Player Development

Etiquette v. Rules

Etiquette

Sportsmanship is key. This is a game of honor and there are many courtesies one is expected to know and follow.

* Arrive to the course 30 -45 minutes before tee time
  + Change your shoes
  + Pay
  + Load your cart
* Arrive to the *tee box* 10 minutes before your *tee time*.
* Be ready when it is your turn. Pay attention.
* *Mark your ball* with your initials or other unique mark
* *Mark your ball on the green*
* Don’t let your shadow interfere with another player’s *putting.*
  + Stand behind the ball and place the marker behind the ball.
  + Don’t stand in another players line of sight while she is putting.
* Keep two balls in your pocket
  + You are wasting time if you have to walk back to your cart for another ball.
* Make sure everyone in your group is behind you when you hit your ball.
* If you damage the *fairway*, repair it if you can with sand.
* Park your *cart* nearest the next tee box. You should always be moving forward.
* Leave the *green* immediately. Step away to mark your *card.*
* Let faster groups *play through*.
* Watch your *pace*. Spend no more than 10-15 minutes per *hole*. Keep up with the *group* in front of you.
* Hit a *provisional* ball if you don’t see where your ball lands
  + Looking for a lost ball slows play.
* The *honor* belongs to the person with the lowest score on the last hole.
* Don’t ask for advice from strangers.

Basic Rules

* Count your *strokes*
* The ball must be behind the *tee boxes*, but no more than one *club length*.
  + Your feet can be in front of the tee boxes.
* Count your *whiff*
* You must finish the hole with the same ball, unless you lose your ball.
* *Unplayable lie*- If you determine that you cannot play your ball, you may *drop* the ball within two *club lengths* (using the longest club) no closer to the hole, but you get a one *stroke penalty*
* *Out-of-bounds* 
  + Drop the ball from the place where the last stroke was made, *no closer to the hole*, one stroke penalty.
* Don’t *ground your club* in the *bunker*
* *Cart Path*
  + If your ball lands on the cart path or if you cannot hit the ball without standing on the path or hitting the path with your club, you are allowed *relief* without *penalty.*
  + Drop the ball no more than one golf club’s length’s away from the path, but no closer to the hole.
* *Out of bounds*
  + If your ball lands out of bounds, it is a one-stroke penalty. You may drop your ball from where it went out of bounds.
* *Water Hazard*
  + If your ball lands in a pond, you may drop from where it entered the water. It is a one stroke penalty. If the ball enters the water from the tee box, you may tee off again.
* *Casual Water*
  + Water puddle on the fairway is casual water.
  + There is no penalty. Relief but not closer to the hole.
* Tree Roots, Rocks- *Abnormal Conditions*
  + Relief no closer to the hole without penalty stroke
* Sprinkler Heads-*Obstructions* that are man-made
  + *Relief* allowed from *immovable obstruction* is it interferes with your *stance*, ball or *swing*
    - One club-length of your ball’s original spot, no closer to the hole, then drop your ball from knee height
* *Lost Ball*
  + You have 3 minutes to search for a lost ball
  + If you don’t find your ball in 3 minutes, you must *drop* a ball (Why?- *Pace of Play*)
  + One *stroke penalty*. *Drop* and hit another ball from the last stroke