

# RULES OF GOLF

## Match Play Format

Match-Play is a competition format in which the round is played with the goal of winning individual holes. For example, on Hole #1, you score a (4) and your opponent scores a (5), you win the hole.

Handicap Strokes will be allocated in Woodside's Men's Commercial League in order to level the playing field between competitors of different abilities. The proper way to allocate strokes in one-on-one match play is to subtract the lower handicap from the higher, then assign the difference to the weaker player. In our example, Player B's handicap of 10 is subtracted from Player A's handicap of 14, leaving a difference of (4). Player A is thus afforded (1) stroke on each of the top 4 handicap holes defined by the scorecard, while Player B plays with (0) strokes.

## Match Play Conceding Holes

Defined as stopping play on a hole and admitting another player has “won” the hole.

### PURPOSE

Conceding a hole in match-play helps to speed up the game. Once a player realizes he has little or no chance of winning a hole in match-play, he has the opportunity to stop play and acknowledge as much.

### EXAMPLE

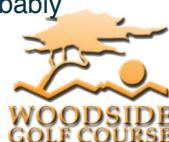
Player A is on the green in 2 shots, Player B has just his 5th shot into the water hazard, leaving him lying 6 and not yet on the green. Player B may simply concede the hole and pick up his ball. Player B would concede in this instance due to the fact that there is almost no chance of halving or winning the hole.

## Match Play Conceding Putts

Another common concession in match-play is to concede short putts.

A conceded putt is one that an opponent gives to you - meaning you don't have to hole the ball out. As soon as your opponent tells you “that's good” your putt is considered holed. If you were lying (3) and your putt is conceded, you mark down (4) on your scorecard and move on.

Why would anyone concede an opponent's putt? Well, if the opponent is just inches from the cup why make him putt it? Concede the putt and move on, he is not going to miss. If your opponent's ball is two feet from the cup, then the decision whether to concede becomes one of strategy. Of course, conceded putts are not required; if you want to make your opponent hole out on every green you can, but you probably won't make yourself a friend.



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## Handicap & Index

A handicap index is NOT a representation of your average score. It's actually a representation of your scoring potential. The handicap index is a number that is compared to the course rating in order to determine your course handicap. Course handicap is then used to figure out where strokes should be awarded.

Golf Courses and their individual tee-boxes have different ratings based on difficulty. A handicap index allows you to read from a course's individual rating chart to determine what your handicap would be at the facility from the tee-box that you have selected.

Golf Fun - is a cooperative program between Golf Canada and The National Golf Course Owners Association with the aim of introducing players to the numerous benefits associated with maintaining and utilizing a handicap to play golf. If you don't have a registered handicap you can track a handicap for FREE via the Golf Fun portal. <http://www.golffun.ca>

Maintaining a proper handicap index allows players the ability to compete against anybody regardless of different skill levels, in effect leveling the playing field. Having a proper handicap might be the single biggest way that you can increase your enjoyment of the game of golf. By providing players of all skills a level playing field, the handicap index allows golfers to be introduced to new game formats, where they can compete against others or themselves. It's important to teach that utilizing handicaps and playing to "YOUR" number, and not to the differing skill levels of your opponents will allow you to compete and even beat players that may have better skills than you.

# RULES OF GOLF

## STROKE & DISTANCE PENALTIES

### **LOST BALL or BALL OUT-OF-BOUNDS**

Whenever a player either loses a ball or hits a ball out-of-bounds, a two pronged penalty applies - Stroke & Distance.

#### **PROVISIONAL BALLS & OUT OF BOUNDS**

Stroke & Distance Penalty

[WATCH VIDEO](#)

#### **RULE 27 OUT OF BOUNDS & LOST BALLS**

Stroke & Distance Penalty

[WATCH VIDEO](#)

At anytime, a player may, under penalty of one stroke, play a ball as nearly as possible to the spot from which the original ball was last played. i.e. Proceed under penalty of stroke and distance. For example: Should a player hit his tee-shot out-of-bounds on the 2nd hole, that player would take a one stroke penalty and then play his 3rd shot from the tee-box, as this is as near as possible to the spot from which the original ball was last played.

### **BALL NOT FOUND WITHIN 5 MINUTES**

If a ball is lost as a result of not being found or identified as his by the player within 5 minutes after the player has begun the search for it, the player must play a ball, under penalty of one stroke, as nearly as possible to the spot from which the original ball was last played. **EXCEPTION:** If it is known or virtually certain that the original ball, that has NOT been found, has been moved by an outside agency, is in an obstruction, is in an abnormal ground condition or is in a water hazard, the player may proceed under the applicable rule.

# RULES OF GOLF

## RED STAKED WATER HAZARDS

So you've just hit your ball into a water hazard or inside the boundary of a water hazard that is defined by Red Stakes. You can play the ball as it lies in the water or within the boundary of the hazard, but you cannot ground your club if your ball is within the boundary of the hazard or submerged in the water. Doing so would result in loss of the hole in a match-play event. You also have (3) other options at your disposal:

### **Option A:**

You may under penalty of (1) stroke play a ball as nearly as possible to the spot from which your original ball was last played.

### **Option B:**

You may under penalty of (1) stroke drop a ball behind the water hazard keeping the point at which the original ball last crossed the margin of the water hazard directly between the flag and the spot on which the ball is dropped, with NO limit as to how far back the player wishes to drop on this line.

### **Option C:**

You may under penalty of (1) stroke drop a ball within (2) club lengths and not nearer the hole than i) the point where the original ball crossed the margin of the water hazard or ii) a point on the opposite margin of the water hazard equidistant from the hole.

## YELLOW STAKED WATER HAZARDS

Yellow Stakes Hazards limit you to one less option. You can still play the ball as it lies in the water or within the boundary of the hazard, but you cannot ground your club if your ball is within the boundary of the hazard or submerged in the water. Doing so would result in loss of the hole in a match-play event. You also have (2) other options at your disposal:

### **Option A:**

You may under penalty of (1) stroke play a ball as nearly as possible to the spot from which your original ball was last played.

### **Option B:**

You may under penalty of (1) stroke drop a ball behind the water hazard keeping the point at which the original ball last crossed the margin of the water hazard directly between the flag and the spot on which the ball is dropped, with NO limit as to how far back the player wishes to drop on this line.



# RULES OF GOLF

## RED STAKED WITH GREEN TIPS

### Environmentally Protected Areas

These areas are marked by Red Stakes with Green Tips. It should be noted that players should not enter these areas to search for their golf balls. If a player hits a shot that enters into one of these areas the following options are available to them:

#### **Option A:**

You may under penalty of (1) stroke play a ball as nearly as possible to the spot from which your original ball was last played.

#### **Option B:**

You may under penalty of (1) stroke drop a ball behind the environmental hazard keeping the point at which the original ball last crossed the margin of the hazard directly between the flag and the spot on which the ball is dropped, with NO limit as to how far back the player wishes to drop on this line.

#### **Option C:**

You may under penalty of (1) stroke drop a ball within (2) club lengths and not nearer the hole than i) the point where the original ball crossed the margin of the environmental hazard or ii) a point on the opposite margin of the hazard equidistant from the hole.

#### **Option D:**

You may under penalty of (1) stroke drop a ball within the designated drop area.

# RULES OF GOLF

## Bunkers

Sand Traps or Bunkers are considered hazards. We have listed an array of prohibited actions:

Golfers CANNOT test the condition of the hazard by touching the ground with his hand, club or rake. To avoid argument it is best to leave the rake out of the bunker until you have finished playing your shot.

Golfers CANNOT remove “natural” loose impediments in a bunker unless it is defined as a waste bunker. There are currently no bunkers under this definition on the Woodside property.

Golfers are NOT permitted to build or improve their stance or lie by moving sand or other dirt around the hazard. However, a golfer is permitted to firmly plant his feet. So, in a bunker a golfer CAN wiggle his feet until they are firmly planted.

Golfers CANNOT ground their club in a hazard either when taking practice swings or when addressing the ball.

### BASIC BUNKER RULES

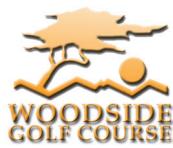
[Sand Traps](#)

[WATCH VIDEO](#)

### MORE BUNKER RULES

[Sand Traps](#)

[WATCH VIDEO](#)



# RULES OF GOLF

## How To Drop A Ball

Taking Relief From Ground Under Repair or Cart Paths.

Players are entitled to relief from cart paths and areas defined as Ground Under Repair by searching for the nearest point of relief no closer to the hole and then taking relief of one club length. Watch the videos on the left to learn how to make a proper drop.

### CART PATH RELIEF

[How To Drop](#)

[WATCH VIDEO](#)

### GROUND UNDER REPAIR

[How To Drop](#)

[WATCH VIDEO](#)

