

2020-2021 CHS Boys' Golf Rules and Regulations

Course Etiquette:

- *Pace of play* – golfers will maintain a one-shot differential with the group ahead of them throughout the entire round of play (about 8 minutes behind). Walk with a purpose to ALL golf balls. Furthest from the pin is first to play regardless of who's on or off the green. Tap-in and short putts, simply ask to finish up unless requiring a brief mental break to assess the next putt. At major tournaments, missed checkpoints result in a warning, followed by penalty strokes, and eventual disqualification!
- *Respect the course* – replace EVERY divot and repair at least TWO ball marks on every green. To properly repair a ball mark, use a repair tool or a tee and pull the grass from the outside in, then smooth over with the head of the putter – thus leaving no brown spot of dirt. Do NOT simply pop the ground up and pat it down with the putter.
- *Attitude* – no excuses. Be polite, kind, and courteous to other golfers, coaches, staff members, and spectators. We will NOT tolerate profanity, club throwing, or any other general outpouring of poor sportsmanship. Inability to comply can result in missed matches and eventual dismissal from team. (Could result in +2 stroke penalty).
- *Honesty and integrity* – unless otherwise instructed, play the ball as it lies. Whatever number brought into the clubhouse, make sure it is authentically earned. Any golfer deliberately altering his/her score (improving the lie, shaving strokes, etc.) will result in an immediate dismissal from the team.

Quite simply, remember that we are guests on EVERY course we play. It is our goal that we will leave every course in better condition than when we arrived, and every clubhouse will look forward to our return.

Practice and Matches: any student who does not attend tryouts is subject to an automatic cut!

All student athletes will receive calendars specifying important dates; it is the responsibility of the individual student to clarify any questions regarding these dates. Unexcused absences will result in missed matches and eventual dismissal from the team. In addition, we will post information on the Athletics 2000 website for reference as well. We practice as a team, and we play as a team. Basically, our golf season may become hectic at times, so please maintain a clear method of communication.

Eligibility:

Just a reminder that all student-athletes are students first and athletes second. In order to continue an athletic experience at the high school, students must first maintain academic responsibilities. Eligibility is run at the end of each week. Any student deemed ineligible will not be permitted to practice or play the following week, which will continue until student's grades are back up to par. If a student is ineligible three or more times, the student may be dismissed from the team based on the coach's discretion.

Athletics and Activities Handbook: [Link to PDF](#)

Additional Information relevant to a high school golfer:

Penalty Area Stakes:

- White stake: sometimes fences or roads as well, indicate “out of bounds.” If a ball struck by a player is designated to have come to rest out of the field of play, the penalty is both stroke and distance. So the player would have to re-tee or drop from the previous spot and assess a one-shot penalty. E.g. If one were to hit a drive out of bounds on hole 9 at Sycamore, the golfer would re-tee and address his/her third shot from the box.
- Yellow stake: A yellow-staked penalty area (water hazard) is typically found to be directly in front of a playing surface and normally requires a player to carry this type of hazard to reach the fairway or green.
- Red stake: A red-staked penalty area (water hazard) is typically found to be left or right of the playing surface i.e. the fairway or green.

Refer to Rule 17 Penalty Areas: note a player may determine the ball is playable inside of the hazard as it lies... NO PENALTY.

How to Proceed from a penalty area: To continue play after a ball has entered and is considered lost in a penalty area that is marked by a **YELLOW/RED** line or stake and requires next stroke to be played outside the penalty area, play under penalty of one stroke along with ONE of these THREE potential options.

Options:

1. Play a ball by dropping at the point where the player’s last stroke was played. Or you have the option to re-tee if the player was on the tee box.
2. Identify the line on which the ball last crossed the penalty area in reference to the hole. Use that line to take a drop behind the penalty area, which means the penalty area cannot be taken out of play when the player proceeds with his or her next stroke. There is no limit on how far back a player can go and take a drop on the identified line.
3. *An additional option* is available only when a ball has entered into a penalty area marked with a **RED** line or stake. A player may advance by identifying the point where the ball last crossed the lateral penalty area. From this point, the ball can be dropped using two-club lengths equal distance or no closer to the hole. In some cases that hazard can be taken out of play.

FAQ regarding Common Penalties/Rulings:

- More than 14 clubs in the bag (+2 strokes per hole; max +4 strokes). Check before every round.
- Incorrect score recorded on the scorecard; penalty does not take place for incorrect addition, but recording the wrong score on individual hole(s): lower score than actual = disqualification; higher score = new score.
- Grounding the club in a hazard. Could be sand (+2 strokes), fescue, and/or marked with stakes NO LONGER A PENALTY.
- Hitting an unattended flagstick with a putt from the green NO LONGER A PENALTY.
- Repairing the line of your put – may repair any ball marks or remove pebbles or foreign objects with your hand or club. Repairing spike marks or use a towel or hat to fan debris off of line NO LONGER A PENALTY.
- Performing a “drop” – after determining the drop point (mark placement of ball as it lies and mark two club length spot before performing drop), player extends arm from knee height. Ball may roll up to two club lengths no closer to the hole. After two unsuccessful drops, player must place ball where it first touched the ground.
- Declared unplayable ball (+1 stroke). Drop within two club lengths of the unplayable lie or any point between the original lie, no nearer to the hole. Mark ball location. Two club length location and perform proper drop.
- Lost ball – player has a maximum of a three minute search, then must assess a +1 stroke penalty and return to previous played shot (stroke and distance similar to OB). Time cannot exceed 3 minutes once the search begins.
- Playing a provisional ball (common occurrence for wayward shots that may be “out of bounds” or later declared lost). Saves time from having to go back to play from previous spot, but must play original ball if in bounds or found. Declare provisional with unique marking before playing shot.
- Asking for advice – “what club did you just use?” (+2 strokes). Distance is NOT considered advice.
- Prohibited Artificial Devices versus Approved Measuring Devices: students may NOT play music, use cell phones, or any other unusual equipment that may aid with a player’s stroke. Players may use USGA approved measuring devices (but not on a phone or tablet). Sharing distance with a fellow competitor is NOT considered giving advice.
- Spectator Code of Conduct – the IHSA official rules and regulations state all spectators “shall remain on cart paths or the rough approximately 15 yards away from the players at all times.” This includes the following practice areas: driving range, putting green, and chipping area. No communication is allowed that may be deemed advice during the round. Failure to comply will result in a warning followed by a dismissal from the course. Spectators MAY forecaddie or assist in the search of a lost ball.

- **Free Relief Situations** – a golfer is allowed a free drop (one club length) no closer to the hole when:
 - The ball comes to rest on the cart path or the player is standing on the cart path or the cart path interferes with the player's area of intended swing.
 - The ball lies in casual water on the course or the player is standing in casual water or casual water interferes with the player's area of intended swing.
 - The ball comes to rest in an area marked as "Ground Under Repair" or the player is standing in the GUR or the GUR interferes with the player's area of intended swing.
 - A staked tree interferes with the lie of the ball, player's stance, or area of intended swing.
 - The ball becomes embedded in its own pitch-mark in any closely mown area. Note: As provided in Appendix I a player gets relief through the green. A ball must be dropped as near as possible to the embedded ball's pitchmark.
 - The ball comes to rest on the wrong putting green.
 - An artificial yardage marker or sprinkler head interferes with the lie of the ball, player's stance, or area of intended swing.
 - A golfer is in any kind of life-threatening situation (i.e. snakes, alligators, wild dogs...)
- **No Relief Situations** – the player must play the ball as it lies... or take a penalty stroke for an unplayable lie (two club lengths) when:
 - The ball lies next to a fence, wall or stake that defines the out-of-bound area.
 - The ball lies next to trees or bushes that inhibit golfer's swing.
 - The ball is embedded in a hazard.
- **Other Situations:**
 - A golfer knocks ball off tee at address... NO PENALTY (ball not in play).
 - A golfer is allowed to remove a RED or YELLOW stake that impairs the swing or stance, provided the golfer does not move the ball.
 - If the ball lands on an opposite tee box, a player MUST play the ball as it lies... NO PENALTY.
 - When the ball is overhanging the hole, a player is allowed *reasonable* time to reach the hole and then up to ten seconds to determine if the ball is at rest before marking the ball or tapping in.
 - If a ball lands on a divot or in a divot hole, the player must play the ball as it lies.
 - If a player hits the ball of another golfer (the wrong ball), that player must correct his mistake by going back and playing his ball from the correct location (+2 strokes).