

Unless otherwise noted, the penalty for breach of a local Rule is the General Penalty.
Matchplay: Loss of Hole Strokeplay: Two strokes

- White lined areas and the immovable obstruction they tie into are treated as a single abnormal course condition.
- Landscaped garden areas (and everything growing in them) that are completely surrounded by an immovable obstruction are treated as a single abnormal course condition.

3. Immovable obstructions close to putting greens.

MLR F-5 is in effect modified in this way: For a ball at rest in the general area cut to fairway height or less, relief may be taken under Rule 16.1b if an immovable obstruction is (1) on the line of play (2) on or within two club-lengths of the putting green (3) within two club-lengths of the ball (4) is in an area cut to fairway height or less.

4. Removal of Temporary Water.

MLR J-2 is in effect and is modified in this way: When temporary water accumulates on the putting green, the player may choose to take relief under Rule 16.1d or the Committee may:

- a. Squeegee the putting green between groups.
- b. Squeegee the line of play on the putting green.
- c. Only when authorised by the Committee, squeegee the putting green when a ball lies adjacent to the putting green in any area of the course

4. Animal not defined as loose impediment near ball

MLR E-13 is in effect. An animal not defined as a loose impediment may be removed. If the ball moves there is no penalty, and the ball must be replaced.

5. Integral objects

- a. Bunker liners in their intended position.
- b. Wires, cables, wrapping or other objects when closely attached to trees or other permanent objects.
- c. Artificial retaining walls and/or pilings when located within penalty areas.
- d. Artificial retaining walls and/or pilings when located on the edge of bunkers. These are not part of the bunker.

6. Ball deflected by permanent overhead power line.

MLR E-11 is in effect but only if it is known or virtually certain that a player's ball strikes a power line located in bounds and not the supporting pole/pylon. The player must replay the stroke (see Rule 14.6).

7. Clubs and Balls.

- a. List of Conforming Driver Heads: MLR G-1 is in effect.
Penalty for making a stroke with a club in breach of this local rule: Disqualification.
- b. Groove and Punch Mark Specifications: MLR G-2 is in effect.
Penalty for making a stroke with a club in breach of this local rule: Disqualification.
- c. Conforming Balls List: MLR G-3 is in effect.
Penalty for making a stroke in breach of this local rule: Disqualification.

8. Restrictions on practice (Rule 5)

- a. Matchplay – On the day of a matchplay competition: MLR I-1.1 is in effect.
- b. Strokeplay – Rule 5.2b is modified in this way: A player must not practice, roll a ball or rub the surface of the putting green on the competition course before or between rounds, but may practice on the designated practice areas.

Penalty for Breach of this Local Rule:

For first breach: General Penalty (applied to the player's first hole).

For second breach: Disqualification

9. Pace of Play (Rule 5.6b (3))

A player, for whom it is possible to make her/his intended stroke and, from when it is deemed that he/she should have reached her/his ball, has

- 60 seconds to make the stroke if he/she is deemed to not have had time for preparing for her/his stroke
- 40 seconds to make the stroke if he/she is deemed to have had time for preparing to make her/his stroke

A player in breach of any of the time limits is deemed to have a "bad time".

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Penalty for breach of this local rule during the same tournament:

One bad time	Verbal warning
Two bad times	Matchplay and strokeplay: One stroke penalty
Three bad times	Matchplay: Loss of hole; Strokeplay: Two stroke penalty
Four bad times	Disqualification

Notes:

1. A player has had time to prepare for making her/his stroke if it is deemed that he/she should have reached her/his ball while,
 - a. another player in the same group, who is to make his stroke before the player, is preparing to make her/his stroke, or
 - b. the group in front of the player's group is within reach of the player's intended stroke.
2. It is not possible to make a stroke when,
 - a. the group in front of the player's group is within of reach of the player's intended stroke, or
 - b. the player's group has a ruling or is waiting for a referee, or
 - c. the player has to wait for players on holes close by.
3. Players will not be advised that they are being timed.
4. Players will not be timed on a hole where a match can be decided
5. In case of a penalty the player should of be informed as soon as possible

10. Play suspensions (Rule 5.7)

MLR J-1 is in effect.

Immediate Stop/dangerous situation - one prolonged note of the siren.

Normal non-dangerous stop - three consecutive short notes of the siren.

Resume play - two consecutive short notes of the siren.

When play is suspended in a dangerous situation, all practice areas are immediately closed.

11. Transportation (Rule 4.3)

MLR G-6 is in effect.

During a round, a player or caddie must not ride on any form of transportation except as authorized by the Swedish Golf Federation.

Exception 1: Players born 1954 or earlier if authorized by their home club (applies only to a player who is a member of a Swedish golf club).

Exception 2: If a member of the committee at the competition in question temporarily gives permission to ride for a short distance.

Exception 3: A player taking a stroke and distance penalty is always authorized.

Note: Authorization is valid if

- 1) the Committee assesses the condition of the course good enough to permit the use of transportation
- 2) the host club can provide transportation

Penalty for breach of this 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.

12. Scoring in Stroke Play

MLR L-1 is in effect and modifies the penalty for a missing signature(s) under Rule 3.3b(2).

Section B – Terms of Competition

The following Terms of Competition together with the Terms of Competition stated in the manual that applies to the competition and any Terms of Competition published by the Committee at the competition will apply.

1. Standards of Player Conduct (Rule 1.2)

All players are expected to play in the spirit of the game by following Rule 1.2a. Penalty for breach of Rule 1.2a can (except disqualification) result in the following:

- Suspension from participating in Federation Competition (A- and B-competitions).
- Unable to qualify to competitions representing Sweden.
- Report/notification to the SGF Legal Committee.

For information regarding administration, dealing with and appeals against a players' breach against the term of competition see the manual for the competition in question.

2. Scoring Area and Scorecard Returned.

The location of the scoring area will be detailed on the additional local rules sheet. The scorecard is returned when the player has left the recording area.

3. Results of Competition – Competition Closed

The Competition is closed when the final result is officially published by the committee.

4. Anti-Doping

Players are required to comply with and be bound by the Anti-Doping Policy adopted by the Swedish Confederation of Sports and WADA.

Note: Players should be aware that, under the Anti-Doping Policy, if a player is found to have committed an anti-doping rule violation, he/she may face disqualification both from the tournament at which he/she was tested (or otherwise committed the violation) and from any subsequent tournament in which he/she participated until provisionally suspended or rendered ineligible under the Policy. Disqualification in such cases includes the loss of all results, points and prize money.

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