## MOTHERBALL

|  | DESCRIPTION |
| :---: | :---: |
| Format | Team competition, 3 or 4 players per team, strokeplay rules. |
| Scoring | Stableford. |
| Handicap Strokes Received | Full playing handicap. |

Prior to playing, the team is given a "motherball", which then becomes OPERATIVE and the team decides the strict order in which the motherball will rotate between the players. Mark this order on the scorecard as $A, B, C, D$ (or $A, B, C$ if there are only three players).
Keeping to the strict rotation order, each player takes it in turn to play a hole with the operative motherball. The player whose turn it is to play it must play it.

You should pick up if you are unable to score any stableford points on a hole.
A motherball becomes INOPERATIVE as soon as: it is lost according to the rules of golf (i.e. a ball that cannot be found in a hazard, ground under repair or casual water is NOT lost), or it comes to rest out-ofbounds (even if it is possible physically to retrieve it); or it comes to rest in the water hazard between the $9^{\text {th }}$ and $18^{\text {th }}$ fairways, or in the water hazard surrounding the $15^{\text {th }}$ green, or in the hazard to the left, right or in front of the $10^{\text {th }}$ fairway (even if it is possible physically to retrieve it from these hazards).
You must indicate on the scorecard the hole on which the motherball became inoperative.
You must record the gross score for each player on each hole in the relevant "Score" column ( $A, B, C, D$ ) and the stableford score should also be recorded there.
Calculate the team points scored on a hole (to be recorded in the "Points" column) in the following way:

- If the motherball is operative - double the motherball player's stableford score and add to this the highest stableford score of the remaining players;
- If the motherball is inoperative - add the stableford score of the player whose turn it would have been to play the motherball on that hole to the highest stableford score of the remaining players.
N.B. the score of the player whose turn it is (or would have been) to play the motherball always counts even if two other players in the team have better scores and even if that player scores no points.

Both the marker and another member of the team must sign the card.
(Example scorecard follows -for a fuller explanation see the description in the folder in the Pro shop)

Example scorecard for a Motherball competition


PLEASE AVOID SLOW PLAY AT ALL TIMES
Distance markers are measured to the centre of the green in metres. Please replace all divots and repair pitchmarks.

