, the club must not subsequently be used or replaced during the *set*.

Penalty for breach of rule 3-1e: Disqualification for the set.

(Compliance check and recording of equipment – see Rule 4-3)

3-2. The Ball

a. Form and Make

Rule of Golf 5-1 is applicable in Long Drive competitions.

Note 1: The LDET may impose a brand and a model of golf ball in the conditions of a competition (Rule 8-1) and provide the balls that the player will play.

Penalty for breach of rule 3-2a: Disqualification.

b. Foreign Material

Rule of Golf 5-2 is applicable in Long Drive competitions.

Penalty for breach of rule 3-2b: Disqualification.

c. Ball Unfit for Play

Before play of a *set*, if a player has reason to believe his ball has become unfit for play, he may have it checked by the committee, who may make a replacement if necessary.

If a ball breaks into pieces because of a stroke, the stroke is cancelled and must be replayed.

3-3. Artificial Devices, Unusual Equipment and Unusual Use of Equipment

During play of a *set*, Rule of Golf 14-3 is applicable.

Penalty for breach of rule 3-3: Disqualification.

RULE 4 - Player's Responsibility

4-1. Player and Rules

The player and his *assistant* are responsible for knowing the rules. During play of a *set*, for any breach of a rule by his *assistant*, the player incurs the applicable penalty.

4-2. Time of Starting a Set

The player must be ready to play his first *stroke* of a *set* at the time fixed by the *committee*. The player must wait for the starting signal.

If a ball is played ahead of time or outside the time limit, **the player is penalized of one attempt.**

Exception: If the end of a *set* is signaled and the player, having *addressed* the ball, completes his *stroke* without hesitation, there is no penalty, but the ball is not *in play*.

Penalty for breach of rule 4-2: If the player is absent from the teeing ground or not ready to play at the beginning of the *set*, the player is penalized of one attempt and has the remaining time to play this *set*. Otherwise, the player is disqualified from this *set*.

Exception: Where the *committee* determines that exceptional circumstances have prevented a player from starting on time, there is no penalty.

Note: The *committee* may, in the conditions of a competition (Rule 8-1), modify the penalty for violation of this *rule* in two attempts or disqualification if the player is not present and ready to play at the time of starting of the *set*.

4-3. Compliance Check and Recording of Equipment

If the *committee*, in the conditions of a competition (Rule 8-1), establishes a compliance check and recording of player's equipment, the player must follow the procedures set for this purpose (The player will especially appear at the place, date, and time specified).

Note: If the *committee* has established a compliance check and the recording of equipment, if the player repairs a damaged club, have it repaired, or replaces a club unfit for play, he must refer it to the *committee* before using the club thus repaired or replaced.

Penalty for breach of rule 4-3: If the player does not appear to compliance check or recording of equipment under the conditions required by the *committee*, the player is disqualified.

4-4. Assistant

The player may be assisted in the play of a *set*, but he is limited to only one *assistant* at any one time.

A player having more than one *assistant* in breach of this *rule* must immediately upon discovery that a breach has occurred ensure that he has no more than one *assistant* at any one time during the remainder of the *set*. Otherwise, **the player is disqualified.**

Note: The *committee* may, in the conditions of a competition (Rule 8-1), prohibit the use of assistants or restrict a player in his choice of an *assistant*. The *committee* may establish regulations regarding the authorized conduct of the *assistant*.

4-6. Discontinuance of Play

The player must not discontinue play unless: (i) the *committee* have suspended play.

(ii) he believes there is danger from lightning.

(iii) he is seeking a decision from the *committee* on a doubtful or disputed point; or

(iv) there is some other good reason such as sudden illness.

Bad weather is not of itself a good reason for discontinuing play.

If the player discontinues play without specific permission from the *committee*, he must report to the *committee* as soon as practicable. If he does so and the committee considers his reason satisfactory, there is no penalty. Otherwise, **the player is disqualified**.

The player must discontinue the play immediately following a suspension of play by the committee. If a player fails to discontinue play immediately, **he is disqualified**, unless circumstances warrant waiving the penalty as provided in Rule 8-10.

Exception: If a discontinuance of play is signaled and the player, having *addressed* the ball, completes his *stroke* without hesitation, there is no penalty, and the ball is *in play*.

4-7. Resumption of Play

The players must resume play when the committee has ordered a resumption of play.

Penalty for breach of rule 4-7: Disqualification.

4-8. Practice

The player can practice except that:

(i) LDET allows practice on the teeing ground or in the direction of the track of the competition the day before of the competition. (maximum 1h). LDET will let know the times to the players.

(ii) during the play of a set, the player must not make a practice *stroke*.

Note 1: A practice swing is not a practice *stroke* and may be taken at any place, provided the player does not breach the rules.

Note 2: The *committee* may, in the conditions of a competition (rule 7-1) specify other conditions that the player must meet to practice (schedules, training area, etc.).

Note 3: The Committee may, in the conditions of a competition (rule 7-1), permit practice on the tee or in the direction of the track of the competition, any day of the competition, after the event.

Penalty for breach of rule 4-8: Disqualification.

4.9 (Reserved)

4-10. Indicating Line of Play

No mark can be placed by the player, or the player's knowledge, to indicate or materialize line of play.

Penalty for breach of rule 4-10: The strokes will not count.

RULE 5 – Teeing Ground

5-1. Order of Play

Other than during a match, players play at the starting time or at the time specified by the committee.

In match play:

When starting a competition, the order at the tee box:

The player with the highest score will have the honor to decide the side at the tee.

After the start of the competition, the player who has the highest score in the previous set takes the honor.

A player who has the honor may give honor to his opponent and choose if he goes first or second.

If a player makes a stroke or strokes while it is not his turn to play, the opponent may require that the ball or balls in question are replayed in correct order, otherwise the balls are in play.

Note: The Committee may, in the conditions of a competition (Rule 8-1), specify that players must play *strokes* alternately in a *set*. The *committee* must specify the procedure to do so and:

- (i) the order of play of the players before the start of this phase of the competition, or
- (ii) how to determine the order of play.

5-2. Teeing

Rule of Golf 11-1 is applicable in Long Drive competitions.

Link: <http://www.usga.org/Rule-Books/Rules-of-Golf/Rule-11/>

Penalty for breach of rule 5-2: If a player makes a stroke at a ball on a non-conforming tee, or at a ball teed in a manner not permitted by this rule, the player is disqualified from the set.

5-3. Actions Permitted or Prohibited on the Teeing Ground

In addition to the provisions of rule 5-2, the following actions are permitted or prohibited within or near the *teeing ground*:

Which grows or is attached in or near the tee should not be moved, bent or broken.

The player can remove any *loose impediment* or removable artificial object in or near the *teeing ground* unless an artificial object is declared as fixed in the rules or the conditions of the competition (see also «tee-markers»).

The player can remove dew or water within the *teeing ground*.

The player can have the *teeing ground* released of everything that moves or is lively.

Penalty for breach of rule 5-3: if the offense is not fully reversible, the penalty is one attempt. In case of a fully reversible offense, if the offense is not corrected before a *stroke* is made, the ball is not *in play* and the *stroke* cannot be relayed.

5-4. Tee-markers

If the *teeing ground* is bounded by tee-markers, they are deemed to be fixed. In such circumstances, the player must not move or allow the movement of a tee-marker in order to avoid interference with his stance, the area of his intended swing or his *line of play*.

Penalty for breach of rule 5-4: Application of the penalty of rule 5-3.

5-5. Ball Falling of Tee

If a ball falls off a tee or is knocked off a tee by the player in *addressing* it, it may be re- teed then played, without penalty. However, if a *stroke* is made at the ball in these circumstances, whether the ball is moving or not, the *stroke* counts, but there is no penalty.

(5-6 reserved)

RULE 6 - Striking the Ball

6-1. Building Stance

A player is entitled to place his feet firmly in taking his *stance*, but he must not build a *stance*.

Note: The *committee* may propose an area or device artificial turf, in order to preserve the *course* or to improve the game. If such arrangements are made, each player must play each phase of the competition in the same conditions.

6-2. Striking the Ball

The ball to be played must be at rest and is hit a single *stroke* with the clubhead.

Exception: Rule 5-5 Ball falling off tee.

6-3. Ball Missed

If a player misses the ball, the *stroke* is played; the player cannot play the ball anymore in the *set*.

6-4. Physical Assistance and Protection from Elements

A player must not make a *stroke* while accepting physical assistance or protection from the elements.

6-5. Positioning of the Assistant behind Ball

A player must not make a *stroke* with his *assistant* positioned on or close to an extension of the *line of play* behind the ball.

Exception: There is no penalty if the player's *assistant* is inadvertently located on or close to an extension of the *line of play* behind the ball.

6-6 Artificial Devices, Unusual Equipment and Unusual Use of Equipment

See rule 3.

RULE 7 – Ball Deflected or Stopped

7-1. Ball at Rest Moved

If a ball *in play* at rest is moved by an *outside agency*, before the measure or the marking of its position, the ball must be replaced.

If it is impossible to determine where the ball must be replaced, the *committee* should proceed in equity.

Note: It is a question of fact whether a ball has been moved by an *outside agency*. In order to apply this rule, it must be known or virtually certain that an *outside agency* has moved the ball. In the absence of such knowledge or certainty, the ball must be measured as it lies.

7-2. Ball in Motion Deflected or Stopped

If a player's ball in motion is accidentally deflected or stopped by any *outside agency*, the player has the choice to keep the ball *in play* or cancel and replay the *stroke*.

Exception: If the *outside agency* is not likely to be able to substantially influence the movement of the ball, the stroke, this rule is not applicable.

Note 1: It is a question of fact whether a ball has been deflected or stopped by an *outside agency*. In order to apply this rule, it must be known or virtually certain that an *outside agency* has deflected or stopped the ball. In the absence of such knowledge or certainty, the ball is *in play* and the *stroke* can't be cancelled.

Note 2: The *committee* may require, in the conditions of a competition (rule 8-1), that the *stroke* must be cancelled and replayed.

Note 3: The *committee* should grant additional time if the player chooses to replay the *stroke*.

RULE 8 - Administration; The committee

8-1. Conditions; Waiving Rule

The LDET *committee* must establish the conditions under which a competition is to be played.

8-2. Definition and Delimitation of the Course

The *committee* must define accurately:

- the bounds of the teeing ground,
- the bounds of the track,
- the list and the margins of the objects or areas declared by the *committee* as integral parts of the *course*,
- the list and the margins of the objects or areas declared by the *committee* as *outside agency*.

8-3. Practice Area

The LDET define the area and other conditions in which players can practice any day of the competition. The *committee* will allow practice on the teeing ground or in the direction of the track of the competition the day before of the competition (maximum 1h). LDET will let know the times to the players.

8-4. Course Unplayable

If the committee or its authorized representative considers that for any reason the course is not in a playable condition or that there are circumstances that render the proper playing of the game impossible, it may order a temporary suspension of play or, otherwise than in match play, declare play null and void, and cancel all scores for the set in question. When a set is cancelled, all penalties incurred in that set are cancelled.

8-5. Time of Starting and Groups

LDET must establish the times of starting and arrange the groups in which competitors must play.

8-6. Compliance of Equipment

The *committee* should check the compliance of the player's equipment, especially the ball and clubs. The *committee* may impose a systematic check and recording of all or part of the equipment of each player.

The *committee* must let know the date, time and modalities of such procedure.

Note: The Committee should not normally allow, after the start of the competition, borrowing club between players.

8-7. Timing

The *committee* must specify the maximum time allowed the player to play a *set*, as well as the signals used to indicate the beginning and the end of the *sets*.

An extension of time should be granted if the player must or decide to replay a *stroke* according to a *rule*.

8-8. Decision of Ties

The *committee* must announce the manner, day and time for the decision of a halved match or of a tie.

8-9. Announcement and Recording of the Scores

The committee should organize and control the distance measurement and the calculation of the score of each player in each set.

The committee shall announce and record the score of each player at the end of each set.

8-10. Disqualification Penalty; Committee Discretion

A penalty of disqualification may in exceptional individual cases be waived, modified or imposed if the *committee* considers such action warranted.

Any penalty less than disqualification must not be waived or modified.

If a *committee* considers that a player is guilty of a serious breach of etiquette, it may impose a penalty of disqualification under this *rule*.

8-11. Claims and Penalties

a. Match Play

A player can only make a claim for:

- (i) a *set* in progress; or
- (ii) the previously played *set*, if he did not start playing the next *set*.

b. Other than in Match Play

A player can only make a claim for:

- (i) a *step* in progress; or
- (ii) the previously played *step*, if he did not start playing a *set* of the next *step*.

c. After the End of the Competition

A penalty must not be rescinded, modified or imposed after the competition has closed. A competition is closed when the result has been officially announced.

Exceptions: A penalty of disqualification must be imposed after the competition has closed if a competitor:

- (i) was in breach of *rule* 1-4 (Agreement to waive rules); or
- (ii) received a higher score than taken for a failure to apply a penalty he did know, before the end of the competition, having incurred; or
- (iii) knew, before the competition closed, that he had been in breach of any other *rule* for which the penalty is disqualification.

8-12. Referee's Decision; Committee's Decision

If a *referee* has been appointed by the *committee*, his decision is final.

In the absence of a *referee*, any dispute or doubtful point on the *rules* must be referred to the *committee*, whose decision is final.

V – EXTRACT OF RULES OF GOLF

Some rules of Long Drive refer to the Rules of Golf. This chapter contains total or partial extracts of these rules.

Rule 4: Clubs

A player in doubt as to the conformity of a club should consult the R&A.
[...]

4-1. Form and Make of Clubs

a. General

The player's clubs must conform to this Rule and the provisions, specifications and interpretations set forth in Appendix II.

Note: The Committee may require, in the conditions of a competition (Rule 33-1), that any driver the player carries must have a club head, identified by model and loft, that is named on the current List of Conforming Driver Heads issued by the R&A.

b. Wear and Alteration

A club that conforms to the Rules when new is deemed to conform after wear through normal use. Any part of a club that has been purposely altered is regarded as new and must, in its altered state, conform with the Rules.

4-2. Playing Characteristics Changed and Foreign Material

a. Playing Characteristics Changed

During a stipulated round, the playing characteristics of a club must not be purposely changed by adjustment or by any other means.

b. Foreign Material

Foreign material must not be applied to the club face for the purpose of influencing the movement of the ball.

[...]

Penalty for making stroke with club in breach of Rule 4-1 or 4-2: Disqualification.

Rule 5: The ball

A player in doubt as to the conformity of a ball should consult the R&A.
[...]

5-1. General

The ball the player plays must conform to the requirements specified in Appendix III. **Note:** The Committee may require, in the conditions of a competition (Rule 33-1), that the ball the player plays must be named on the current List of Conforming Golf Balls issued by the R&A.

5-2. Foreign Material

The ball the player plays must not have foreign material applied to it for the purpose of changing its playing characteristics.

Penalty for breach of Rule 5-1 or 5-2: Disqualification.

Rule 11: Teeing Ground

11-1. Teeing

When a player is putting a ball into play from the teeing ground, it must be played from within the teeing ground and from the surface of the ground or from a conforming tee (see Appendix IV) in or on the surface of the ground.

For the purposes of this Rule, the surface of the ground includes an irregularity of surface (whether or not created by the player) and sand or other natural substance (whether or not placed by the player).

If a player makes a stroke at a ball on a non-conforming tee, or at a ball teed in a manner not permitted by this Rule, he is disqualified.

A player may stand outside the teeing ground to play a ball within it.

Rule 14: Striking the Ball

14-3. Artificial Devices, Unusual Equipment and Unusual Use of Equipment

The R&A reserves the right, at any time, to change the Rules relating to artificial devices, unusual equipment and the unusual use of equipment, and to make or change the interpretations relating to these Rules.

A player in doubt as to whether use of an item would constitute a breach of Rule 14-3 should consult the R&A.

[...]

Except as provided in the Rules, during a stipulated round the player must not use any artificial device or unusual equipment (see Appendix IV for detailed specifications and interpretations), or use any equipment in an unusual manner:

- a. That might assist him in making a stroke or in his play; or
- b. For the purpose of gauging or measuring distance or conditions that might affect his play; or
- c. That might assist him in gripping the club, except that:
 - (i) gloves may be worn if they are plain gloves.
 - (ii) resin, powder and drying or moisturizing agents may be used; and
 - (iii) a towel or hand kerchief may be wrapped around the grip.

Exceptions:

1. A player is not in breach of this Rule if (a) the equipment or device is designed for or has the effect of alleviating a medical condition, (b) the player has a legitimate medical reason to use the equipment or device, and (c) the Committee is satisfied that its use does not give the player any undue advantage over other players.

2. A player is not in breach of this Rule if he uses equipment in a traditionally accepted manner.

Penalty for breach of Rule 14-3: Disqualification.

Note: The Committee may make a Local Rule allowing players to use devices that measure or gauge distance only.

Appendix II – Devices and Other Equipment

[...]

1. Tees (Rule 11)

A tee is a device designed to raise the ball off the ground. A tee must not:

- be longer than 4 inches (101.6 mm);
- be designed or manufactured in such a way that it could indicate line of play.
- unduly influence the movement of the ball; or
- otherwise assist the player in making a stroke

LDET may impose a brand and a model of tee in the conditions of a competition and provide the tees that the player will play.