



“Golf is the only game in which a precise knowledge of the rules can earn one a reputation for bad sportsmanship.”

Pat Campbell

A quick refresher on a few basics as we start our season in an effort to make the game more enjoyable for everyone:

1. **WAS THAT A STROKE?**

In order to be fair to all, we count all strokes taken on Play Days up to our maximum of 9 strokes per hole. But what is a stroke? The rules of golf state a stroke is defined as “The forward movement of the club made to strike the ball. But a stroke has not been made if the player

- (1) decides during the downswing not to strike the ball and avoids doing so by **deliberately** stopping the clubhead before it reaches the ball or, if unable to stop, by **deliberately** missing the ball or
- (2) Accidentally strikes the ball when making a practice swing or while preparing to make a stroke.”

If you whiff the ball while attempting to make a stroke, it counts as a stroke.

2. **HOW DO I CORRECTLY MARK MY BALL?**

A ball is marked to show the spot where a ball is at rest by either :

- (1) Placing a ball-marker **right behind or right next to** the ball, or
- (2) Holding a club on the ground right behind or right next to the ball. This is done to show the spot where the ball must be replaced after it is lifted.

A ball should not be marked in front of the ball.

A ball-marker is defined as an artificial object such as a coin, tee, an object made to be a ball-marker or another small piece of equipment. It cannot be a natural object such as a leaf, stick or other such object.

3. **WHAT HAPPENS IF I MISS MY TEE TIME?**

A player must start at their starting tee time. This means to be ready to play at the starting time set on the tee sheet. It is treated as an exact time. Players should try to arrive at the tee 5 minutes before the starting time. The group should begin teeing off at the assigned tee time. Players who arrive at the tee no more than 5 minutes late will get the general penalty of 2 strokes applied to the first hole. If a player is missing, the group should tee off and wait no longer than 5 minutes for the player to arrive. Players arriving at the tee later than 5 minutes past the tee time may catch up to the group but will be disqualified for the round.

If the starting time is delayed for any reason such as slow play, there is no breach of this rule.

If all members of the scheduled tee time are ready to play and are advised the tee is open and they can go off early, this is permitted. If not all members are present prior to the tee time, it is a courtesy to wait for all players to arrive even though the group has been advised it is ok to tee off early.