



1994 Rules of Golf For Today's Golf Course Superintendent

By Chad Eberhardt

HOW TO USE THE RULES

To familiarize yourself with the Rules, first study the Table of Contents to get an idea for how the Rules are organized.

Having done this, it is hoped that most of the time you will be able to find the relevant Rule simply by reference to the Table of Contents. If not, prudent judgment and common sense should prevail.

The following suggestions are offered for learning how to apply the Rules of Golf to specific cases:

1. Identify the day of the week. Men's Day or Ladies Day?

The penalties differ significantly.

2. Who is involved? An employee, peer, or golf pro? Member or guest? Spouse or relative? Neighbor? Friend or foe?

3. Where did the incident occur? On the course, in the clubhouse, or in your shop? At home or next door?

4. Carry a *1994 Rules of Golf For Today's Golf Course Superintendent* in your back pocket and use it whenever a question arises. Knowing the rules may enable you to not only avoid penalties but also to educate others.

CONTENTS

- I. Etiquette
- II. Definitions
- III. The Rules

Section I: Etiquette

Courtesy on the Course

SAFETY

Prior to commenting on a player's golf game or appearance, the superintendent should ensure that no one is standing close by or in position to overhear.

CONSIDERATION FOR OTHER PLAYERS

Never start a vehicle while an elderly player is making a stroke. A

simple backfire could hinder an elderly player's ability to complete round.

In the interest of all, never let a player wave you over to them.

No superintendent should cross in front of a group without seeing the ball land.

Players searching for a ball should never be helped. Return later if you're collecting balls.

PRIORITY ON THE COURSE

In the absence of big money matches, players should always invite the superintendent to finish his work on a green.

A single player has no standing (unless green committee member) and should give way to any golf course staff member. Especially if single player is not playing in proper order.

CARE OF THE COURSE

Don't ever give the player an opportunity to think he knows more about your job than you do.

Stick to the tried-and-true fundamentals of golf course management.

Section II: Definitions

ADVICE

"Advice" is any counsel or suggestion which could influence a player in determining he knows more about the job as golf course superintendent than the superintendent.

BALL LOST

See "Lost Ball"

COMPETITOR

A "competitor" is a superintendent at a golf course. A "fellow-competitor" is any golf course superintendent in your same town. Publicly, neither is partner of the other.

DO NOT ENTER

A "Do Not Enter" sign means nothing to a player.

GUR

A "GUR" sign is used whenever the golf course superintendent wants to confuse a player.

LINE OF PLAY

The "line of play" is the crowd of players at the first tee when the superintendent has forgotten to inform the clubhouse that the frost is gone.

LOST BALL

A ball is "lost" if:

- a. Superintendent drives over it with cart.
- b. Superintendent inadvertently picks up ball without noticing player on tee.

PROVISIONAL BALL

A "provisional ball" is a ball carried with superintendent at all times in case of Lost Ball.

STIMPMETER

A "stimpmeter" is best designed for use as a pry bar.

Section III: The Rules

Rule 1. The Profession

1-1. GENERAL

Read and adhere to *THE GRASS ROOTS Real Superintendents and Real Superintendents Part II*.

1-2. AGREEMENT TO WAIVE RULES

Real superintendents don't waive rules!

1-3. POINTS NOT COVERED BY RULES

If any point in dispute is not covered by the Rules, the decision shall be made in accordance with conservatism and truth. 🌱