

Golf Safety Regulations



Further sport specific rules and regulations can be found at www.randa.org and all members of the University of Stirling Golf Club are requested to make themselves familiar with this.

The Spirit of the Game

Golf is played, for the most part, without the supervision of a referee or umpire. The game relies on the integrity of the individual to show consideration for other players and to abide by the Rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the game of golf.

Safety

Players should ensure that no one is standing close by or in a position to be hit by the club, the ball or any stones, pebbles, twigs or the like when they make a stroke or practice swing.

Players should not play until the players in front are out of range.

Players should always alert green staff nearby or ahead when they are about to make a stroke that might endanger them.

If a player plays a ball in a direction where there is a danger of hitting someone, he should immediately shout a warning. The traditional word of warning in such situations is "fore".

Consideration for Other Players

No Disturbance or Distraction

Players should always show consideration for other players on the course and should not disturb their play by moving, talking or making unnecessary noise.

Players should ensure that any electronic device taken onto the course does not distract other players.

On the teeing ground, a player should not tee his ball until it is his turn to play.

Players should not stand close to or directly behind the ball, or directly behind the hole, when a player is about to play.

On the Putting Green

On the putting green, players should not stand on another player's line of putt or, when he is making a stroke, cast a shadow over his line of putt.

Players should remain on or close to the putting green until all other players in the group have holed out.

Scoring

In stroke play, a player who is acting as a marker should, if necessary, on the way to the next tee, check the score with the player concerned and record it.

Pace of Play

Play at Good Pace and Keep Up

Players should play at a good pace. The Committee may establish pace of play guidelines that all players should follow.

It is a group's responsibility to keep up with the group in front. If it loses a clear hole and it is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group. Where a group has not lost a clear hole, but it is apparent that the group behind can play faster, it should invite the faster moving group to play through.

Be Ready to Play

Players should be ready to play as soon as it is their turn to play. When playing on or near the putting green, they should leave their bags or carts in such a position as will enable quick movement off the green and towards the next tee. When the play of a hole has been completed, players should immediately leave the putting green.

Lost Ball

If a player believes his ball may be lost outside a water hazard or is out of bounds, to save time, he should play a provisional ball.

Players searching for a ball should signal the players in the group behind them to play through as soon as it becomes apparent that the ball will not easily be found. They should not search for five minutes before doing so. Having allowed the group behind to play through, they should not continue play until that group has passed and is out of range.

Priority on the Course

Unless otherwise determined by the Committee, priority on the course is determined by a group's pace of play. Any group playing a whole round is entitled to pass a group playing a shorter round. The term "group" includes a single player.

Care of the Course

Bunkers

Before leaving a bunker, players should carefully fill up and smooth over all holes and footprints made by them and any nearby made by others. If a rake is within reasonable proximity of the bunker, the rake should be used for this purpose.

Repair of Divots, Ball-Marks and Damage by Shoes

Players should carefully repair any divot holes made by them and any damage to the putting green made by the impact of a ball (whether or not made by the player himself). On completion of the hole by all players in the group, damage to the putting green caused by golf shoes should be repaired.

Preventing Unnecessary Damage

Players should avoid causing damage to the course by removing divots when taking practice swings or by hitting the head of a club into the ground, whether in anger or for any other reason.

Players should ensure that no damage is done to the putting green when putting down bags or the flagstick.

In order to avoid damaging the hole, players and caddies should not stand too close to the hole and should take care during the handling of the flagstick and the removal of a ball from the hole. The head of a club should not be used to remove a ball from the hole.

Players should not lean on their clubs when on the putting green, particularly when removing the ball from the hole.

The flagstick should be properly replaced in the hole before the players leave the putting green.

Local notices regulating the movement of golf carts should be strictly observed.

Penalties for Breach

If players follow the guidelines in this section, it will make the game more enjoyable for everyone.

If a player consistently disregards these guidelines during a round or over a period of time to the detriment of others, it is recommended that the Committee considers taking appropriate disciplinary action against the offending player. Such action may, for example, include prohibiting play for a limited time on the course or in a certain number of competitions. This is considered to be justifiable in terms of protecting the interests of the majority of golfers who wish to play in accordance with these guidelines.

In the case of a serious breach of etiquette, the Committee may disqualify a player under Rule 33-7 R&A: Rules and Amateur Status, Governing Education.

Equipment

Clubs

A player in doubt as to the conformity of a club should consult the R&A.

A manufacturer should submit to the R&A a sample of a club to be manufactured for a ruling as to whether the club conforms to the Rules. The sample becomes the property of the R&A for reference purposes. If a manufacturer fails to submit a sample or, having submitted a sample, fails to await a ruling before manufacturing and/or marketing the club, the manufacturer assumes the risk of a ruling that the club does not conform to the Rules.

Form and Make of Clubs

General

The player's clubs must conform to this Rule and the provisions, specifications and interpretations set forth in Appendix II.

Note: The Committee may require, in the conditions of a competition (Rule 33-1, R&A: Rules and Amateur Status, Governing Education), that any driver the player carries must have a club head, identified by model and loft, that is named on the current List of Conforming Driver Heads issued by the R&A.

Wear and Alteration

A club that conforms to the Rules when new is deemed to conform after wear through normal use. Any part of a club that has been purposely altered is regarded as new and must, in its altered state, conform to the Rules.

Playing Characteristics Changed and Foreign Material

Playing Characteristics Changed

During a stipulated round, the playing characteristics of a club must not be purposely changed by adjustment or by any other means.

Foreign Material

Foreign material must not be applied to the club face for the purpose of influencing the movement of the ball.

Damaged Clubs: Repair and Replacement

Damage in Normal Course of Play

If, during a stipulated round, a player's club is damaged in the normal course of play, he may:

use the club in its damaged state for the remainder of the stipulated round; or
without unduly delaying play, repair it or have it repaired; or
as an additional option available only if the club is unfit for play, replace the damaged club with any club. The replacement of a club must not unduly delay play and must not be made by borrowing any club selected for play by any other person playing on the course.

Note: A club is unfit for play if it is substantially damaged, e.g. the shaft is dented, significantly bent or breaks into pieces, the club head becomes loose, detached or significantly deformed or the grip becomes loose. A club is not unfit for play solely because the club's lie or loft has been altered, or the club head is scratched.

Damage Other than in Normal Course of Play

If, during a stipulated round, a player's club is damaged other than in the normal course of play rendering it non-conforming or changing its playing characteristics, the club must not subsequently be used or replaced during the round.

Damage Prior to Round

A player may use a club damaged prior to a round, provided the club, in its damaged state, conforms to the Rules. Damage to a club that occurred prior to a round may be repaired during the round, provided the playing characteristics are not changed and play is not unduly delayed.

(Undue delay – see Rule 6-7, R&A: Rules and Amateur Status, Governing Education)

Maximum of Fourteen Clubs

Selection and Addition of Clubs

The player must not start a stipulated round with more than fourteen clubs. He is limited to the clubs thus selected for that round, except that if he started with fewer than fourteen clubs, he may add any number, provided his total number does not exceed fourteen. The addition of a club or clubs must not unduly delay play (Rule 6-7, R&A: Rules and Amateur Status, Governing Education) and the player must not add or borrow any club selected for play by any other person playing on the course.

Partners May Share Clubs

Partners may share clubs, provided that the total number of clubs carried by the partners so sharing does not exceed fourteen.

Excess Club Declared Out of Play

Any club or clubs carried or used in breach of Rule 4-3a(iii) or Rule 4-4 (R&A: Rules and Amateur Status, Governing Education) must be declared out of play by the player to his opponent in match play or his marker or a fellow-competitor in stroke play immediately upon discovery that a breach has occurred. The player must not use the club or clubs for the remainder of the stipulated round.