

Etiquette

The Golfers' Role in Course Maintenance

You can do a lot to help your club's greenkeepers by repairing the damage you—and all golfers—inevitably cause during play. By leaving each hole in a proper playable condition—free of unnecessary hazards—you can actually help yourself and your fellow golfers to return a better score.

Raking Bunkers

Before leaving a bunker, a player should carefully fill up and smooth over all holes and footprints made by him using the rake provided.

Replace Divots, Repair Ball-Marks and Damage by Spikes

Anywhere in the General Area, a player should ensure that any turf cut or displaced by him is replaced at once and pressed down.

Note: The General Area is the area of the course that covers all of the course except for the other four defined areas: (1) the teeing area the player must play from in starting the hole they are playing, (2) all penalty areas, (3) all bunkers, and (4) the putting green of the hole the player is playing.

Damage to Greens – Flagsticks, Bags etc.

Players should ensure that any pitch mark or other damage to the putting green made by a ball is carefully repaired.

Players should also ensure that, when putting down bags or the flagstick, no damage is done to the putting green and that neither they, nor their caddies damage the hole by standing close to it, in handling the flagstick or in removing the ball from the hole. The flagstick should be properly replaced in the hole before the players leave the putting green. Players should not damage the putting green by leaning on their putters, particularly when removing the ball from the hole.

Golf Trolleys and Buggies

Local notices regulating the movement of golf trolleys and buggies should be strictly observed.

Damage through Practice Swings

In taking practice swings, players should avoid causing damage to the course, particularly the tees, by removing divots.

Safety

Prior to playing a stroke or making a practice swing the player 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 which may be moved by the stroke or swing.

Consideration for Other Players

The player who has the honour should normally be allowed to play before his opponent or fellow competitor tees his ball, however in the interest of avoiding slow play players should be encouraged to adopt a 'ready golf' approach where any player plays as soon as he is ready to tee off.

No one should move, talk or stand close to or directly behind the ball when a player is addressing the ball or making a stroke.

In the interest of all, players should play without delay.

No player should play until the players in front are out of range.

Players searching for a ball should signal the players behind them to pass as soon as it becomes apparent that the ball will not easily be found. They should not continue play until the players following them have passed and are out of range.

When the play of a hole has been completed, players should immediately leave the putting green.

Priority on the Course

In the absence of special rules, two-ball matches should have precedence over and be entitled to pass any three or four-ball match, which should invite them through.

If a match fails to keep its place on the course and loses more than one clear hole on the players in front, it should invite the match following to pass.

Standards of Dress

Should conform to the usual standards—golf shoes must be worn, jeans are not permitted and shirts must never be removed, even in hot weather. Tailored shorts may be worn. Our Professional shop is well stocked and will be able to meet your requirements.

Litter

Please help us keep the course litter free by taking your litter home or by using the litter bins provided on the course. Advise Administration if any part of the course becomes badly littered. We welcome your help in dealing with this problem.

General Behaviour

Golf is a sport of great tradition characterised by golfer's exemplary behaviour and sense of fair play. No unsportsmanlike behaviour is tolerated. Loss of temper, verbal abuse of officials or players, deliberately distracting opponents, throwing of clubs and shouting are not acceptable.

Slow Play

This is one of golf's most undesirable aspects. Playing with or behind slow players can detract from the game and leave a bitter taste after a round.

Beginners can be particularly prone to slow play. If, however, golfers observe the following points, slow play can be eliminated.

- Walk quickly between shots.
- Be ready to play when it is your turn.
- Do not leave your golf bag at the front of the green but in the direction of the next tee.
- Do not mark your card while on the green.
- Try to hole out short putts, unless you will be standing on another player's line
- Allow two ball matches priority
- Be ready to call a group through if it is apparent that you will be searching for a ball for some time (maximum 3 minutes allowed).
- Do not address the ball for too long and be ready to execute your shot as soon as you set up.
- The target time for a 4-ball to complete a round at Silvermere is a maximum of 4 hours 20 minutes

Insurance

Via your membership of England Golf you are automatically covered for liability insurance when playing at any UK golf club. This insurance can be extended to cover other risks. Full details of what is covered and how to extend the policy can be found here:

<https://englandgolf.bluefinsport.co.uk/>

Silvermere Golf & Leisure Limited cannot be responsible for items left in the changing room, in lockers or in vehicles in the car park. You are strongly recommended to ensure adequate cover for your own needs.