

INTRODUCTION TO THE RULES OF GOLF

The golf rule book is long and complicated with an even lengthier 'decisions' book to interpret these rules. To help new members adapt from playing social golf to full competition golf at Silvermere we have highlighted a few key basic rules to get you started:

1. THE BALL

You must play with an approved golf ball (not a range or custom fit ball) uniquely marked so that you can identify it. If you can't explicitly identify a ball as yours it is lost!

2. SCORING

Every shot counts (including air shots) and you must complete a hole by holing the final putt to record a gross score. In Stableford or Bogey formats you can pick up once you are unable to score on that hole. You should also be checking the number of shots played by the player whose card you are marking.

3. PROVISIONAL BALL

If your ball may be lost or out of bounds after a shot, play a provisional ball (announcing this to your playing partners before you play it) otherwise if you cannot find your ball you face a long walk back to where you originally played that shot (plus a 1 shot penalty). It is never possible to 'drop a ball' near where you think a ball was lost.

4. PENALTY DROP

Golf balls can end up in difficult positions (in long grass, in divots, against tree roots) this is part of the game. You must play the ball as it lies or take a penalty drop.

If you find your ball in an unplayable position you may take a penalty drop (1 stroke penalty) either within 2 club lengths (not nearer the pin) or backwards on a direct line to the pin (this may be deeper into the bushes). If 2 club lengths don't get you to a playable position a further 2 club lengths and additional penalty can be used. You can also opt to replay the shot from the original position.

5. HAZARDS

When your ball is in a hazard (bunker or marked ditch) you must not touch the ground with your club before you strike the ball or with a practice swing or for any other reason. You cannot move natural objects like twigs and leaves in a hazard even if it is interfering with your shot.

If a hazard has yellow posts it is a water hazard and you must drop behind it and play over it again. If it has red posts it is a lateral hazard and you may drop either side (within 2 club lengths).

6. SCORECARD

Once you have finished your round, check your card before entering it into the computer system. Competition name, your name, marker name, tee played and marker and player signatures should be complete. Did I mention marker and player signatures, without these you will be disqualified.