

YOU MAKE THE CALL

Rule 3 The Competition and Rule 4 the Players Equipment

1. If a player runs out of balls they may borrow any conforming ball from another player on the course.
True or False?
Answer: True. Rule 4.2a(1).
Note: The Rules do not prevent a player from borrowing any item of equipment, other than a club, from another player or from an outside agency.
2. A player informed their opponent that they had taken 4 strokes to hole out, not realising that they had been penalised one stroke when they rotated their ball to identify it, without marking it first (Rule 7.3). The opponent, lying 3 on the putting green, then misses the hole with their putt before being informed of the player's breach. The opponent can claim the hole.
True or False?
Answer: True. Rule 3.2d(2).
Note: The requirement for a player to tell their opponent about a penalty applies, even if neither side knew about the breach. In this circumstance, the player lost the hole as soon as the opponent made their next stroke, because they had not given them their correct score for the hole, which should have included the penalty stroke.
3. On the 3rd teeing area, before any stroke had been made, a player who had already lost the first 2 holes of a match, discovers they started the round with 15 clubs in their bag. They are now 4 down after 2 holes.
True or False?
Answer: True. Rule 4.1b(4).
Note: The penalty for carrying an excess club is applied at the end of the hole just completed and in match play the score is revised by deducting a hole or holes, with a maximum of two holes.
4. Between holes of a round, a player may use an alignment rod across their shoulders for stretching purposes.
True or False?
Answer: True. Rule 4.3a 6).
Note: Any device may be used for general stretching purposes.
5. Before commencing a match a player declares their handicap as being 18 when their correct handicap was 17. The opponent had a handicap of 15 and the match was being played off three-quarters of the difference. The player is disqualified if they do not correct their handicap mistake before the opponent makes their first stroke.
True or False?
Answer: False. Rule 3.2c(1).
Note: The player avoids any penalty, because the number of strokes they were receiving from the opponent for the match was not affected ($\frac{3}{4}$ of 3 rounds to 2 strokes and $\frac{3}{4}$ of 2 also rounds to 2 strokes).
6. It is not allowed to have a single round competition that combines stroke play and match play.
True or False?
Answer: False. Rule 3.1a(1).
Note: A separate section in the Official Guide to the Rules of Golf entitled 'Committee Procedures' outlines the considerations for a Committee that wishes to run a competition that combines stroke play and match play in a single round.
7. A player may always mark and lift their ball in play to check whether it has been cut.
True or False?
Answer: False. Rule 4.2c(1).
Note: There must be reasonable belief that a ball in play may be cut or cracked before the player is allowed to mark and lift it or they get a penalty of one stroke.
8. A player who damages their club by throwing it against a wall in frustration after a bad shot, may continue to play with it during the round.
True or False?
Answer: True. Rule 4.1a(2).

Note: No matter what the nature or cause of the damage, the damaged club is treated as conforming for the rest of the round.

9. When their stroke play round has ended the player must ensure that their marker certifies the hole scores on their scorecard before they return it to the Committee.

True or False?

Answer: True. Rule 3.3b(2).

Note: It is the player that is responsible for the accuracy of their returned scorecard, not their marker.

10. In a four-ball match, a concession by one member of a side can be withdrawn by their partner, providing it is done before the opponent reaches their ball.

True or False?

Answer: False. Rule 3.2b.

Note: A concession is final and cannot be declined or withdrawn. In a four-ball, either partner may act for the side and an action by the partner is treated as an action of the player, Rule 23.5b.

11. Between holes of a round, a player may place an alignment rod on the ground to assist them line up their swing plane while making practice swings close to the teeing area.

True or False?

Answer: False. Rule 4.3a(6).

Note: A player may not use any golf training or swing aid for practising their swing, or for any other reason that could create a potential advantage in helping them prepare for or make a stroke.

12. A player informed their opponent that due to a penalty they had scored 7 on the hole. On the way to the next teeing area the player challenged the opponent who then agreed they had scored 6 and not 5. The player won the hole, as the opponent had given them wrong information on their score for the completed hole.

True or False?

Answer: False. Exception to Rule 3.2d(1).

Note: There is no penalty if the wrong score given has no effect on the result of the hole.

13. In match play, as no-one else's rights are affected, opponents may agree to miss out one or more holes of the round and treat them as tied (halved).

True or False? Answer:

False. Rule 3.2a(2)

Note: Players may only agree to treat a hole as tied after at least one of them has made a stroke to begin the hole. Match players who agree to a shortened round are subject to disqualification.

14. In match play, a concession has to be made verbally.

True or False?

Answer: False. Rule 3.2b(2).

Note: A concession may also be made by an action that clearly shows the player's intent, such as making a definitive gesture.

15. During a round a player is allowed to use a smart phone to access wind speed and direction in the general area of the course they are playing.

True or False?

Answer: True. Rule 4.3a(2).

Note: Measuring wind speed at the course, or using an artificial object to get other wind-related information (such as using powder to assess wind direction), is not allowed.

16. A player may not carry a stretching device or alignment rod in their bag during a round.

True or False?

Answer: False. Rule 4.3.

Note: This Rule only concerns how equipment is used. It does not limit the equipment that a player may carry during their round.