

NCGA Foundation's YOUTH ON COURSE (YOC) PROGRAM

The NCGA Foundation's Youth on Course (YOC) initiative offers children across Northern California the opportunity to play some of the area's best courses for significant discounts while kids put to use the golf rules and etiquette knowledge learned through the Youth on Course certified program. Having grown to 100 participating golf courses, the program was originally made possible by a generous gift to the NCGA Foundation from an anonymous donor in the San Francisco Bay Area.

Youth on Course offers participants (Tom's Kids) NCGA memberships through Mariners Point Golf and Practice Center. Membership cards will be given to all participating youth and will have a purple sticker on the back saying "Youth on Course/Tom's Kids." Students presenting their card and sticker to all participating golf courses at specific times will be granted a discounted Youth on Course rate. NCGA YOC membership through Mariners Point affords the following benefits:

- Handicap maintenance: now enter your scores online at www.ncga.org
- NCGA blue book and quarterly newsletter from the NCGA
- Discounted golf at Poppy Hills, Poppy Ridge and Stevenson Ranch
- **Reduced green fees at Mariners Point**
- Reduced fees at other YOC participating golf facilities (see website http://www.ncgafoundation.org/youth_on_course)

Mariners Point has added special added benefits to purchasing your NCGA YOC membership through Mariners Point; you will receive an additional Mariners Point Youth membership sticker for your NCGA card permitting the following (check with the pro shop for the current rates):

- **Reduced price on range ball buckets- Limit of two buckets per day.**
- **Reduced green fees at Mariners Point**
- **Reduced rates for up to one hour (per day) use of short game practice area**
- **Cost of Annual Membership is available by calling 650-573-7888.**

In order to receive discounted green fees through the Youth on Course program through Mariners Point, children must either:

1. **Be a graduate of the Youth on Course certified youth program offered by Mariners Point (Youth on Course/Tom's Kids stickers are distributed through this certified program) or**
2. **Pass an exam testing the child's knowledge of basic golf rules and etiquette. This test is available at the Mariners Point Pro Shop and must be graded and signed off by a PGA professional at Mariners Point. A passing grade is 80% on the Rules section and 10/10 on the Etiquette section.**

APPLICANT INFORMATION REQUIRED:

DATE: _____

NAME: _____

BIRTHDATE: Month _____ Day _____ Year _____

STREET: _____

CITY, STATE, ZIP: _____

PHONE: _____

EMAIL ADDRESS: _____

DO YOU CURRENTLY HAVE A NCGA GHIN? YES/NO # _____

Have you had instruction or participated in golf camp at Mariners? YES/NO

Instructor's name: _____

TEST GRADE/Rules: _____ % **Parent Signature:** _____

TEST GRADE/Etiquette: _____ /10 **Certified by Mariners Point:** _____

Introduction: A Quick Guide to the Rules of Golf

The following is a brief introduction to the Rules of Golf.

You must get at least 80% of the questions correct to pass the Rules Section.

Definitions

Addressing the Ball □ A player has "addressed the ball" when he has taken his stance and has also grounded his club, except that in a hazard a player has addressed the ball when he has taken his stance.

Advice □ "Advice" is any counsel or suggestion that could influence a player in determining his play, the choice of a club or the method of making a stroke. Information on the Rules or on matters of public information, such as the position of hazards or the flagstick on the putting green, is not advice.

Ball in Play □ A ball is "in play" as soon as the player has made a stroke on the teeing ground. It remains in play until it is holed, except when it is lost, out of bounds or lifted, or another ball has been substituted whether or not the substitution is permitted; a ball so substituted becomes the ball in play.

Lost Ball □ A ball is deemed lost if:

- a. It is not found or identified as his by the player within five minutes after the player's side or his or their caddies have begun to search for it; or
- b. The player has made a stroke at a provisional ball from the place where the original ball is likely to be or from a point nearer the hole than that place; or
- c. The player has put another ball into play under penalty of stroke and distance; or
- d. The player has put another ball into play because it is known or virtually certain that the ball, which has not been found, has been moved by an outside agency, is in an obstruction, is in an abnormal ground condition or is in a water hazard; or
- e. The player has made a stroke at a substituted ball.

Nearest Point of Relief □ The "nearest point of relief" is the reference point for taking relief without penalty from interference by an immovable obstruction (Rule 24-2), an abnormal ground condition (Rule 25-1) or a wrong putting green (Rule 25-3).

It is the point on the course nearest to where the ball lies:

- (i) that is not nearer the hole, and
- (ii) where, if the ball were so positioned, no interference by the condition from which relief is sought would exist for the stroke the player would have made from the original position if the condition were not there.

Note: In order to determine the nearest point of relief accurately, the player should use the club with which he would have made his next stroke if the condition were not there to simulate the address position, direction of play and swing for such a stroke.

Stroke A "stroke" is the forward movement of the club made with the intention of striking at and moving the ball, but if a player checks his downswing voluntarily before the clubhead reaches the ball he has not made a stroke.

Through the Green "Through the green" is the whole area of the course except:

- a. The teeing ground and putting green of the hole being played; and
- b. All hazards on the course

Quiz Questions - Definitions

1) Which of the following is considered to be through the green?

- A. A bunker
- B. The putting green
- C. The rough behind the green
- D. A water hazard

2) If you swing at a ball with the intention of striking it and miss, it counts as a stroke.

- A. True
- B. False

3) If your ball stops on a cart path (immovable obstruction), and the nearest relief point is to the right in the rocky desert, you can elect to drop your ball to the left of the cart path in the green grass.

- A. True
- B. False

4) If you lose a ball in the woods or bushes, how long (per the Rules of Golf) do you have to look for it before it is deemed lost and you should continue playing your provisional ball?

- A. 2 minutes
- B. 5 minutes
- C. 8 minutes
- D. 10 minutes

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 number 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).

During The Round:

- - Don't ask for advice from anyone except your partner (i.e. a player on your side). Don't 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)
- - Don't play any practice shots during play of a hole (Rule 7-2). You are allowed to putt on the hole most recently completed.

At The End Of Your Round:

- - In match play, ensure the result of the match is posted.
- - In stroke play, ensure that your score card is completed properly and return it as soon as possible (Rule 6-6).

Quiz Questions - General Points

5) It is OK under the Rules to tell your friend what club you hit before he hits his shot from the same distance.

- A. True
- B. False

6) What is the maximum number of clubs you may carry for a round of golf?

- A. 12
- B. 13
- C. 14
- D. 15

Teeing Ground (Rule 11)

The teeing ground is the starting place for the hole to be played. It is a rectangular area two club-lengths in depth, the front and the sides of which are defined by the outside limits of two tee-markers. A ball is outside the teeing ground when all of it lies outside the teeing ground. If you

play your tee shot from outside the teeing ground, you incur a two-stroke penalty and must correct the error by playing from within the teeing ground.

Quiz Questions - Teeing Ground (Rule 11)

7) On each hole, you may tee your ball between the tee markers or within two club-lengths behind the markers, but you may not tee your ball in front of the markers.

- A. True
- B. False

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

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

Play the ball as it lies. Don't improve your lie, stance, the area of your intended 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. Don't improve your lie by pressing anything down (Rule 13-2). For example, do not step behind your ball to trample down the rough.

If your ball is in a bunker or a water hazard, don't touch the ground in either type of hazard, or touch the water in the water hazard, with your hand or club before your downswing and don't move loose impediments such as leaves or stones (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). In other words, there must be air or space between the clubhead and the ball immediately following impact.

If you play a wrong ball play you incur a two-stroke penalty and you must then correct the mistake by playing the correct ball (Rule 15-3).

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

8) In a hazard, you may not do which of the following:

- A. Touch the ground or water with your club before or during your backswing or remove loose impediments such as stones or twigs
- B. Attempt to play your ball
- C. Remove movable obstructions
- D. All of the above

9) To comply with the Rules of Golf, you must generally play your ball _____ other than relief situations as provided in the Rules.

- A. As it lies
- B. Within one club-length of where you find your ball
- C. Within six inches of where you find your ball

10) Prior to taking your stance and making a stroke from a wooded area, you are allowed to bend back a branch so that you can make a complete swing without interference from the branch.

- A. True
- B. False

11) If you play a ball that is not yours, you must take a two-stroke penalty. You must then finish the hole with your own ball. If you do not do so, you are disqualified.

- A. True
- B. False

12) What should you do if you cannot identify your ball?

- A. Mark and lift the ball without saying anything and drop it back near where it lay after you have identified it as yours
- B. Lift the ball without marking its place and look at the identification marks to make sure it is yours then drop it back near where it lay previously
- C. Notify your fellow competitors of your intent to mark and lift the ball in an effort to identify it, do so, and place it back on the exact spot where you found it
- D. Notify your fellow competitors of your intent to mark and lift the ball in an effort to identify it, do so and then clean the ball before placing it back on the exact sport where you found it

On the Putting Green (Rules 16 and 17)

You may mark, lift and clean your ball on the putting green; always replace it on the exact spot (Rule 16-1b). Place your ball marker immediately behind the ball on the putting green, then lift (and clean) it.

You may repair ball marks and old hole plugs on the putting green, but not any other damage, such as spike marks (Rule 16-1c).

When making a stroke on the putting green, you should ensure that the flagstick is removed or attended. The flagstick may also be removed or attended when the ball lies off the putting green (Rule 17). If you putt your ball from on the putting green and the ball hits the flagstick while it is on the ground or in the hole there is a penalty of two strokes.

Quiz Questions - On the Putting Green (Rules 16 and 17)

13) If you putt the ball from the putting green and you hit the flagstick, you must add a two-stroke penalty to your score.

- A. True
- B. False

14) Which of the following types of damage or debris are you not allowed to repair on a green prior to putting?

- A. Ball marks
- B. Removing sand or loose impediments from your line of putt
- C. Spike marks
- D. Old hole plugs

15) Under normal circumstances, you may mark, lift and clean your ball in which of the following places on the golf course?

- A. The collar of the green
- B. The putting green
- C. The fairway
- D. All of the above

Ball at Rest Moved (Rule 18)

If you accidentally cause your ball to move, 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 (Rule 18-2). If a ball oscillates (wiggles around) or moves slightly but comes back to rest in its original position, it has not moved under the Rules of Golf.

If someone else moves your ball at rest or it is moved by another ball, replace it without penalty to you.

16) You and a fellow competitor each hit shots onto the green. You have played first and when his ball lands on the green, it hits yours causing it to move three feet to the left. Which of the following should occur?

- A. You incur a one-stroke penalty because your ball at rest has moved and you must play your ball from its new position.
- B. You incur a one-stroke penalty because your ball at rest has moved and you must play your ball from its original position.
- C. There is no penalty and you should play the ball from its new position.
- D. There is no penalty and you should replace the ball to its original position.

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, 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 where you incur a two-stroke penalty if your ball and the other ball were on the putting green before you played (Rule 19-5a).

Quiz Questions - Ball in Motion Deflected or Stopped (Rule 19)

17) If you play a shot from the fairway and it hits your cart and comes to rest 10 yards away in the rough, what should you do?

- A. Give yourself a one-stroke penalty and play the ball as it lies
- B. Give yourself a one-stroke penalty and replay from your previous position (stroke and distance)
- C. Give yourself a one-stroke penalty and play from where you believe your ball would have been had it not hit the cart
- D. There is no penalty. Replay the stroke from your previous position

18) There is a two-stroke penalty if your ball is deflected or stopped by another ball in play and at rest and both balls were on the putting green previous to the stroke being made.

- A. True
- B. False

Lifting, Dropping and Placing the Ball (Rule 20)

Before lifting a ball that has to be replaced (i.e. 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 (i.e. dropping within two club-lengths under the unplayable ball Rule), it is not mandatory 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 the 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 (i.e. an immovable obstruction), if it comes to rest more than two club-lengths from where it was dropped, or if it 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 seven situations in total when a dropped ball must be re-dropped which are covered in rule 20-2c. If a ball dropped for a second time rolls into any of these positions, place it where it first struck the course when re-dropped (Rule 20-2c).

Quiz Questions - Lifting, Dropping and Placing the Ball (Rule 20)

19) When lifting a ball on the putting green you must mark its location.

- A. True
- B. False

20) A dropped ball must be re-dropped in all of these circumstances *except*:

- A. If it comes to rest more than two club-lengths from where it was dropped.
- B. If it comes to rest nearer the hole than its original position.
- C. If it comes to rest in a position in where there is interference from the condition from which free relief is being taken
- D. If it comes to rest under a bush that is less than two club-lengths from the spot where the ball was dropped and not nearer the hole from where it was dropped

21) If after the second drop, the ball still rolls into a position requiring a re-drop, you must place the ball where the ball hit the ground after the second drop.

- A. True
- B. False

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.

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

You may have any ball lifted if it might interfere with your play.

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.

Quiz Questions - Ball Assisting or Interfering with Play (Rule 22)

22) You may have any ball lifted if you feel as though it might interfere with your play, even if the ball you wish to be lifted is not on the putting green.

- A. True
- B. False

23) You may clean a ball lifted because it is assisting or interfering with play, even if the ball lifted is not on the putting green.

- A. True
- B. False

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 bunker or water 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).

Quiz Questions - Loose Impediments (Rule 23)

24) Which of the following is a loose impediment?

- A. A soda can
- B. A detached twig
- C. An out of bounds stake
- D. A branch growing out of a tree

25) Your ball has come to rest on top of a leaf in the fairway. You are allowed to mark and lift the ball, remove the leaf and replace the ball.

- A. True

- B. False

Movable Obstructions (Rule 24)

Movable obstructions (i.e. artificial objects such as rakes, soda 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 top of 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 top of the obstruction, except that on the putting green, the ball is placed on that spot.

Quiz Questions - Movable Obstructions (Rule 24)

26) Your ball has come to rest touching a rake in a bunker. Which of the following is the best way to proceed that is also correct under the Rules?

- A. Remove the rake and let the ball roll to a new position. Play the ball from its new location without penalty.
- B. Play the ball as it lies.
- C. Remove the rake and if the ball moves, drop the ball on the exact spot where the ball lay on top of the obstruction
- D. Remove the rake and if the ball moves, place the ball on the exact spot where the ball lay on top of the obstruction

27) In an effort to remove ice cubes (a movable obstruction) from in front of your ball, you accidentally move your ball a couple inches to the left. You must:

- A. Place your ball back in its original position without penalty.
- B. Place your ball back in its original position and give yourself a one-stroke penalty.
- C. Play the ball as it lies from its new position without penalty.
- D. Play the ball as it lies from its new position under penalty of one stroke.

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

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

An abnormal ground condition is either casual water, ground under repair 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, 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

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

28) A cart path is one of many examples of an immovable obstruction.

- A. True
- B. False

29) Free relief is granted from the all of the following conditions *except*:

- A. Ground under repair
 - B. A footprint left in an un-raked bunker
 - C. Casual water
 - D. A hole made by a burrowing animal
-

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 made your last stroke, or
- - drop 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 with no limit to how far you may drop.

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, 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.
-

Quiz Questions - Water Hazards (Rule 26)

30) A lateral water hazard is marked by yellow stakes or yellow lines.

- A. True
- B. False

31) If you hit your ball into a hazard marked with yellow stakes, what is one of your options?

- A. Play another ball from where you last played with no penalty
 - B. Play another ball from where you last played with a one-stroke penalty
 - C. Play another ball from where you last played with a two-stroke penalty
 - D. Play another ball from the side of the pond closest to the hole with a one-stroke penalty
-

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

Check the Local Rules on the scorecard to identify the boundaries of the course.

If your ball is lost outside a water hazard or comes to rest out of bounds you must play another ball from the spot where the last ball was played, under penalty of one stroke.

You are allowed 5 minutes to search for a ball, after which, if it is not identified, it is lost. It is recommended you carry a watch on your golf bag. If, after playing a shot, you think your ball maybe lost outside a water hazard or may have come to rest 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 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 abandon the provisional ball.

Quiz Questions - Ball Lost or Out of Bounds; Provisional Ball (Rule 27)

32) You hit your drive on the first hole out of bounds. You may immediately tee off with another ball without penalty since it was the first hole.

- A. True
- B. False

33) You must audibly declare that you are playing a provisional ball before striking it, otherwise you are playing your third shot from the teeing ground.

- A. True
 - B. False
-

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:

- a) play a ball from where the last stroke was made, or
- b) 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
- c) drop a ball within two club-lengths of where the ball lies not nearer the hole.

If your ball is in a bunker and you proceed under option b) or c), you must drop in the bunker.

Quiz Questions - Ball Lost or Out of Bounds; Provisional Ball (Rule 27)

34) Which of the following is not an option for relief under the unplayable ball rule?

- A. Dropping a ball within two club-lengths from where the ball lies, not nearer the hole
- B. Playing a ball from where the last stroke is made (i.e. stroke and distance)
- C. Dropping a ball outside of a bunker other than from where your last stroke was made if your ball is unplayable in a bunker
- D. Dropping 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

Etiquette Section

The Etiquette Section is a brief introduction to the proper practices for players while on the course. The section includes overviews of the correct etiquette for play, followed by a few multiple choice questions about each etiquette examples.

Remember, you must answer all ten questions correct to pass the Etiquette Section.

The Spirit of the Game

Unlike many sports, golf is played, for the most part, without the supervision of a referee or umpire. The game relies on the integrity of the individual to show consideration for other players and to abide by the Rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the game of golf.

Safety

Players should ensure that no one is standing close by or in a position to be hit by the club, the ball or any stones, pebbles, twigs or the like when they make a stroke or practice swing.

Players should not play until the players in front are out of range.

Players should always alert greenstaff nearby or ahead when they are about to make a stroke that might endanger them.

If a player plays a ball in a direction where there is a danger of hitting someone, he should immediately shout a warning. The traditional word of warning in such a situation is "fore."

Consideration For Other Players

No Disturbance or Distraction Players should always show consideration for other players on the course and should not disturb their play by moving, talking or making any unnecessary noise.

Players should ensure that any electronic device taken onto the course does not distract other players. Cell phones should be turned off and not used throughout the duration of the round.

On the teeing ground, a player should not tee his ball until it is his turn to play.

Players should not stand close to or directly behind the ball, or directly behind the hole, when a player is about to play.

On the Putting Green

On the putting green, players should not stand on another player's line of putt or when he is making a stroke, cast a shadow over his line of putt.

Players should remain on or close to the putting green until all other players in the group have holed out.

Scoring

In stroke play, a player who is acting as a marker should, if necessary, on the way to the next tee, check the score with the player concerned and record it.

Pace of Play

Play at a Good Pace and Keep Up Players should play at a good pace. The Committee may establish pace of play guidelines that all players should follow.

It is a group's responsibility to keep up with the group in front. If it loses a clear hole and it is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group.

An 18-hole round of golf should never take more than 4 hours to play, an average of 15 minutes per hole.

Be Ready to Play

Players should be ready to play as soon as it is their turn to play. Generally speaking, honors determine the order of play from the tee and the player farthest from the hole plays first from there on out. However, during a casual round of golf it is acceptable to play ready golf in an effort to play at a good pace. Ready golf allows the players within a group to take their swings when each member of the group is ready to play. If you reach your ball and are ready to hit, while other members of your group are not yet prepared, then go ahead and hit.

When playing on or near the putting green, players should leave their bags or carts in such a position as will enable quick movement off the green and towards the next tee. When the play of a hole has been completed, players should immediately leave the putting green.

Lost Ball

If a player believes his ball may be lost outside a water hazard or is out of bounds, to save time, he should play a provisional ball.

Players searching for a ball should signal the players in the group behind them to play through as soon as it becomes apparent that the ball will not easily be found.

They should not search for five minutes before doing so. Having allowed the group behind to play through, they should not continue play until that group has passed and is out of range.

Priority on the Course

Unless otherwise determined by the Committee, priority on the course is determined by a group's pace of play. Any group playing a whole round is entitled to pass a group playing a shorter round.

Care of the Course

Bunkers Before leaving a bunker, players should carefully fill up and smooth over all holes and footprints made by them and any nearby made by others. If a rake is within reasonable proximity of the bunker, the rake should be used for this purpose.

Repair of Divots, Ball-Marks and Damage by Shoes

Players should carefully repair any divot holes made by them and any damage to the putting green made by the impact of a ball (whether or not made by the player himself). On completion of the hole by all players in the group, damage to the putting green caused by golf shoes should be repaired.

Preventing Unnecessary Damage Players should avoid causing damage to the course by removing divots when taking practice swings or by hitting the head of a club into the ground, whether in anger or for any other reason.

Players should ensure that no damage is done to the putting green when putting down bags or the flagstick.

In order to avoid damaging the hole, players and caddies should not stand too close to the hole and should take care during the handling of the flagstick and the removal of a ball from the hole. The head of a club should not be used to remove a ball from the hole.

Players should not lean on their clubs when on the putting green, particularly when removing the ball from the hole.

The flagstick should be properly replaced in the hole before players leave the putting green.

Local notices regulating the movement of golf carts should be strictly observed.

Conclusion: Penalties for Breach

If players follow the guidelines in this Section, it will make the game more enjoyable for everyone.

If a player consistently disregards these guidelines during a round or over a period of time to the detriment of others, it is recommended that the Committee consider taking appropriate disciplinary action against the offending player. Such action may, for example, include prohibiting play for a limited time on the course or in a certain number of competitions. This is

considered to be justifiable in terms of protecting the interest of the majority of golfers who wish to play in accordance with these guidelines.

In the case of a serious breach of Etiquette, the Committee may disqualify a player under Rule 33-7.

Etiquette

Quiz Questions - Ball Lost or Out of Bounds; Provisional Ball (Rule 27)

1) Which of the following should you not do when you play golf?

- A. Make noise, talk, or move around when someone else is playing a shot
- B. Tee your ball when it is someone else's turn to tee off
- C. Stand behind someone or behind the hole when someone else is hitting
- D. You should not do any of these things while playing golf

2) If you hit your ball into the woods where you may not find it, you should play a provisional ball.

- A. True
- B. False

3) Pace of play means keeping up with the group in front of you. Which of the following are good ways to keep up your pace of play?

- A. Leave your golf bag on the side of the green closest to the next tee while you putt
- B. Play a provisional ball if you think your ball may be lost or out of bounds
- C. Write down the scores when you get to the next tee
- D. All of these are good ways to keep up the pace of play

4) If you find you will be unable to attend a tournament you have signed up for, which of the following should you do?

- A. Call or email the tournament organizers to let them know you will not be there
- B. Have your buddy tell event officials when he gets to the tournament
- C. Call the tournament golf course
- D. Don't tell anyone

5) You slice your drive towards a neighboring green where people are putting. You should yell

- A. Watch out!
- B. Heads up!
- C. Fore!
- D. Get out of the way!

6) When you are playing a stroke or taking a practice swing, you should make sure that no one is nearby who could be hit by your club, ball, or any stones or twigs you might hit with your club.

- A. True
- B. False

7) If a player fails to rake bunkers his ball was played from several times during his round, the tournament committee has the right to disqualify him from the tournament.

- A. True
- B. False

8) The committee suspends play because there is lightning in the area. When you hear the air horn, what should you do?

- A. Stop play immediately and seek shelter
- B. Finish the hole you are on then stop play and seek shelter
- C. Keep playing until you hear the horn a second time
- D. Decide for yourself if you are in danger

9) You should always wait until the group in front of you is out of range before playing your shot.

- A. True
- B. False

10) To ensure proper pace of play, you should be ready when it is your turn and take _____ practice swing(s) before playing.

- A. Four or five
- B. Two or three
- C. No more than one

