

## Puc Fada Competition Rules

1. 3 persons per team (no substitutes)
2. Decide on an order of play i.e. who hits 1st, 2nd & 3rd. This order has to be maintained for the duration of the competition.
3. The very first puc must be taken from behind the starting line of the competition course and every other puc from behind the final stopping point of the sliotar.
4. Each puc may be struck from any point across the road, as long as it is behind the final stopping point of the previous puc. One member of each team should run ahead to watch out for ball & vehicles, etc.
5. Each team is supplied with 2 sliotars of which one is spare. Losing the first sliotar will result in a 2 shot penalty. In the event of losing the second sliotar (another 2 shot penalty) the team can buy back in at a cost of EUR10 for Adult & Family teams and EUR5 for Juvenile teams. The replacement sliotar can be retrieved from the nearest marshal.
6. A 1 shot penalty will be incurred if a sliotar comes to rest over a ditch, fence, etc... Next shot will be taken from where the sliotar had deemed to have left the road.
7. In the event of a lost sliotar (2 shot penalty), the next shot should be taken from where the sliotar was deemed lost.
8. A 1 shot penalty will be incurred if a player hits the sliotar out of sequence.
9. Team A's Score Card will be marked by Team B and vice versa. Cards that aren't signed will be disqualified.
10. Cards are to be handed back at the club.
11. Avoid Slow Play at all times...
12. The team with the least amount of shots wins.
13. In the event of a draw, each team will select 1 team member to take part in a "Longest Puc" competition. Longest Puc wins the sudden death puc-off.