

9-HOLE TOUR CADDIE
INFORMATION
&
BASIC RULES



MIDDLE ATLANTIC

Junior Golf

Who can be a Caddie??

- Family
 - Friends
 - Teacher
-
- PLEASE NOTE: Inappropriate conduct will result in the immediate revoking of caddy privileges



Why Include Caddies??

Pace of Play

- *Keeps kids on task*
- *Helps with confusing situations*
- *Helps with carrying bag*
- *Helps keep kids moving*

Educates Players

- *Helps kids learn the game of golf and transition into competitive golf*
- *More accurate score keeping*
- *Helps kids learn The Rules of Golf*

What is a Caddie?

A “caddie” assists the player with the rules and helps carry the player’s clubs during the round

A player can have only 1 caddie per round

Caddies must walk

Carry the player's bag

Help with club selection

Help with etiquette

Rake bunkers

Tend the flagstick

Help with keeping score

Limited help with the Rules of Golf

Duties of a Caddie

Things a Caddie Can Do

- Give Advice
- Caddie for more than one player
 - *Example: If there is a player in the group besides your child that doesn't have a caddie, you may also caddie for that player. PLEASE let the other players and parents in your group know that you will be assisting both players*
- Help Players with The Rules of Golf
 - *If you give the wrong advice on a ruling and the player takes your advice, the player is still responsible for any penalties that they may have committed. That is why it is always better to ask an official to help with any rulings that come up that you are not comfortable dealing with*

Things Caddies CANNOT Do

- Stand behind the player making a stroke
- Kick or prevent a ball from its original path or placement (Rule 1-2 USGA Rules of Golf)
- Give advice to other players unless you are also caddying for them



BASIC RULES OF GOLF



Spirit of the Game / Etiquette

Rule 1.2a – Standards of Player Conduct; Conduct Expected of All Players

- “All players are expected to play in the spirit of the game by:
 - *Acting with integrity*
 - Following the Rules
 - Applying Penalties
 - Being Honest
 - *Showing consideration to others*
 - Playing at a Prompt Pace
 - Looking out for the safety of others
 - Not distracting the play of another players
 - *Taking good care of course....”*
 - Replacing divots
 - Smoothing bunkers
 - Repairing ball-marks
 - Not causing unnecessary damage to the course



Dropping a Ball

Must drop from knee height

Must stay in relief area

Can accidentally hit you or your equipment after contacting the ground

All drop situations will have a relief area

Ball can be substituted in any relief situation

Ball Lost or Out of Bounds

- Player has 3 minutes to search for a ball
 - *If ball is not found it is lost*
- A ball is Out of Bounds if:
 - *All of the ball is outside the boundary edge of the course*

*For both a Lost Ball or a Ball Out of Bound the player must play from the previous spot (Stroke and Distance)

Relief Area

Your relief area is almost always one clublength from your reference point, no nearer the hole

- When you are allowed two clublengths:
 - *Lateral relief from a red penalty area*

Use the longest club in your bag, excluding your putter, to determine your relief area. You can estimate if you don't have your longest club with you.



Penalty Area

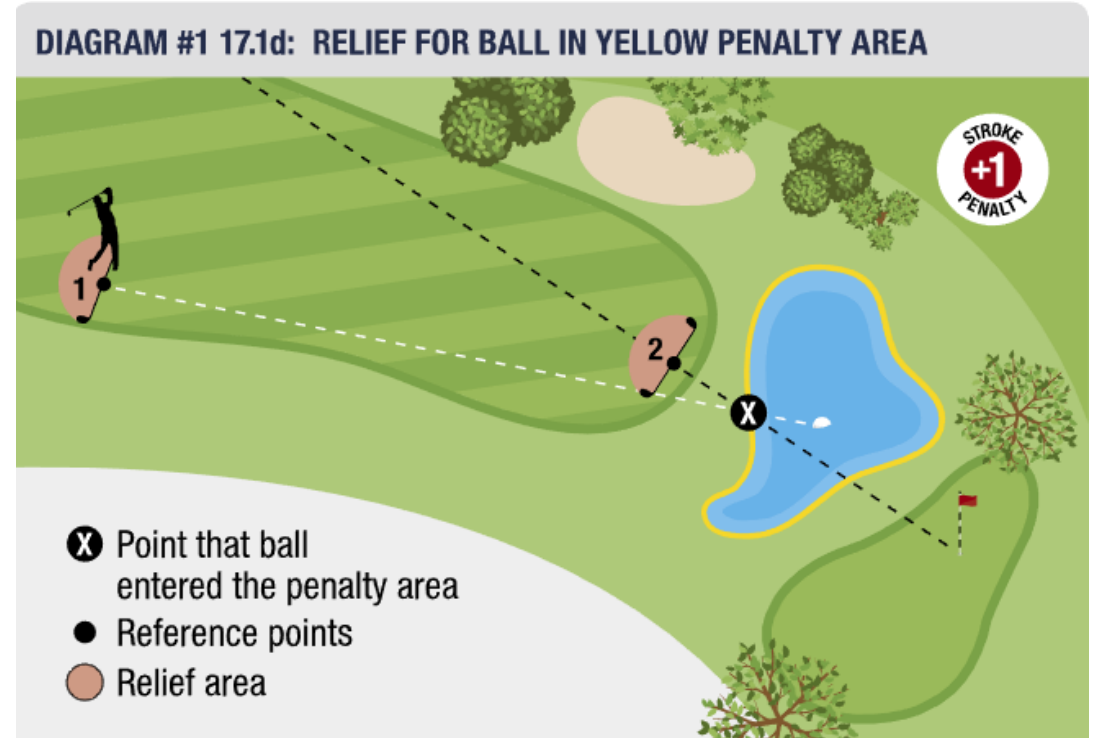
- A penalty area is any sea, lake, pond, river, ditch, surface drainage ditch or other open water course (whether or not containing water), anything of a similar nature on the course, or any other part of the course as defined by the committee
 - *Yellow penalty areas are marked with yellow stakes/lines*
 - *Red penalty areas marked with red stakes/ lines*

Yellow Penalty Areas

- Play ball as it lies (no penalty)

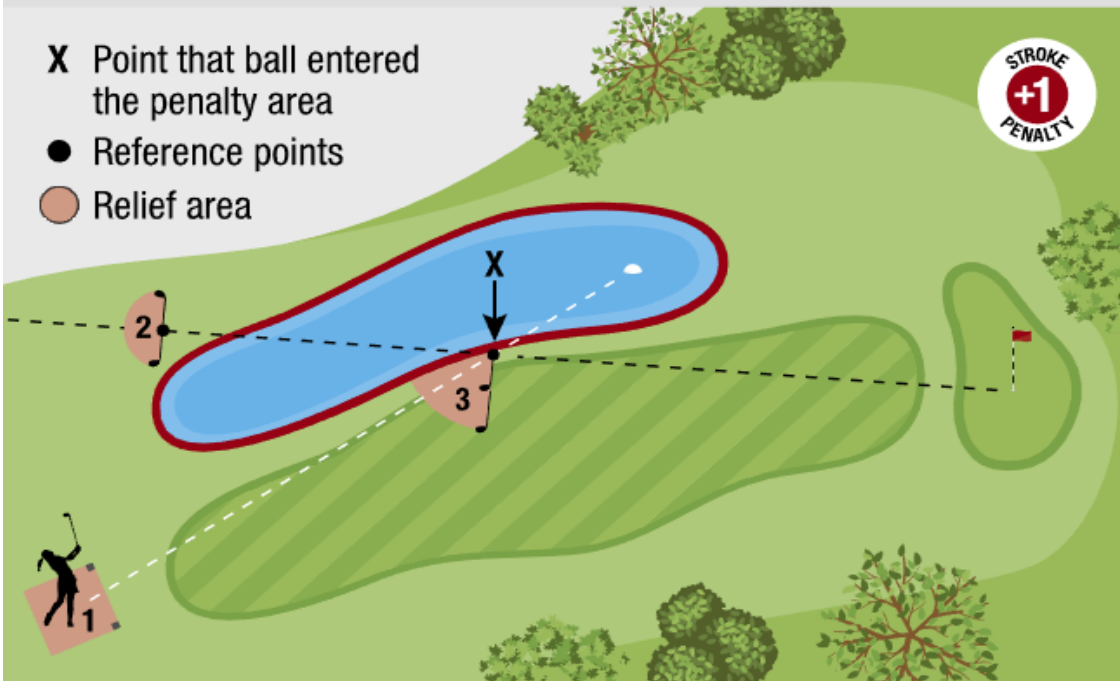
Two options for penalty relief

1. *Previous Spot (Stroke and Distance)*
 - One club length relief area
 - Reference point is the point where previous stroke was made
2. *Back on the line relief*
 - One club length relief area (new)
 - Reference point is back on the line from where the ball last crossed the edge of the penalty area to the hole



Red Penalty Areas

DIAGRAM #2 17.1d: RELIEF FOR BALL IN RED PENALTY AREA



- Play ball as it lies (no penalty)
- Relief with 1 Stroke Penalty
 1. *Previous Spot (Stroke and Distance)*
 2. *Back on the Line Relief*
 3. *Lateral Relief – Two clublengths from the point where the ball last crossed the edge of the red penalty area*

Playing a Ball from a Penalty Area

- May ground club
- May move loose impediments
- May take practice swings

Simply put, the same rules apply when you choose to play a ball from a penalty area and a ball played from the fairway or rough!

Loose Impediments

- Any unattached natural object such as:
 - *Stones, loose grass, leaves, branches and sticks*
 - *Dead animals and animal waste*
 - *Worms, insects and similar animals that can be removed easily*
 - *Clumps of compacted soil*
- Loose impediments may be removed anywhere on the course as long as removing them DOES NOT move the ball

Obstructions

- Any artificial object **except** for integral objects and boundary objects
 - Artificially surfaced roads
 - Buildings
 - Sprinkler head, irrigation or control boxes
 - Stakes, walls, railings, fences
 - Vehicles
 - Waste containers, benches
 - Player equipment, flagsticks, rakes

Movable

- An obstruction that can be moved with reasonable effort and without damaging the obstruction or the course

Immovable *Free Relief*

- Any obstruction that:
 - *Cannot be moved without unreasonable effort or without damaging the obstruction or the course*
 - *Otherwise does not meet the definition of movable*

Abnormal Course Condition

Free Relief

- Animal Hole
- Ground Under Repair
- Immovable Obstruction
- Temporary Water
 - *Any temporary accumulation of water on the surface of the ground NOT in a penalty area*

Putting Green

You may putt with the flagstick in

You may repair damage on the putting green

Touching line of putt allowed

- *Cannot set item down on or off the green to indicate line*

No penalty for accidentally moving ball on the putting green

Once a ball has been marked and lifted, if the ball moves for any reason it must be replaced

Bunkers

Loose impediments can be removed

Touching sand with hand or club generally allowed

For an unplayable lie in a bunker, you are allowed to drop back-on-the-line outside of the bunker, for an additional penalty stroke (2 stroke penalty)

Restrictions on Touching Sand in Bunkers

When your ball is in a bunker, you get a general penalty (2 strokes) if you:

- Test the conditions of the sand:
 - *Your hand*
 - *A club*
 - *A rake*
 - *Any other object*
- Touch the sand with a club:
 - *Right behind (or in front of) your ball*
 - *As you make a practice swing*
 - *As you make your backswing for a stroke*

Unplayable Ball

- Player may decide to take Unplayable Ball relief anywhere **except** Penalty Area (1 penalty stroke)
 - *Previous Spot (Stroke and Distance)*
 - *Back-on-the-Line*
 - *Lateral Relief*

Playing a Second Ball when Unsure of Ruling

- If you are unsure of a Ruling you are allowed under Rule 20.1c(3) to play a second ball.
 - *The player must decide to play two balls after an uncertain situation arises and BEFORE making a stroke*
 - *At scoring the player will explain the situation to the Tournament Staff and the correct ruling will be applied based on the facts*

Scorekeeping

DIAGRAM 3.3b: SCORECARD RESPONSIBILITIES IN HANDICAP STROKE PLAY

Name: *John Smith* Handicap: *5* Date: *09/07/19*

HOLE	1	2	3	4	5	6	7	8	9	Out
PAR	5	4	4	4	4	5	3	4	4	37
SCORE	<i>5</i>	<i>5</i>	<i>5</i>	<i>4</i>	<i>3</i>	<i>5</i>	<i>4</i>	<i>3</i>	<i>4</i>	<i>38</i>

HOLE	10	11	12	13	14	15	16	17	18	In	Total
PAR	3	4	5	3	4	5	3	4	4	35	72
SCORE	<i>3</i>	<i>4</i>	<i>4</i>	<i>4</i>	<i>5</i>	<i>5</i>	<i>4</i>	<i>3</i>	<i>4</i>	<i>36</i>	<i>74</i>
NET:											<i>69</i>

Marker's Signature: *[Signature]*

Player's Signature: *[Signature]*

Responsibilities

 Committee

 Player

 Player and marker

- The Marker
 - *Hole by Hole Scores*
 - *Sign the Players Card*
- The Player
 - *Hole by Hole Scores*
 - *Signatures (Player & Marker)*
 - *Deliver to Committee*

Mini Mulligans & Intro Tour Specific Rules

- 2 practice swing limit.
- Misses are not counted.
- A ball accidentally moved without taking a stroke may be replaced without penalty.
- All penalty areas (red or yellow) and out-of-bounds will all be treated as red penalty areas. See Rule-17
- After 2 balls have been hit into the same penalty area the ball may be placed on the other side of the penalty area without penalty.
- After 2 attempts from a bunker the ball may be placed outside of the bunker, no closer to the hole, without penalty.

Stroke Limits per Par

- Par 3's: Player gets 5 strokes to reach the putting surface, if they have NOT reached in 5 the ball is placed on the edge of the putting surface.
 - *There is NO Putt limit, the maximum stroke limit per hole is 10.*
- Par 4's: Player gets 6 strokes to reach the putting surface, if they have NOT reached in 6 the ball is placed on the edge of the putting surface.
 - *There is NO Putt limit, the maximum stroke limit per hole is 10.*
- Par 5's: Player gets 7 strokes to reach the putting surface, if they have NOT reached in 7 the ball is placed on the edge of the putting surface.
 - *There is NO Putt limit, the maximum stroke limit per hole is 11.*