

Fairway Friends™ Handout

List of Items to Have in your Golf Bag

- ✓ Golf Clubs (maximum of 14 clubs, including a putter)
- ✓ Golf Balls
- ✓ Tees
- ✓ Ball Mark
- ✓ Divot Repair Tool
- ✓ Marker (Sharpie)
- ✓ Golf Glove
- ✓ Towel
- ✓ Sunscreen
- ✓ Hat or Visor
- ✓ RCGA Rules of Golf book

Golf Formats

- ✓ **Individual Stroke Play** – Competitor plays her own ball.
- ✓ **Scramble** – All players hit shots from the tee. The best shot is chosen and then all players hit the next shot from that position. Team members may place their golf balls within one club-length of the original spot, not nearer the hole. This procedure continues until the ball is holed.
- ✓ **Better Ball** – This is a team format where each player plays her own ball. The team's score will be the lowest score of the individual team member on each hole.

Definitions

- ✓ **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.
- ✓ **Tee markers** define the outside limits of the front and sides of the teeing ground.
- ✓ **Through the Green** is the area of the golf course that does not include the teeing ground and putting green.
- ✓ **Fellow Competitor** is any person in your group who is not on your team.

Pace of Play

- ✓ **Honors** - The player who is to play first from the teeing ground is said to have the "honor". On the first tee, the "honor" is determined by a draw. On following tees, the player with the best score on the preceding hole goes first, the second-best score goes second, and so on. Ties carry over to the next teeing ground, so you keep your place in the rotation until you beat someone on a hole. (Rule 10)
- ✓ **Ready Golf** – means hit when ready. Ready golf is common when a group is behind on pace of play.
- ✓ When two players in a cart hit to opposite sides of a hole, drive to first ball and drop off that player with her club, then drive to the second ball. After both players hit, meet up farther down the hole.
- ✓ When walking from your cart to your ball, take a couple clubs with you. Taking only one club, then having to return to the cart to retrieve a different club, is a huge time waster.
- ✓ **Be prepared and be ready to play!**

Golf Cart Etiquette

- ✓ **90 Degree Rule** – When the 90-Degree Rule is in effect, golfers are required to keep carts on the cart path until they are even with a golf ball in the fairway. Only then should the cart leave the path, turning sharply (90 degrees) to drive straight across to the golf ball. After playing the shot, return the cart directly back to the cart path, and remain on the path until pulling even with another ball. In this manner, golfers have the convenience of carts but damage to the course is minimized. Even when the 90-Degree Rule is not in effect at a course, it's a good practice to follow because it helps maintain a healthier turf.
- ✓ **Cart Path Only** – When "cart path only" is in effect, drive the cart on the designated path until you are parallel to where your golf ball rests on the course. Stop the cart, get out, pull a couple clubs (so you'll have some options when you reach your ball), and walk out to the ball. In addition, to help with pace of play, be sure to take a couple clubs with you when walking from the cart to the ball.

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- ✓ **Never drive the cart** within hazard boundary lines, within about 10 yards of water hazards or bunkers, or within about 50 yards of greens, unless on the cart path. These areas are especially susceptible to damage by the wheels of golf carts. Never drive onto or close to teeing grounds, either, unless on the cart path.
- ✓ **Par 3s** – Always stay on designated cart paths on par-3 holes. Even if the course allows carts onto the fairways on par-4s and par-5s, stay off the grass on par-3s.

RCGA Rules of Golf – Relief Situations & Procedures

NOTE: If you choose to take relief on the golf course, be sure to consider all options before dropping your golf ball into play.

✓ **Water Hazards (Rule 26)**

- **Water hazards** are defined by yellow stakes and/or lines
 - Relief from a water hazard – one stroke penalty
 - Drop as near as possible to where the original ball was played. On the teeing ground, using a tee is allowed.
 - Drop behind the water hazard, on the extension of the line from the hole through the point where the ball last crossed the margin of the hazard.
 - No penalty – play the ball where it lies, and remember to not ground your club inside the hazard
- **Lateral water hazards** are defined by red stakes and/or lines
 - Relief from a lateral water hazard – one stroke penalty
 - Same as Water Hazard relief options; plus, drop within two club lengths from the point where the ball last crossed the margin of the hazard, no closer to the hole.
 - Alternatively, drop on the opposite side of the lateral water hazard using a point equidistant from the hole.

✓ **Ball Unplayable (Rule 28)**

- A player may deem her ball unplayable anywhere on the course except when it is in a water hazard
 - Procedure for a ball unplayable – one stroke penalty
 - Drop as near as possible to where the original ball was played. On the teeing ground, a tee is allowed.
 - Drop the ball any distance behind the point where the ball originally lay but on the extension of the line between that point and the hole.
 - Drop within two club lengths from the point where the ball originally lay, but not nearer the hole

✓ **Abnormal Ground Conditions (Rule 25)**

- **Ground Under Repair (GUR)** – any part of the course so marked by order of the Committee or golf course staff. GUR includes material piled for removal and holes made by green keepers, even if not so marked.
 - GUR is defined by white lines or roped off area
 - Relief from ground under repair, or other abnormal ground conditions – no penalty
 - Drop within one club length from the nearest point of relief, but no nearer the hole.
 - The nearest point of relief is the nearest point without interference, outside the abnormal ground condition – that allows complete relief from the condition.

✓ **Obstructions (Rule 24)**

- Obstructions are anything artificial, movable or immovable, such as cart paths – except objects defining out of bounds and objects declared an integral part of the course.
 - **Cart path relief** (or relief from other immovable obstructions) – interfering with stance or area of intended swing – no penalty
 - Drop without penalty within one club length from the nearest point of relief provided this point is not nearer the hole, nor in a hazard.

✓ **Ball Lost or Out of Bounds (Rule 27)**

- **Lost Ball** – you may search for a ball for a maximum of five minutes, after which time the ball is deemed “lost”
 - Procedure for a lost ball – one stroke penalty
 - Drop as near as possible to where the original ball was last played. On the teeing ground, using a tee is allowed. (stroke and distance)
- **Out of Bounds** is defined by white posts or stakes and/or white lines
 - Procedure for a ball out of bounds – one stroke penalty
 - Drop as near as possible to where the original ball was last played. On the teeing ground, using a tee is allowed. (stroke and distance)