



GENERAL RULES & ETIQUETTE OF GOLF

EVERYONE

↳ **SWING RULE:**

1. Be sure you are at least 3 club lengths (9 feet) away from the nearest person before swinging a club.
2. Stand at least 3 club lengths (9 feet) away from any person who is swinging a club.
3. Never swing towards a person.

↳ **LPGA-USGA Girls Golf of Coronado Code of Conduct:**

1. Treat others as you would like to be treated.
2. Replace divots, rake bunkers, and repair ball marks so you leave the course better than you find it.
3. Club throwing, swearing, cheating, or littering are not acceptable.
4. Always thank the host golf professional.

A Golf Hole

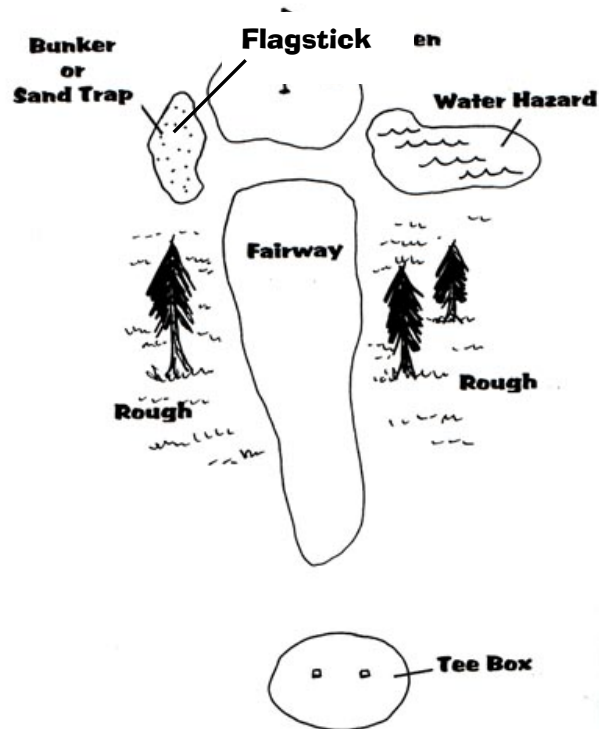


Illustration is from
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GENERAL RULES & ETIQUETTE OF GOLF - Pre-Par Golfers

You are expected to know the meaning of all the following words, the rules and etiquette in order to move to *Par Level*.

DEFINITIONS:

- ✓ Cup - the hole on the "green" into which the golf ball is hit (4 $\frac{1}{2}$ " across, 4" deep).
- ✓ Flagstick - the pole and flag that is in the hole on the green to show its position.
- ✓ Fore - A warning yelled by a player when their ball may hit someone.
- ✓ Golf clubs and their parts (iron, wood, putter): Grip, Shaft, Clubhead, Toe, Head, Face, Sweetspot
- ✓ Tee - peg that ball is placed upon in the "tee box".
- ✓ Tee Box - starting place for the hole to be played.
- ✓ Sportsman - a good competitor, whether winning or losing.
- ✓ Whiff - To "swing & miss" the golf ball completely, counted as a stroke.

GENERAL RULES & ETIQUETTE:

- ↳ Neat, comfortable clothing is appropriate for golf. All girls must wear neatly pressed slacks or shorts -- NO BLUE JEANS OR DENIM. Shirts will have a collar and/or sleeves.
- ↳ Girls must always follow the LPGA-USGA Girls Golf of Coronado "Code of Ethics":

LPGA GIRLS GOLF CLUB CODE OF ETHICS

1. Treat others as you would like to be treated.
 2. Replace divots, rake bunkers, and repair ball marks so you leave the course better than you found it.
 3. Club throwing, swearing, cheating, or littering are not acceptable.
 4. Always thank the host golf professional.
- ↳ "Fore" is the warning cry called when you think your ball may hit someone. (What do you do when you hear it? Duck and cover your head with your arms and hands.)
 - ↳ Be quiet when other people are swinging or putting.

GENERAL RULES & ETIQUETTE OF GOLF - Par Level

You are expected to know all the words, rules and etiquette *Pre-Par* golfers are expected to know plus the following in order to move to *Birdie Level*.

DEFINITIONS:

- ✓ Addressing the Ball - When you take your stance and allow the club to rest on the ground.
- ✓ Bunker - A depression filled with sand; could be near the "green" or in the "fairway".
- ✓ Fairway - shorter grass between the "tee box" and the "green".
- ✓ Fringe - grass that outlines the green, cut a little longer than the "green" and shorter than the "fairway".
- ✓ Green - closely mown grass, putting surface, where the target hole is.
- ✓ Rough - The area on the golf course where the grass is longer and thicker than the "fairway".
- ✓ Scorecard - an official golf card upon which you write your "score".
- ✓ Score - The number of times you struck the ball on a particular hole.
- ✓ Sportsmanship - conduct becoming a sportswoman; devotion to playing a sport with honest rivalry and graceful acceptance of the results.
- ✓ USGA - United States Golf Association; publishes the official Rules of Golf.

GENERAL RULES & ETIQUETTE:

- ↳ **USGA Rule 4 - Clubs** . . . You may carry up to 14 clubs in your bag. We recommend you start off carrying only as many clubs as you use on a consistent basis.
- ↳ **USGA Rule 11 - Teeing Ground** . . . A ball is teed up between the tee markers, never in front of them. (The teeing area extends two club lengths behind the markers.)
- ↳ **Be courteous on the green:**
 - Leave your golf bag just off the fringe of the green nearest the hole.
 - Avoid stepping on your own and others' line of play when walking and marking your ball.
 - Avoid stepping near or on the hole.
 - Stand out of the line of sight of the person putting.
 - Stand on the shadow side of the flag when tending.
 - Repair ball marks after you putt.

GENERAL RULES & ETIQUETTE OF GOLF - Birdie Level

You are expected to know all the words, rules and etiquette *Pre-Par* and *Par* golfers are expected to know plus the following in order to move to *Eagle Level*.

DEFINITIONS:

- ✓ Foursome - A group of four people playing golf together. They can be playing together as a team of four, as two teams of two (twosome), or as four individuals.
- ✓ Golf Format - The rules by which a golf event is played (For example: match play, stroke play, scramble).
- ✓ Match Play - A competition where individuals or teams of two play a hole-by-hole competition.
- ✓ Stroke Play - A competition where individuals play for individual total scores.
- ✓ Scramble - A competition where a foursome works together as a team to make one score.
(Everyone in the foursome tees off. Then, you choose the ball that is in the best position and all golf balls get moved to that spot. All players once again hit from that same spot and you choose which ball is in the best position and all players go to that spot. This format is continued until one ball is holed. The foursome
- ✓ Pace of Play - Playing golf at a speed that lets you keep up with the group in front of you and does not hold up the group behind you.
- ✓ Par - The score given a hole based on yardage (length of the hole).
- ✓ Birdie - One under par.
- ✓ Bogey - One over par.
- ✓ Double Bogey - Two over par.
- ✓ Eagle - Two under par.

GENERAL RULES & ETIQUETTE:

- ↳ Always put an identifying mark on your ball so you know it is yours.
- ↳ **The LPGA-USGA Girls Golf Pick Up Rule:** 10 is the maximum score you may have on a hole. Once you score 10, pick up your ball and walk the remainder of the hole with your group. Record a 10 on the scorecard and circle it. Any player having more than three circles on their card may be asked to move into a lower level until play improves.
- ↳ **Ways to Help Maintain "Pace of Play"**
 - No more than 1 practice swing before your shot.
 - Be ready to hit when it is your turn.
 - Continue putting until you hole out unless it means you would be standing in
 - Record your score on your scorecard on the way to the next hole, not on the green. In some cases, you may wait until after you have teed off on the next hole.
 - Tee off on each hole as soon as it is safe

GENERAL RULES & ETIQUETTE OF GOLF - Eagle Level

You are expected to know all the words, rules and etiquette *Pre-Par, Par, and Birdie* golfers are expected to know plus the following in order to become a *Future Star*.

DEFINITIONS:

- ✓ Draw - A ball that starts at your target line and falls left.
- ✓ Hook - A ball that curves left (for right-handed players).
- ✓ Fade - A ball that starts at your target line and falls right.
- ✓ Slice - A ball that curves right (for right-handed players).

- ✓ Drop the ball / "Take a drop." - The way a player puts a new ball into play (under certain conditions) other than on the tee or the green. (Stand erect, hold the ball at shoulder height and arm's length and drop it.)

- ✓ Ground Under Repair - Area on the golf course undergoing maintenance or repair. If your ball lands in this area, you are allowed to "take a drop" without penalty.

- ✓ Handicap - A measurement system that allows you to deduct strokes from your score (helps golfers play equal matches with players of different abilities).

- ✓ Hazard - Water or sand bunker.

- ✓ Loose Impediments - Natural objects such as stones, leaves, twigs, branches, insects, etc., (and sand when it is on the putting green).

- ✓ Obstruction - Anything artificial or man made, including surfaces, sides of roads, and paths.

- ✓ Outside Agency - Any "thing" that is not a natural part of the course or match (bird, rake, electric/phone wire, referee, marker, observer). Wind and water are a natural part of the match; therefore, not outside agencies.

- ✓ Penalty Stroke - A stroke added to your score under certain rules.

- ✓ Provisional Ball - Another ball that you play when you think your ball might have gone out of bounds or is lost outside of the water hazard.

GENERAL RULES & ETIQUETTE:

↳ **Be courteous on the course:**

- When in the bunker, always rake it after your shot.

- #### ↳ **USGA Rule 26 - Hazards (including lateral water hazards)** . . . When your ball lands in a hazard or lateral water hazard you may hit the ball 'where it lies' without grounding your club, or you may drop a ball and add a penalty stroke to your score. [To drop your ball: extend your arm lengthwise to the side or in front of you and allow the ball to fall. The ball may not roll more than two club-lengths or roll closer to the hole. If it does, re-drop the ball. If it rolls incorrectly again, place your ball where it struck the ground when it was re-dropped. Never drop your ball closer to the hole.]



GENERAL RULES & ETIQUETTE OF GOLF - Future Star

As a Future Star, you are expected to know all the words, rules and etiquette Pre-Par, Par, Birdie, and Eagle Players know plus the following.

DEFINITIONS:

- ✓ **Caddie** - A person who carries clubs for a golfer, gives a golfer advice with club selection and course strategy during play.
- ✓ **Marker** - Someone who is appointed to record your score.
- ✓ **Casual Water** - A temporary accumulation of water on the course; you may take a drop away from this condition with no penalty.
- ✓ **Honors** - golfer entitled to play first. (Usually the golfer with the lowest score on the previous hole. "Honors" are often not played in the interest of maintaining "Pace of Play".)
- ✓ **Lost Ball** - When you cannot find your ball within five minutes of searching.
- ✓ **Outside Agency** - Any agency that is not part of the match or side (a bird, a rake, referee, a marker, an observer -- not wind or water).
- ✓ **Pull** - A ball that starts left of the target line and stays left.
- ✓ **Push** - A ball that starts right of the target line and stays right.
- ✓ **Rub of the Green** - When your ball (that's in motion) is deflected or stopped by an outside agency.
- ✓ **Through the Green** - Whole area on the course except any hazard, tee box and putting green of the hole you are playing.
- ✓ **Wrong Ball** - Any ball except your ball in play, or your second ball, or your provisional ball.

GENERAL RULES & ETIQUETTE:

- **Lost Ball:** When you are looking for your ball, you may take up to five minutes to find it before declaring it a "lost ball".
- **USGA Rule 15 - Playing the Wrong Ball . . .** (a) In match play, if you play a wrong ball, you lose the hole (except if you play a wrong ball from a hazard, you must go back and play the right one - no penalty). (b) In stroke play, if you play a wrong ball, you must take a two-stroke penalty. (Again, if you play a wrong ball from a hazard, you must go back and play the right one - no penalty. If you don't, you are disqualified.)
- **USGA Rule 18 - Ball at Rest Moved . . .** (a) If you or your partner move either of your balls on purpose or accidentally, you must add a penalty stroke to your score and replace it before continuing. (b) If your ball is moved by someone or something other than you or your partner, there is no penalty, but you must replace it. Remember though, if the ball is moved by wind or water, you must play it as it lies. (c) Once you address the ball, if the ball moves, you must add a penalty stroke and replace the ball.

↳ **USGA Rule 19 - Ball in Motion Deflected or Stopped . . .**

1. If your ball hits an outside agency (bird, rake, etc.), it is called "rub of the green." There is no penalty and the ball is played as it lies.
2. If your ball hits you, your partner, your caddie or your equipment, in match play you lose the hole. In stroke play, you are penalized two strokes and you must play your ball as it lies.
3. If your ball hits your opponent, her caddie, or her equipment, there is no penalty; you may play the ball as it lies or replay the shot.
4. If your ball hits a fellow competitor, caddie or equipment in stroke play, there is no penalty and the ball is played as it lies. These are the same as outside agencies in stroke play.
5. If your ball hits another ball and moves it, you must play your ball as it lies. The owner of the other ball must replace his/hers. If your ball is on the green and you putt and hit another's ball, you are penalized two strokes in stroke play (no penalty in match play).

↳ **USGA Rules 24 - Obstructions . . .** You may move any movable obstruction (artificial or man-made object). If your ball moves, replace it with no penalty. You may drop your ball away from an immovable obstruction (sprinkler head, cart path, etc.), with no penalty, if it interferes with your stance or the area of your intended swing. Find your nearest point of relief not nearer the hole and drop the ball within one club length. (Always mark your ball before picking it up.)

↳ **USGA Rules 25 - Abnormal ground conditions and wrong putting green . . .** If your ball or your stance is in casual water, ground under repair or a burrowing animal hole, you may either play the ball as it lies or find the nearest point not nearer the hole which gives you relief. Drop the ball within one club length. No penalty.

↳ **USGA Rule 27 - Ball Lost or Out of Bounds; Provisional Ball . . .** If your ball is lost outside a water hazard, you must add a penalty stroke to your score and play another ball from where you played your last shot. (Lost in one, back in two, hitting three.)

↳ **USGA Rule 27 - Ball Lost or Out of Bounds; Provisional Ball . . .** Your ball is out of bounds if ALL OF IT lies beyond the inside line of the out of bounds (white) markers at ground level. (Draw an imaginary line between them.) If you think your ball may be out, play a provisional ball from the place where your first ball was played. If you confirm the ball is out, play the provisional ball, count the first ball and add a penalty stroke. (Out in one, back in two, hitting three.)

↳ **Second Ball Rule:** If you are unsure of the ruling as to how to play a shot, announce to your group that you will play two balls using the different methods and clearly record both scores on the card. Consult a rules official and decide how the shot should have been played. Draw a line through the score you will not use.

Options for dropping include:

Lateral - Two club-lengths from the point where the ball last crossed the hazard or drop your ball on the opposite margin of the water as long as it is equal distance from the hole. Remember, the ball must not come to rest nearer the hole than the point where your original ball crossed the hazard.

Regular Hazard - Play the ball from where you last hit your shot or behind the hazard as far back as you wish, keeping a straight line between the hole, where the ball last crossed the hazard and where you drop the ball.

USGA Rules 8 & 9 - Advice; Indicating Line of Play and Information as to Strokes Taken . . . You may not ask anyone except your partner or caddie for advice as to how to play. You may ask about rules or the position of hazards or the flagstick. The penalty for asking for or giving advice is two strokes.



Fun Time!

NAME: _____

Unscramble each group of letters. Hand in your completed "Fun Time" exercise for 20 points. The words in your list of "Golf Terms" may help you . . . good luck!

- ✓ wriayfa: _____
- ✓ fihwf: _____
- ✓ hurog: _____
- ✓ enegr: _____
- ✓ eet obx: _____
- ✓ agflickst: _____
- ✓ rtsnampos: _____
- ✓ upc: _____
- ✓ refo: _____
- ✓ ete: _____
- ✓ ingefri: _____
- ❖ knureb: _____
- ❖ noorsh: _____
- ❖ GUAS: _____
- ❖ oggled: _____
- ❖ stol abl: _____

What is the swing rule? _____

What is the LPGA Girls Golf Club Code of Conduct? (You may refer to your "General Rules & Etiquette" or you LPGA GGC of Coronado Schedule of Events & Guide". Use other side if you need moree space.)

RULES & ETIQUETTE MATERIALS:

- USGA Rules Flash Cards
- USGA Rules in Brief
- USGA Snoopy Rules Books
- USGA Rules of Golf Books
- USGA "Spirit of the Game" Video
- USGA Site Liaison: Conduct a Rules of Golf Clinic and serve as program resource