

Tee It Up

A Guide to Club Golf



GolfAustralia

Tee It Up

Endorsed by:



Golf Victoria



Pictured throughout the publication are Stacey Keating - 2010 Australian Amateur Champion and Matt Griffin - Golf Australia Rookie Scholarship Holder.

Contents

Introduction	2
Overview of a Hole	3
Golf Terms	4
A Quick Guide to the Rules of Golf	7
The Rules of Play	9
Local Rules	16
Competition Conditions	18
Sand Green Rules	18
Amateur Status	19
Handicapping	20
Course Etiquette	22
Dress Code	24
Pace of Play	25
Care of the Course	26
Types of Competitions	32
Score Cards	39
Australian Count-Back System	41
Final Checklist	42
Other Useful Resources	44
How Did You Score?	46



Tee It Up

Introduction

Golf Australia is the National Sporting Organisation for golf in Australia. Our role is to develop and promote the game of golf in all areas, from the grassroots level through to the elite level, spectators, administrators and volunteers.

We work with our Member Associations, Clubs and other industry bodies, in delivering programs and providing opportunities for all golfers, as well as improving the experience of those already participating.

Our key responsibilities include developing programs to increase participation, conducting national championships such as the Men's and Women's Australian Opens, and the governing of rules, handicapping and course rating within Australia.

Our website www.golfaustralia.org.au contains the latest updates and news regarding programs, policies, regulations and championships.

The Member Associations who assist us in our role are:

Golf NSW (including ACT)

www.golfnsw.org

Golf NT

www.golfnt.org.au

Golf Queensland

www.golfqueensland.org.au

Golf SA

www.golfsa.com.au

Golf Tasmania

www.golftasmania.org.au

Golf Victoria

www.golfvic.org.au

Golf WA

www.golfwa.org.au

Tee It Up - A Guide to Club Golf aims to help you better understand and enjoy this fantastic game.

Presented in a Question and Answer format, we hope this booklet assists with any common queries you may have to ensure you are ready and have the knowledge of the fundamental aspects associated with club golf.

Good golfing!

GOLF AUSTRALIA

Overview of a Hole





Tee It Up

Golf Terms

Q. What is a Par?

- A. Par is the number of strokes in which a hole is supposed to be played, based on its length. A golf course is made up of Par 3, Par 4 and Par 5 holes. Par also describes the number of strokes in which the entire course should be played (i.e. the Par of the course).

Q. How is Par different from a Course Rating?

- A. Each course has a Course Rating in addition to its Par. Some courses are more difficult than others due to their length, how many trees they have or whether they have water on them, etc. The Course Rating, often indicated on the card by ACR (for men) or AWCR (for women), is a number which gives an indication of how hard a course is overall. For example, a course rated 69 is easier than a course rated 72. The Course Rating is often the same, or within one or two strokes of, the Par of the course.

Q. What is a Birdie, Bogey and Eagle?

- A. A birdie is one stroke under the Par of a hole (e.g. a birdie on a Par 4 hole is 3). A bogey is one stroke over the Par of the hole (e.g. a bogey on a Par 5 hole is 6). A double bogey is a score of two over the Par of the hole, while an eagle is two strokes under the Par of the hole.

Q. What is a Hazard?

- A. A hazard is a bunker or a water hazard. A bunker is a prepared area of ground, often a hollow, from which turf or soil has been removed and replaced with sand. A water hazard is any sea, lake, pond, river, etc on the course and is usually indicated by red or yellow stakes and/or lines.

Q. What is a Divot and a Pitch Mark?

- A. A divot is a piece of turf or grass cut out of the ground by a club when playing a shot. A pitch mark (or plug mark) is an indentation made by a ball landing on the green or fairway.

Q. What is a Handicap?

- A. A Handicap is a number which reflects your current playing ability. A unique aspect of golf is that it allows players of all standards to compete against one another, via their Handicap. The lower the Handicap of a player, the better the player is relative to those with higher Handicaps. A Handicap of 0 is referred to as “Scratch”.

Q. What is an Index?

- A. On a golf course, some holes are more difficult than others depending on their length, the existence of water, bunkers, etc. The Index is an indication of how hard a hole is in comparison to the others on the course. The hole with Index 1 is the hardest hole, with the second hardest hole Index 2, etc, with the easiest hole being Index 18.

The Index allows you to work out on which holes you receive a stroke which is essential in many competitions. For example, a player with a handicap of 18 will receive one stroke per hole, while a player on a handicap of 6 will receive one stroke on the holes with Index 1-6 and no strokes on the holes with Index 7-18. A player on a handicap of 28 will receive one stroke on every hole, and two strokes on holes with Index 1-10.

The Index is displayed on the score card and in many instances a course will have one Index for a stroke play competition and a different Index for a match play competition.

Q. I hear about Gross Scores and Net Scores – what is the difference?

- A. A Gross Score is the actual number of strokes taken for a hole or round before your handicap is deducted, while a Net Score is the score after your handicap has been deducted from your Gross Score. The Gross Score is also referred to as a Scratch Score, or “Off the Stick”.

Tee It Up

Q. What does it mean when someone says “Addressing the Ball”?

- A. You have “addressed the ball” when you have taken your stance and have also grounded your club, however in a hazard you have addressed the ball when you have taken your stance. “Stance” consists of placing your feet in position for, and preparing to make, a stroke. The player in the photo has “addressed the ball”.



Addressing the Ball

Q. I hear about Pennant & Inter-club competitions. What are they?

- A. These competitions vary from state to state and club to club, but are essentially team events between members of your club and members of another club. Each team usually consists of between 5 and 8 players, and commonly contest match play against teams from other clubs in a round robin format.

A Quick Guide to the Rules of Golf

Q. I hear that the Rules of Golf are quite lengthy and complicated. Do I need to know them all?

A. The Rules of Golf books are published every four years by R&A Rules Limited (this takes its name from The Royal and Ancient Golf Club of St Andrews) which is the international golfing body. They are available from your golf club or your state association, free of charge.



Golf is different from many sports as in most cases there is no referee, therefore it relies on the honesty of the players.

There are 34 Rules in total, plus many more sub-sections, Notes and Exceptions. You are not expected to know all of them, however we have set out some of the more common Rules below.

The following is a summary from The R&A Rules of Golf.

General Points

Before commencing your round:

- Read the Local Rules on the score card or the notice board.
- Put an identification mark on your ball. Many golfers play the same brand and model of ball and if you can't identify your ball, it is considered lost. (Rules 12-2 and 27-1)
- Count your clubs. You are allowed a maximum of 14 clubs. (Rule 4-4)

Tee It Up

During the round:

- Be careful not to ask for “advice” from anyone except your partner (i.e. a player on your side) or your caddies. Remember not to give advice to anyone except your partner. You may ask for information on the Rules, distances and the position of hazards, the flagstick, etc. (Rule 8-1)
- You are not permitted to play any practice shots during play of a hole. (Rule 7-2) You are permitted to have a practice swing.
- Remember not to use any artificial devices or unusual equipment, unless specifically authorised by a Local Rule. (Rule 14-3)

At the end of your round:

- In match play, ensure the result of the match is posted (e.g. reported to the Committee or the Pro Shop)
- In stroke play, ensure your score card is completed properly and return it (to the Committee or the Pro Shop) as soon as possible. (Rule 6-6)



Identification mark on ball

The Rules of Play

Tee Shot (Rule 11)

Generally each hole has a number of teeing grounds with different coloured tee markers. Check to see from which coloured tees you are to play from.

You start a hole by playing your tee shot from between, but not in front of, the tee-markers.

You may play your tee shot from up to two club-lengths behind the front line of the tee-markers.

If you play your tee shot from outside this area:

- in match play there is no penalty, but your opponent can ask you to replay your stroke;
- in stroke play you incur a two-stroke penalty and must correct the error by playing from within the correct area.

Playing the Ball (Rules 12, 13, 14 and 15)

If you think a ball is yours but cannot see your identification mark, with the permission of your marker or opponent, you may mark and lift the ball to identify it. (Rule 12-2)

You must play the ball as it lies. You are not allowed to improve your lie, the area of your intended stance or swing, or your line of play by:

- moving, bending or breaking anything fixed or growing, except in fairly taking your stance or making your swing; or
- pressing anything down. (Rule 13-2)

If your ball is in a bunker or a water hazard, you must not:

- touch the ground in either type of hazard, or touch water in the water hazard, with your hand or club before your downswing; or
- move loose impediments. (Rule 13-4)

You must swing the club and make a stroke at the ball. It is not permissible to push, scrape or spoon the ball. (Rule 14-1)



Tee It Up

If you play a wrong ball:

- in match play you lose the hole;
- in stroke play you incur a two-stroke penalty and you must then correct the mistake by playing the correct ball. (Rule 15-3)

On the Putting Green (Rules 16 and 17)

On the putting green, you may:

- mark, lift and clean your ball but always replace it on the exact spot; (Rule 16-1b)
- repair ball marks and old hole plugs, but not any other damage, such as spike marks. (Rule 16-1c)

When making a stroke on the putting green, you should ensure the flagstick is removed or attended. The flagstick may also be removed or attended when the ball lies off the putting green. (Rule 17)

Ball at Rest Moved (Rule 18)

Generally, when the ball is in play, if:

- you accidentally cause your ball to move;
- you lift it when not permitted; or
- it moves after you have addressed it, add a penalty stroke and replace your ball. However, see the exceptions under Rule 18-2a.

If someone else moves your ball at rest or it is moved by another ball, you must replace it and there is no penalty.

Ball in Motion Deflected or Stopped (Rule 19)

If a ball struck by you, is deflected or stopped by you, your partner, your caddie or your equipment, you must add a penalty stroke and the ball is played as it lies. (Rule 19-2)

If a ball struck by you is deflected or stopped by another ball at rest, there is no penalty and the ball is played as it lies, except in stroke play you incur a two-stroke penalty if your ball and the other ball were on the putting green before you played. (Rule 19-5a)

Lifting, Dropping and Placing the Ball (Rule 20)

Before lifting a ball that has to be replaced (e.g. when the ball is lifted on the putting green to clean it), the position of the ball must be marked. (Rule 20-1)

When the ball is being lifted in order to drop or place it in another position (e.g. dropping within two club-lengths under the unplayable ball Rule), it is not necessary to mark its position although it is recommended that you do so.

When dropping, stand upright, hold the ball at shoulder height and arm's length and drop it (as indicated in the photo).



Correct procedure for dropping a ball

A dropped ball must be re-dropped if it:

- rolls to a position where there is interference from the condition from which free relief is being taken (e.g. an immovable obstruction);
- comes to rest more than two club-lengths from where it was dropped; or
- comes to rest nearer the hole than its original position, the nearest point of relief or where the ball last crossed the margin of a water hazard.

There are nine situations in total when a dropped ball must be re-dropped and they are covered in Rule 20-2c.

If a ball dropped for a second time rolls into any of these positions, you must place it where it first struck the course when re-dropped. (Rule 20-2c)

Tee It Up

Ball Assisting or Interfering with Play (Rule 22)

You may:

- lift your ball or have any other ball lifted if you think the ball might assist another player; or
- have any ball lifted if it might interfere with your play.

You must not agree to leave a ball in position in order to assist another player.

A ball that is lifted due to it assisting or interfering with play must not be cleaned, unless it is lifted from the putting green.

Loose Impediments (Rule 23)

You may move a loose impediment (i.e. natural loose objects such as stones, detached leaves and twigs) unless the loose impediment and your ball are in the same hazard. If you remove a loose impediment and this causes your ball to move, the ball must be replaced and (unless your ball was on the putting green) you incur a one-stroke penalty. (Rule 23-1)

Movable Obstructions (Rule 24-1)

Movable obstructions (i.e. artificial movable objects such as rakes, tin cans, etc.) located anywhere may be moved without penalty. If the ball moves as a result, it must be replaced without penalty.

If a ball is on a movable obstruction, the ball may be lifted, the obstruction removed and the ball dropped, without penalty, on the spot directly under where the ball lay on the obstruction, except that on the putting green, the ball is placed on that spot.



A rake and a plastic bottle are examples of movable obstructions

Immovable Obstructions and Abnormal Ground Conditions (Rules 24-2 and 25-1)

An immovable obstruction is an artificial immovable object such as a building or an artificially-surfaced road (check the Local Rules for the status of roads and paths).

An abnormal ground condition is either casual water, ground under repair (GUR) or a hole, cast or runway made by a burrowing animal, a reptile or a bird.

Except when the ball is in a water hazard, free relief is available from immovable obstructions and abnormal ground conditions when the condition physically interferes with the lie of the ball, your stance or your swing.

You may lift the ball and drop it within one club-length of the “nearest point of relief” (see Definition of “Nearest Point of Relief” in the Rules of Golf Book), but not nearer the hole than the nearest point of relief.

If the ball is on the putting green, it is placed at the nearest point of relief.

There is no relief for intervention on your line of play unless both your ball and the condition are on the putting green.

As an additional option when the ball is in a bunker, you may take relief from the condition behind the bunker under penalty of one stroke.



Casual Water is an example of an Abnormal Ground Condition



Tee It Up

Water Hazards (Rule 26)

If your ball is in a water hazard (yellow stakes and/or lines) you may play the ball as it lies or, under penalty of one stroke:

- play a ball from where you hit the ball into the hazard; or
- drop any distance behind the water hazard keeping a straight line between the hole, the point where the ball last crossed the margin of the water hazard and the spot on which the ball is dropped.

If your ball is in a lateral water hazard (red stakes and/or lines), in addition to the options for a ball in a water hazard (see above), under penalty of one stroke, you may drop within two club-lengths of, and not nearer the hole than:

- the point where the ball last crossed the margin of the hazard; or
- a point on the opposite side of the hazard equidistant to the hole from the point where the ball last crossed the margin.

See the diagram on page 15 for further explanation.

Ball Lost or Out of Bounds (27-1); Provisional Ball (Rule 27-2)

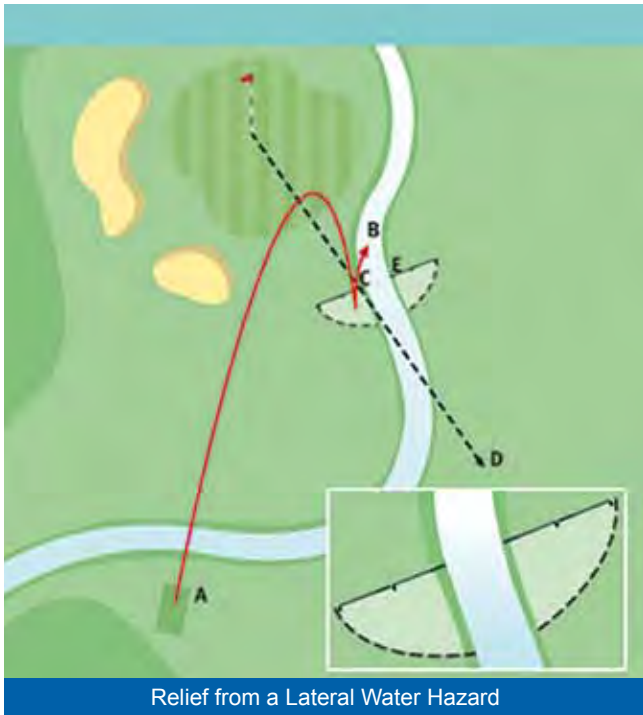
Check the Local Rules on the score card to identify the boundaries of the course.

If your ball is lost outside a water hazard or out of bounds you must play another ball from the spot where the last shot was played, under penalty of one stroke, i.e. stroke and distance.

You are allowed 5 minutes to search for a ball, after which, if it is not found or identified, it is lost.

If, after playing a shot, you think your ball may be lost outside a water hazard or out of bounds you should play a 'provisional ball'. You must state that it is a provisional ball and play it before you go forward to search for the original ball.

If it transpires that the original ball is lost (other than in a water hazard) or out of bounds, you must continue with the provisional ball, under penalty of one stroke. If the original ball is found in bounds, you must continue play of the hole with it, and must stop play with the provisional ball.



You have played a ball from the tee (Point A) into the lateral water hazard at Point B. It last crossed the margin of the hazard at Point C and the point on the opposite margin, equidistant from the hole is Point E. You may play the ball as it lies or, under a penalty of one stroke:

1. play another ball from the tee - Rule 26-1a;
2. drop a ball anywhere on the far side of the hazard on the dotted line from the hole through Point C, e.g. Point D - Rule 26-1b;
3. drop a ball in the area on the near side of the hazard, which is all ground within two club-lengths of Point C - Rule 26-1c(i); or
4. drop a ball in the area on the far side of the hazard, which is all ground within two club-lengths of Point E - Rule 26-1c(iii).



Tee It Up

Ball Unplayable (Rule 28)

If your ball is in a water hazard, the unplayable ball Rule does not apply and you must proceed under the water hazard Rule if taking relief.

Elsewhere on the course, if you believe your ball is unplayable, you may, under penalty of one stroke:

- play a ball from where the last shot was played; or
- drop a ball any distance behind the point where the ball lay keeping a straight line between the hole, the point where the ball lay and the spot on which the ball is dropped; or
- drop a ball within two club-lengths of where the ball lies not nearer the hole.

If your ball is in a bunker you may proceed as above, except that if you are dropping back on a line or within two club-lengths, you must drop in the bunker.

Local Rules

Q. Do I need to know a course's Local Rules?

A. Yes you do, as they are as important as the Rules of Golf. You should always check what Local Rules are in effect, particularly when playing a new course. These are usually printed on the back of the score card but Temporary Local Rules may also be displayed on a notice board or in the Pro Shop.

They clarify the status of various items on the course (e.g. whether certain paths are obstructions or integral parts of the course), may provide relief from unusual course conditions (e.g. wheel ruts, damage caused by animals, etc.), and define markings used on the course (e.g. out of bounds stakes).

A breach of a Local Rule usually carries a penalty of two strokes in stroke play or loss of hole in match play, so be sure your understanding of them is correct. What provides free relief at your club may not do so at another club (e.g. staked trees). Check with the Pro Shop or Committee if in any doubt.

LOCAL RULES

TO BE READ IN CONJUNCTION WITH THE RULES OF GOLF AND ANY TEMPORARY LOCAL RULES

1. Out of Bounds (OOB) – Rule 27-1

- a. Beyond any boundary fence including temporary fences.
- b. Areas defined by white stakes.
- c. The car park, clubhouse, roads and gardens surrounding the clubhouse.

2. Ground Under Repair (GUR) – Rule 25-1

- a. Ornamental garden beds surrounded by a border.
- b. Areas marked by blue stakes, white lines, GUR signage and accompanying rope, or as defined in temporary local rules.
- c. Washaways in bunkers and at the margins of bunkers.

3. Staked or Guarded Trees and Shrubs

If a tree or shrub, that is either staked and/or protected by a tree guard, interferes with the player's stance or the area of their intended swing, the ball **MUST** be lifted, without penalty, and dropped in accordance with the procedure prescribed in Rule 24-2b (Immovable Obstruction).

NOTE: Stakes and tree guards are **IMMOVABLE OBSTRUCTIONS**.

4. Immovable Obstructions (Rule 24-2)

- a. Sprinkler Heads - The Specimen Local Rule in Appendix 1 is in effect.
- b. The artificial surfaces and sides of roads and paths (includes gravel paths).

5. Water Hazards – Rule 26

Water hazards and lateral water hazards are defined by yellow and red stakes or lines respectively.

6. Stones in Bunkers

Stones in bunkers are movable obstructions (Rule 24-1 applies).

7. Permanent Elevated Cables

If a ball strikes an elevated power line or cable, the stroke must be cancelled and replayed without penalty (see Rule 20-5). If the ball is not immediately recoverable, another ball may be substituted.

PENALTY FOR BREACH OF LOCAL RULE:

Stroke Play – Two Strokes

Match Play – Loss of Hole

An example of Local Rules printed on the back of a Score Card

Tee It Up

Competition Conditions

Q. What competition conditions do I need to know?

- A. Each official competition should have conditions that set out the type of event to be played and the conditions that apply to it. These can include: the number of holes to be played, the tee markers to be used, who is eligible, the handicap limit, how ties are decided, etc.

Conditions for standard club competitions may be printed in the club's programme of events or displayed on a notice board. For more formal events, the conditions are usually on the entry form if one exists. You should be aware of these so as to avoid penalty. When in doubt, check with an official.

Sand Green Rules

Q. What is a Sand Green?

- A. Throughout Australia, there are around 400 courses that have greens comprised of oiled sand or other similar material, usually due to the prohibitive cost of maintaining grass greens by small clubs in rural areas and/or climatic conditions.



An example of a Sand Green

Q. Do different rules apply at Sand Green courses?

- A. Yes, but only in regards to putting and chipping.

You are able to smooth the putting surface with a smoother/rake prior to putting (the smoother is provided for you). Certain conditions apply to the smoothing process and how to mark the ball on the green. For the complete Local Rules for Sand Greens, visit the Golf Australia website under Rules & Handicapping/Rules/Local Rules for Sand Greens.

Amateur Status

Q. Why is there a need for an Amateur Status code in golf?

- A. It is considered important to maintain a distinction between amateur golf (playing a non-profit making sport) and professional golf (using golf skill for personal gain). Golf is largely a self-regulating game and limits on the value of prizes and other regulations are needed to ensure the game's integrity is maintained. Otherwise, there may be the temptation by some players to abuse the rules on the course or to manipulate their handicap in order to win a significant prize.

Q. How much can I accept as a prize in a golf event?

- A. In Australia, the maximum retail value of a prize that you may accept as an amateur golfer for any competition is \$1,200. This includes instances where more than one prize is awarded in the same competition (e.g. if you were to win one or more of the following - a gross prize, a net prize, longest drive, nearest to the pin, etc - the total value of the prize(s) must not exceed \$1,200).

Money prizes of any amount cannot be accepted by amateur golfers.

Symbolic prizes, such as cups and salvers are exempt from the above limit. For more details on Amateur Status regulations, see the Golf Australia website under Rules & Handicapping/Amateur Status.

Handicapping

Q. What are my obligations under the Australian Handicap System?

- A. You have a number of basic requirements with respect to the Handicap System:
- play each round to the best of your ability, and in accordance with the Rules of Golf, Local Rules and handicap regulations;
 - ensure each eligible round is reported for handicap purposes, irrespective of where the round was played;
 - when joining a new club advise the club of any previous handicap history.

Q. How do I get an official handicap?

- A. You should check with the club of which you are a member. They will be happy to provide the necessary information. For more details on Handicapping regulations, see the Golf Australia website under Rules & Handicapping/Handicapping and Course Rating.

Q. How does my handicap change?

- A. Once you start playing, your handicap will increase or decrease (or remain the same) depending on the scores you return. After you gain your initial handicap, only eligible scores can be used for handicapping purposes. Your handicap will be calculated and updated automatically. However, you should always ensure that any time you play in a round that can be used for handicapping (whether it is at your own club or another club), your score is processed for handicapping (your Club should do this, but if you are aware that a score has not been processed, you should contact your Club as soon as possible). For more details on Handicapping regulations, see the Golf Australia website under Rules & Handicapping/Handicapping and Course Rating.

Q. What is GOLF Link?

A. GOLF Link is the national computerised handicap system software that maintains and updates handicaps. Once you join a club, you are issued with a GOLF Link card and GOLF Link number, and you should record this number on your score card each time you play. This will assist the Committee when processing your scores for handicapping.

You should always carry your GOLF Link card with you in case you need it when registering for a competition.

At any time you can logon to the GOLF Link website, enter your GOLF Link number, and view your most up to date handicap record:

www.golfink.com.au

No.	Date	Club (Score Type)	Par	Rating	Gross	Net	Played Off	Played To	New Exact
1	30/12/10	New South Wales GC (Stableford)	75	75	97	38	24	22	24.0
2	23/12/10	New South Wales GC (Stableford)	75	75	104	31	24	29	24.0
Thinking about an international holiday? Checkout our range of Golf Tours									
3	05/04/10	Bonnie Doon GC (Stableford)	74	74	111	23	24	37	24.0
T 4	24/05/09	New South Wales GC (Stroke)	75	75	121	101	20	46	20.5
5	01/03/09	New South Wales GC (Stroke)	75	75	103	83	20	28	20.4
6	01/02/09	New South Wales GC (Stableford)	75	75	113	18	20	38	20.3

Handicap Record as displayed on GOLF Link



Tee It Up

Course Etiquette

Q. As a new golfer, is it important that I know the “etiquette” of golf?

A. Every golfer, regardless of experience or ability should abide by the same code of behaviour. So, when you play there are a number of things that will assist you to get even more enjoyment from your round and help others on the course gain greater enjoyment from their rounds as well.

Q. What are the main items I should know?

A. “Etiquette” can be split into four major areas - Safety; Consideration for Others; Course Care; Pace of Play.

Q. Surely safety and consideration are just commonsense?

A. Yes they are, but please take note of the following:

Safety

- Before playing a stroke or taking a practice swing, always ensure that no-one is in your line of play or near your swing path. Always err on the side of caution - ensure that the group in front of you is out of range of your very best shot!
- If your ball is headed towards someone else, shout “FORE”, golf’s universal warning, as loudly as possible.
- When grounds staff are working ahead, wait until they acknowledge your intentions before hitting towards them.



Consideration for Others

- Try not to move, talk or create any disturbance or noise while another person is about to play.
- Ensure mobile phones or pagers are turned off, or on silent.
- Do not stand close to or directly behind the ball, or directly behind the hole, when a player is about to play. Be careful not to stand on or damage other players' lines of putt and that your shadow does not distract others.
- Remain near the putting green until all players in your group have holed out, unless your group is a long way behind the group in front.
- In stroke play, confirm the score of the player for whom you are marking on the way to the next tee.



Tee It Up

Dress Code

Q. What should I wear on the golf course?

- A. Dress rules vary from club to club, but generally you should dress in neat, clean, casual attire on the course. Standards in private clubs are usually stricter than those of public courses.

Before visiting a club it may be best to find out in advance by asking a club member or contacting the club's office or Pro Shop, or via its website. This may save embarrassment on arrival.

The regulations for private clubs usually don't allow jeans, track suits, t-shirts and sports shoes. Some clubs have specific regulations on shorts and short socks as well. It is usual that golf shoes be worn (most clubs prohibit metal-spiked golf shoes); bare-feet or open-toe shoes (unless specifically designed for golf) are not allowed.



Q. What about in the Clubhouse?

- A. Again, it is wise to check in advance, but most clubs are relaxing these regulations now. Golf attire is usually allowed in the clubhouse, but golf shoes may not be permitted. Remember also, it is best to remove your cap or hat when indoors.

Pace of Play

Q. How long should a competition round take?

- A. Four hours is used as a rough guide for 18 holes, but a number of factors will determine the anticipated time at a particular course, e.g. the number in each group, type of competition, length of the course, distances between greens and tees, weather conditions, etc.

Unfortunately, slow play is a concern to most clubs, usually caused by inconsiderate and careless golfers. Remember the Rules of Golf allow penalties to be applied to players for slow play.

Q. What can I do to avoid contributing to slow play?

- A. There are a number of things that will assist the pace of play:
- Be at the starting tee well ahead of your tee time (approximately 5 minutes prior).
 - Walk quickly to the next tee and between shots.
 - The player with the best score at the previous hole has the honour at the next tee and should tee off as soon as it is safe to do so. During play of a hole, the player furthest from the hole plays next.
 - If you have the honour, enter the scores for the previous hole AFTER you have played your tee shot. If you do not have the honour, enter the scores for the previous hole whilst the first player is playing their tee shot.
 - Be ready to play when it is your turn. When possible, do your club selection and shot planning while waiting for others to play.
 - Limit practice swings to one and pre-shot routines to a minimum.
 - If your ball may be lost or out of bounds, play a provisional ball.
 - If you cannot immediately find your ball, call the following group through.
 - Try to avoid leaving your clubs in front of the green; leave them where you can collect them on the way to the next tee.
 - Where possible, hole short putts without marking and lifting your ball.
 - The first player in the group to hole out should hold the flagstick, and be ready to replace it when the last player holes out.

Remember - your group's position is in relation to the group in front, not the group behind.

Tee It Up

Care of the Course



This section of the booklet has been prepared in consultation with the Australian Golf Course Superintendents' Association.

A very important part of golf etiquette is the care of the golf course. A few moments of courtesy during a round will assist the golf club significantly and will ensure a more pleasant round for your fellow golfers.

Try to avoid hitting the turf or causing any other damage when taking practice swings and always be prepared to fix up a damaged area caused by another player. Ensure rubbish is placed in bins or put in your bag for disposal later.

Q. How should I repair my divots on the fairway?

A. This will depend on how the club would like divots repaired. At the majority of clubs, sand buckets are available at the starting tees - always look for these and if available, ensure you use the sand to fill your divot hole (and any others nearby). Use your foot or a club to level the sand so that a reasonably flat lie remains for the following groups.

If buckets are not available or you have run out of sand, replace the divot in its hole if it is intact, or otherwise knock in the sides of the divot hole with a club so that a level lie is maintained. A quick check at the Pro Shop will answer which method is preferred.

The photos on the next page show how to repair a divot.



1. Fill the divot with sand.



2. Level the sand with foot or club.



3. A careless repair can provide an unfair lie for other players.



4. It may also damage course equipment, and will result in the divot taking longer to repair.



5. Some clubs may prefer the displaced turf to be placed back into the divot hole.



6. Other clubs may prefer you to "chop-in" your divot. Use a golf club to chop turf from the edge of the divot into the divot hole.

Tee It Up

Q. How should I look after greens?

A. The condition of greens can have a major impact on players' scores, so careful attention should be given to the putting surface. Take special note of the following:

- Be careful not to drag your shoes across the surface or walk on the intended line of a fellow competitor's putt.
- Try not to lean on your putter or the flagstick.
- Do not drop or throw the flagstick on the ground - place it lightly on the green, well away from the hole.
- Be careful not to damage the hole when removing or replacing the flagstick.
- Remember not to leave your golf bag on the green or wheel your buggy across the green (unless specifically allowed to by the club).
- After all players in your group have holed out, the player replacing the flagstick should quickly check that the area around the hole is not damaged.

Q. What about pitch marks on greens?

A. This is the most important aspect of greens care. The longer a mark stays unrepaired, the longer it takes to mend.

Using the manner below repair any pitch marks made by your ball or other balls on a putting green or green surrounds.



1. An unrepaired pitch mark.



2. Commence at the back of the pitch mark and push forward with a pitch mark fork or tee.



3. Attend to each side of the pitch mark, easing the turf forward to replace the damaged area. When undertaking the repair, turn the pitch mark fork towards the damaged area.



4. Do not lift the pitch mark fork or tee upward bringing soil to the surface.



5. Complete the repair by tapping down with a putter.



6. A correctly repaired pitch mark is important to the health of greens and for smooth-rolling putts.



7. Incorrectly repaired pitch marks can take twice as long to heal.



8. Repair any other damage such as spike marks at the completion of the hole.

Tee It Up

Q. What about bunker care?

A. As with greens, it is important to leave bunkers in good condition for following players. Bunkers should be smoothed in the following manner:



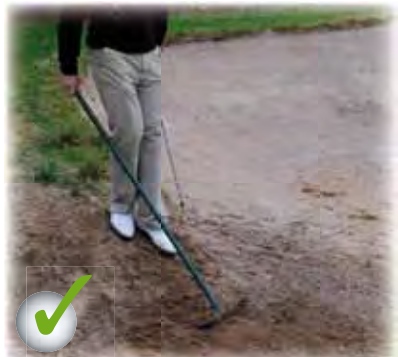
1. Enter and leave the bunker from the lowest point.



2. After playing, smooth the area and any footprints using a rake if available.



3. If a rake is not available, glide a shoe in a half circular motion until the area is smooth.



4. When leaving a bunker, do not pile sand.



5. After use, return the rake in accordance with club policy (either in the bunker or outside the bunker) in the direction of play.



6. Do not place the rake against the inside edge of the bunker as this may cause difficult lies to other players and potentially awkward rules situations.

Q. What should I do if I am using a cart?

- A. Carts can be damaging to a golf course, however if you take note of the following, you will help to protect the course:
- Keep away from green surrounds and teeing grounds.
 - Do not drive through damaged or wet areas.
 - Drive only where directed.
 - Check with the Pro Shop regarding any other course rules.



Tee It Up

Types of Competitions

The following provides general information about how the common types of competitions are played. The Committee may also provide other specific information for you when playing these events.

Q. What are the basic forms of golf play?

A. There are two basic forms - **match play** and **stroke play**. The Rules of Golf deal differently with these two forms, particularly regarding penalties incurred.

Match play is the more traditional form, when two individuals or two sides compete against each other hole by hole, with the number of holes won, lost or halved deciding the match. Matches can be played either with or without handicaps applying.

The match is completed when one side is ahead after the required number of holes (usually 18 but can be higher or lower), or is more holes ahead than the number of holes remaining.

Example 1: If player A is three holes up against player B after 16 holes in an 18-hole match, A is said to win the match “3 and 2”, i.e. three holes up with two holes remaining. The match ends on the 16th green and the 17th and 18th holes are not played.

Example 2: If player X and player Y are all square (level) after 17 holes and X wins the 18th hole, X is said to win the match “1 up”.

It is usual for “sudden-death” to apply for a match that is all square after the required holes. This means that the two players or sides will play the first hole again (or as many as are required) with the first player or side to win a subsequent hole winning the match, e.g. at the 20th (if a further two holes are played).

In a singles handicap match play event, the number of strokes awarded to the higher handicapped player is the difference between their handicaps. For example, if player C has a 19 handicap and D has a 5 handicap, C will

receive 14 strokes over the 18 holes, taking a stroke at each of the holes marked 1 to 14 on the match play index listed on the score card.

In **Four-Ball match play** (refer to page 36 for definition of Four-Ball), the lowest marker plays off scratch and gives strokes to the higher markers, e.g. A is on a 4 handicap, B on 8, C on 12 and D on 27. A receives no strokes, with all other players having 4 deducted from their handicaps which results in B getting 4 strokes, C getting 8 strokes and D getting 23 strokes, irrespective of who is A's partner.

When a player's handicap is more than 18, they receive two or three strokes per hole where applicable. For example, a player on a 23 handicap will get a stroke at each hole, plus an extra stroke at holes marked 1 to 5 on the match play index. Some club cards may list the index above 18 to cater for this situation, e.g. a hole may be listed on the match play index as 3/21.

Hole	1	2	3	4	5	6	7	8	9
Index	18	8	12	3	14	6	10	1	16
Hole	10	11	12	13	14	15	16	17	18
Index	5	11	2	15	7	13	4	17	9

Example of a Match Play Index

The general penalty for a breach of a Rule in match play is loss of hole. It is not necessary to fill in a score card for match play.

It is also not necessary to complete a hole in match play. For example, you may concede or "give" your opponent a putt if you think they will hole it (e.g. a 30 cm putt) - this is informally known as a "gimme". Additionally, if it is clear who will win the hole before reaching the green, one player may concede the hole prior to either player completing it.

Stroke play is the more common form of golf in Australia, whereby each player in a competition is competing against the rest of the field. The total score after the required holes (this is usually 18 holes but can be more or less) determines the winner. Stroke events can be played as gross/scratch events, or handicap/net events in which your handicap is deducted from your gross score.



Tee It Up

As well as the standard stroke (or medal) competitions, there are two other types of stroke play competitions commonly played in Australia: **Stableford** and **Par**. All can be played as singles, four-ball or foursome events. Stableford and Par (described below) are popular because they generally take less time to play than a standard stroke competition.

In stroke play competitions you must record the gross score at each hole. It is the Committee's responsibility to apply the handicap and total scores or points, however it is customary for you to assist the Committee by completing as much detail as possible (i.e. by including your Stableford points).

Q. How do I play Stableford?

A. This system of scoring by points was introduced in England in 1932 and is the most popular form of competition golf played in Australia.

Stableford involves scoring points at each hole. Using the stroke index for each hole, you must first work out the holes at which you receive a stroke or strokes. For example, if you are on a handicap of 18 you will add one shot to the par value of each hole to determine your own par for the hole. Thus a hole rated as a par 4 becomes a par 5 for you.

Points are then calculated by allocating points as follows:

- Two under par = 4 points
- One under par = 3 points
- Par = 2 points
- One over par = 1 point
- Two or more over par = 0 points

For example, if you receive a stroke on a par 4 and you score 4, net 3; you will receive 3 points. If at a par 3 hole you score 4 but do not receive a stroke you will receive 1 point.

You are expected to cease play of a hole when you cannot score. There is no penalty for not finishing a hole or for not recording a gross score at a hole which is not completed. No points are recorded for that hole. The winner is the competitor with the most points for the round.

MARKERS		PLAYER A Samantha Cusack		PLAYER B		HOME CLUB Example Golf Club		HANDICAP 41		EVENT 12/4/09		GROSS SCORE		RESULT 42 pts			
A.W.C.B. No.		HANDICAP		DATE		START TIME		FINISH TIME		GOLF LINKS NO.		TIME TAKEN					
HOLE NO.		HOLE IN ONE		NET SCORE		STABLEFORD POINTS		GROSS SCORE		NET SCORE		MARKER					
A B		A B		A B		A B		A B		A B		A B					
1	177	3	10/28	16	5	2	5	2	10	300	4	15/33	13	6	2	6	2
2	302	4	7/25	10	6	2	3	3	11	135	3	6/24	15	2	5	4	2
3	267	4	12/30	14		-	4	3	12	331	4	3/21	6	7	2	6	2
4	101	3	18/36	14	5	2	5	2	13	331	4	1/19	8	6	3	5	2
5	326	4	2/20	7	5	4	5	3	14	325	4	13/31	11		-	5	2
6	283	4	14/32	12	7	1	4	3	15	121	3	8/26	17	5	2		-
7	374	5	16/34	1	5	4	6	1	16	371	5	17/35	5	8	1	5	3
8	450	5	5/23	1	8	2		-	17	327	4	11/29	9	4	4	4	2
9	425	5	4/22	2	7	3	5	3	18	410	5	9/27	3	6	3	4	3
10	2702	37				20		20	19	2651	36				22		18
								NET		2702		37				20	
								TOTAL		5353		73				42	
Player's Signature												Samantha Cusack		DEDUCT HANDICAP			
Marker's Signature												Pamela Jones		NET SCORE			

Stroke Index

Gross score must be recorded in order to be credited with points

Stableford Points (do not have to be recorded but you will assist the committee if you do record them)

Example of a completed score card for a Stableford competition



Tee It Up

Q. What is a Par competition?

- A. A Par competition is played very similarly to Stableford except that instead of receiving points, you score a plus (+) for having a net birdie or better, a half or square (0) for having a net par, or a loss or miss (-) for having a net bogey or worse.

As in Stableford, you are expected to pick up when it is apparent net par or better cannot be achieved. There is no penalty for not finishing a hole or for not recording a gross score for a hole not completed. Such a hole is recorded on the score card as a loss. Plus holes are added and loss holes deducted to ascertain the competition score. For example, you may have “won” 7 holes, “lost” 5 holes, and “halved” the other 6 holes. Your overall score for the competition is entered as +2.

You are only responsible for entering the gross score at the appropriate holes, but it will help if you enter a +, 0, or - and record the total.

Therefore, on the score card on the previous page, where two points are scored, in a Par competition this is recorded as a 0, where 4 points or 3 points are scored, this is recorded as a +, and where 1 point or 0 points are scored, this is recorded as -.

Q. What is a Four-Ball event?

- A. A Four-Ball is a competition where two golfers play together as a team of two. The better score of the two on each hole is the score that is recorded. Four-Ball can be played as match or stroke play (standard stroke, Stableford or Par). It is referred to as Four-Ball as it is exactly that - each player plays their own ball at each hole.

In **Four-Ball match play**, the lowest marker plays off scratch and gives strokes to the higher markers, e.g. A is on a 4 handicap, B on 8, C on 12 and D on 27. A receives no strokes, B gets 4 strokes, C gets 8 strokes and D gets 23 strokes, irrespective of who is A's partner.

In **Four-Ball stroke play**, strokes are taken and scoring recorded as per singles events except that only the better score is required. Both players' handicaps must be clearly recorded on the score card. Care must be taken to identify which player had the score on each hole. Depending on the design of the card, this can be achieved by recording the score under the appropriate column, or by noting the player's initials beside the score. If it cannot be ascertained which player scored on a particular hole, the side is disqualified. In all Four-Ball events, you should discontinue play of a hole when you cannot improve on your partner's score.



Players may provide partners with advice in Four-Ball events

In mixed Four-Ball events, the female plays from her own tees, using her own index and Local Rules. The team result is usually recorded on the male's card.

Q. Is a Foursome competition different from a Four-Ball?

A. Yes. In a Foursome event two players play as partners but use the one ball. The partners play alternatively from the tee (i.e. one will hit off from the odd numbered tees and the other from the even numbered tees) and then alternately play the ball until the hole is completed. For example, if Player A hits off the tee, Player B will hit the second shot, A will hit the third shot and so on.



Tee It Up

Foursomes is sometimes played as a mixed event in which the male plays from his tees and the female from her tees. The Committee may advise who is to hit off the first tee.

In Foursomes, the team's handicap is usually half of their combined handicaps. Scoring is done the same as in singles events but BOTH partners' handicaps must be recorded on the card.

Foursomes can be played either as match play or stroke play. Note that if either player incurs a penalty stroke the order of play does not alter.

Canadian Foursomes is a variation in which both players hit off each tee and then select which ball to continue with. The other ball is taken out of play on that hole. If player X's ball is chosen, then player Y plays the second shot and so on.

American Foursomes (also referred to as Pinehurst Foursomes) is another variation in which both players tee off, and then play each other's ball for the second shot. The ball in the better position is chosen and its owner then plays the third shot with the partner playing the fourth shot, and so on, until the hole is finished.

Q. What is an Ambrose event?

- A. An Ambrose or Scramble competition is a team stroke event usually played by a team of two, three or four. Each player plays a tee shot at each hole. The best drive is then selected which is then played by its owner. The other members retrieve their balls and drop or place their own ball within one club-length of the selected position and play their second shots. This procedure of selecting the best position is continued until a ball is holed. When on the green, balls are placed on the selected spot.

This event can be played as a gross event, or more popularly as a handicap event where a fraction of the aggregate handicap is used. For teams of four, 1/8th of the players' aggregate handicap is usually the team handicap. Each player's handicap must be recorded on the card.

Score Cards

Q. Do I need to have a score card for each round?

A. In a stroke play competition, yes you do! In a match play competition, you are not required to complete a score card. The Pro Shop or Committee will provide you with this score card either when you check-in, or if there is a Starter, they may hand one to you at the tee.

Q. Do I mark my own score card?

A. No. You must give your score card to a fellow-competitor to mark. Each player then becomes the other player's marker. It is best if you exchange score cards on the first tee.

Q. What are my responsibilities when completing a score card?

- A. Your responsibilities in regards to your score card are:
- Record your handicap on your score card. You will be disqualified from the Net Event if your handicap is not recorded, or if you record a higher handicap.
 - Record a gross score for each hole. You will be disqualified if you do not record a score for each hole in a stroke event. If you are playing a Stableford or Par Event, there is no need to record a score if you do not finish a particular hole. You should also record your Stableford points or Par result in the appropriate column as this will assist the Committee.
 - Ensure the marker and yourself, as the player, have signed the score card in the appropriate place. You will be disqualified if either person does not sign the card.
 - Return the card to the designated recorder, e.g. Pro Shop or the Committee, as soon as possible.
 - It is not your responsibility to add up the total, however it will assist if you do this.

Tee It Up

HANDICAP	PLAYER A	PLAYER B	HOME CLUB	DATE	HANDICAP	HANDICAP	EVENT	GOLF LEAGUE No.	COURSE No.	HOLEY			
											START TIME	FINISH TIME	
	Joan Smith		Example Golf Club	8/4/09	28								
NO.	HANDICAP	SCORE	NET	DIFF	STROKES	PAR	HOLES	PLAYER A	PLAYER B	MARKER			
1	177	3	10/28	16	5	6	10	300	4	15/33	13	5	5
2	302	7	25	6	5	11	135	3	6/24	15	4	5	5
3	267	4	12/30	14	5	12	331	4	3/21	6	6	4	4
4	101	3	18/36	18	5	7	331	4	1/19	8	6	5	5
5	326	4	2/20	7	6	14	325	4	13/31	11	5	6	6
6	283	4	14/32	12	6	4	15	121	3	8/26	17	4	4
7	371	5	16/34	4	6	16	371	5	17/35	5	6	5	5
8	450	5	5/23	1	8	7	327	4	11/29	9	5	5	5
9	424	5	4/22	2	8	5	18	410	5	9/27	3	6	4
TOTAL	2702	37			55		2651	36				47	43
							2702	37				55	51
							TOTAL	5353	73			102	94
												28	15
												74	79

Player's Signature: *Joan Smith*
 Marker's Signature: *Pam Jones*

You should ensure your name and the date are on the card

- Record your correct Australian Handicap
- Record the correct number of strokes taken for every hole including any penalty strokes
- Sign the card yourself
- Ensure your marker signs the card

Record the sub-totals and total. You cannot be disqualified for recording an incorrect total.

Example of a completed score card

Australian Count-Back System

Q. If scores are tied, how is the winner determined?

- A. Ties in stroke events should be decided whenever possible by a play-off but as this is usually not possible, the following count-back system is commonly used:
- For 18-hole events, the best score for the last 9 holes is used; if there is still a tie, the last 6 holes are used; or if still tied the last 3 holes. If a tie still persists then the best score hole by hole from the 18th hole back is used.
 - In 27, 36, 54 and 72-hole events, the last 18 holes are used and if still tied the procedure in the point above is used.
 - In handicap events, the relevant handicap or fraction thereof is applied. For example, in a stroke (medal) event, half the handicap is deducted from the last 9 holes score, a third of the handicap for the last 6 holes, etc.
 - In most cases, the last holes are as per the score card, not necessarily as played.



Tee It Up

Final Checklist

The information outlined previously should provide helpful assistance and you should now feel confident to play in a competition.

Here is a final checklist!

Before Arriving at the Club:

- Ensure you have booked a tee time unless the club allows you to simply arrive without booking a tee time (check the club's policy).
- Check that you comply with the club's dress regulations.
- Ensure you know your tee time and make sure you allow enough travel time to make your tee time.

Once Arriving at the Club:

- Head to the Pro Shop or the Starter and check in (pay the entry fee if applicable).
- Collect your score card from the Pro Shop or the Starter.
- Check any Local Rules or special Conditions of the competition.
- Check your current handicap (you may have done this before leaving home).

On the Starting Tee:

- Arrive at the tee approximately 5 minutes prior to your tee time (groups may be called to the tee over a loud speaker).
- Ensure you have collected a sand bucket (if applicable).
- Make sure you have no more than 14 clubs in your bag.
- Put an identification mark on your ball.
- Exchange score cards with a fellow-competitor.

During Your Round:

- Ensure you fill in any divots, repair pitch marks, and rake any bunkers.
- Be ready to play when it is your turn, and keep up with the group in front.
- Be courteous to all players.
- Mark your score card after each hole.

After Your Round:

- Return your sand bucket and any hired equipment.
- Hand your score card to the Pro Shop or the Committee as soon as possible (ensuring it is signed, dated, there is a score for each hole, and your handicap is recorded on the card).

Most importantly, enjoy your game and the camaraderie!



Tee It Up

Other Useful Resources

The Golf Australia website is a helpful resource for Committees and golfers alike. The Rules and Handicapping tab has further information regarding the majority of information in this publication.

Be sure to visit www.golfaustralia.org.au regularly.

Listed below are various publications which provide further information. All of these publications are available by contacting your State Association.



Rules of Golf

The *Rules of Golf* are produced every four years by The R&A and are free to all golfers.

To download the *Rules of Golf* visit the Golf Australia website under Rules & Handicapping/Rules and Competition Management/Rules of Golf.



A Quick Guide to the Rules of Golf

This leaflet, as included in the front of this booklet, is a simplified version of the Rules of Golf and is free to all golfers.

To download *A Quick Guide to the Rules of Golf* visit the Golf Australia website under Rules & Handicapping/Rules and Competition Management/Rules of Golf.



Don't Be a Golf Menace

This publication is produced by The R&A, and contains simple, easy-to-follow guidelines on how to behave on and around the golf course. It is a cartoon style booklet on etiquette featuring Dennis the Menace and is primarily aimed at young golfers. It is free of charge to all golfers.



Golf Rules Illustrated

Golf Rules Illustrated is published by The R&A every two years. It contains the complete Rules, together with over 100 illustrations designed to provide an easier understanding of the laws of the game, with particular emphasis given to those situations that cause most difficulty for golfers at all levels. *Golf Rules Illustrated* retails for approximately \$40.00.



Golf Rules in Action

Golf Rules in Action is the official Rules DVD of The R&A and covers the fundamental Rules of Golf by reference to rules incidents that have occurred at the highest levels of the game. It contains footage of the world's top players applying the Rules in situations that golfers of all abilities may encounter during their own round. *Golf Rules in Action* retails for approximately \$35.00.



Decisions on the Rules of Golf

The *Decisions on the Rules of Golf* is published every two years by The R&A and is the official interpretation of the Rules of Golf. It assists in resolving Rules problems, both simple and complicated, which arise at all levels of competitive golf. Each Rule is printed in full, followed by a question and answer section that provides the correct interpretation of the Rule. *Decisions on the Rules of Golf* retails for approximately \$40.00.

- *Prices are indicative at the time of printing.*
- *Free resources are also available from your State Association and Club.*



Tee It Up

How Did You Score?

This section allows you to keep track of your golfing performance. See how you improve!

- Game** = Type of game played e.g. Stableford, Par, Stroke
- Putts** = Number of putts you had in the round
- Drives** = Number of times your tee shot landed on the fairway (excluding par 3 holes)

Date	Course	Hcp	Game	Score	Putts	Drives
1/1/2011	Tall Tree GC	27	Stableford	35	36	13

A close-up photograph of a white golf ball sitting on a white tee on a green grassy field. The background is a blurred green landscape.

Tee It Up

Notes



Disclaimer:

No responsibility is accepted by Golf Australia for any errors, omissions or inaccuracies. This booklet is general in nature and is not intended to be relied on, nor as a substitute for professional advice.

*Please view the Golf Australia website for further specific information **www.golfaustralia.org.au***

Copyright © 2011 (1st Edition) Golf Australia Ltd.



GolfAustralia

Level 3, 95 Coventry Street
South Melbourne
Victoria 3205 Australia
Telephone +61 3 9626 5050
Facsimile +61 3 9626 5095
Website www.golfaustralia.org.au