

# 2017 Caddie Certification Information



**PGA**

Gateway Section

*Junior Tour*

# Who can have a Caddie?

Only Junior golfer in the following divisions are allowed to have caddies:

- All Mini and Novice Division Players
- **Only** 10-11 yr. old players in the 9 Hole Division

# Who can be a caddie?

- Caddies must have a valid drivers license or be approved by the Gateway PGA Staff
- To become a Junior Golf Caddie, individuals must complete the Junior Caddie Quiz
- ***Please note:*** Inappropriate conduct will result in the immediate revoking of a caddie card.

# ***Why are we including caddies?***

**There are two main reasons:**

## ***1) Pace of Play***

- Keep kids on task
- Help with confusing situations
- Carrying their bag

## ***2) Educating Players***

- Help kids make the transition from never playing competitive golf to tournament golf.
- More accurate score keeping.
- Improve knowledge of the Rules of Golf.

# ***What is a Caddie?***

- A “caddie” assists the player with the rules, and carry or handle the player’s clubs during play.
- A player can only have one caddie at any one time.
- Caddies must walk.
- Players must walk while playing the hole. From the time they tee off, to the time they hit the ball into the hole, players must walk and are not allowed in the cart.
- ***Definition – p. 6 USGA Rules of Golf***

# ***What are the duties of a Caddie***

- Help Maintain a good pace of play
- Carry the bag
- Help with club selection
- Help with etiquette
- Rake the bunkers
- Tend the flagstick
- Help with scorecards
- Limited help with the Rules of Golf

# ***Things a Caddie Can Do***

Give advice

- Caddie for more than one player.
  - Example: If there is a player in the group besides your child does not have a caddie, you may also caddie for that player as well as your own child. Please let the other players and parents in your group know that you will be assisting both players.
- Help player with the rules of golf.
  - If you give the wrong advice on a ruling and the player takes your advice, the player is still responsible for any penalties that they may have committed. That is why it is always better to ask an official to help with any rulings or problems which may come up.

# *Things Caddies **CAN NOT** Do*

- Stand behind the player while he or she plays a stroke.
- Touch the putting green to indicate the line of a putt (Including hands, shoes, club, etc.).
- Touch or test the surface of a hazard (Including hands, shoes, club, etc.).
- Kick or prevent a ball from its original path or placement (Rule 1-2 p.19 USGA Rules of Golf).
- Give advice to other players, unless you are also caddying for them.
- Over Coach- the time to teach and coach is at the range not on the course



# Things Caddies should remember about maximum strokes allowed

## **In the Junior Development Tour- Mini and Novice Divisions:**

The maximum stroke limit is **10**- The player can make **8** full swings and then should take their ball to the front of the green and make **2** more putts and record a **10**.

In the **9 Hole Divisions** the maximum stroke limit is also **10**.

Except that the junior golf will play until they reach **10** strokes and pick up no matter where they are on the hole and proceed to the next tee.

# ***Penalties Related to Caddies***

- The player is responsible for ANY penalties the caddie may have committed.
  - For example:
    - If a caddie gives an incorrect ruling, and the player proceeds accordingly, the player is responsible for the penalties involved (including disqualification) by proceeding incorrectly.
    - When in doubt find a rules official-

# ***Basic Rules of Golf***

**Advice** (Rule 8, p. 55-56)

Definition- Advice is any counsel or suggestion that could influence a player in determining his play, the choice of a club, or the method of making a stroke.

Do not give advice to fellow competitors. Your player will receive a 2 stroke penalty if you do.

Examples of advice you may **NOT** give to other competitors are:

1. What club to hit (John hit a 5 iron)
2. How to play a stroke (Susie you should hit the ball through those trees and over there onto the fairway)

# ***Basic Rules of Golf***

## **Obstructions (Rule 24, p. 90-94 USGA Rules of Golf)**

Definition- An obstruction is anything artificial or man made.

### **Except:**

- Objects defining out of bounds, such as walls, fences, stakes and railings; and
- Any part of an immovable artificial objects that is out of bounds.

# *Types of Obstructions*

There are two types of obstructions.

## 1) Movable Obstruction

- An obstruction is movable if it may be moved without unreasonable effort, without slowing down play, and without causing any type of damage.
- Examples: Coke can, plastic bag, towel, candy wrapper, etc...

## 2) Immovable Obstruction

- Any obstruction that does not qualify as a “movable "obstruction, is classified an immovable obstruction.
- Examples: Restrooms, ball washer, concrete, cart path, etc...

# *Relief from an Obstruction*

When can a player take relief from an obstruction?

## 1) Movable Obstruction

If the ball does not lie in or on the obstruction, the obstruction may be moved out of the way. If the ball moves in the process, it **must** be replaced, and there is **no penalty** as long as the ball moved because you were moving the obstruction out of the way.

**Example:** If a ball lands next to a coke can the player may remove the can. If the ball moves in anyway while removing the can the player must replace the ball as close as possible to where the ball first lay.

## MOVABLE OBSTRUCTIONS

Artificial/  
manufactured  
objects such as:



# ***Relief from an Obstruction***

When can a player take relief from an obstruction?

## 2) **Immovable obstruction.**

Occurs when a ball lies in or on the obstruction, or when the obstruction interferes with the player's stance or the area of his intended swing.

**Example** - If a ball lands on a cart path or the player's feet are on the path the player may take relief. Or if the ball is lying on a sprinkler head, the player may pick up their ball and drop the ball in the correct way. The following 2 slides will explain the proper way to take relief

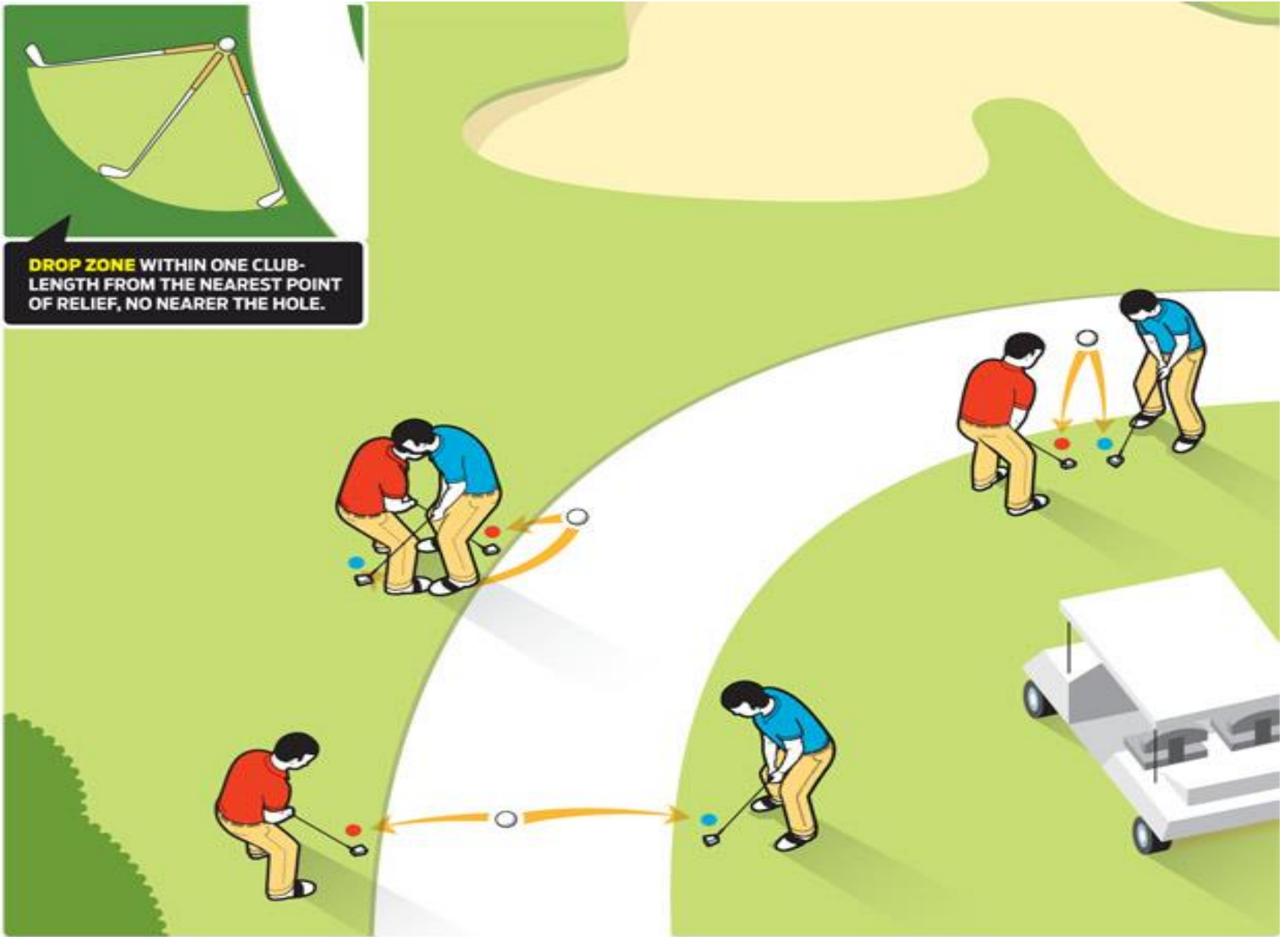


# ***How to take relief from obstruction***

- 1) Decide the nearest point where the obstruction is no longer in the way, (this is referred to as nearest point of relief) that is *not* nearer the hole. (The nearest point of relief is not always the best point of relief.)**
- 2) Take a stance and mark the spot where the club head rests, with a tee.**
- 3) Remove any club from your bag and lay it where one end is touching the tee. Then at the other end of the club put another tee in the ground (make sure the second tee is not closer to the hole than the first tee).**
- 4) Now drop a ball between the two tees. Make sure the ball does not roll closer to the hole. The ball is now in play and is ready for the next stroke to be taken. \* refer to next slide for example**



**DROP ZONE** WITHIN ONE CLUB-LENGTH FROM THE NEAREST POINT OF RELIEF, NO NEARER THE HOLE.



● NEAREST POINT OF RELIEF FOR **RIGHT-HANDED** PLAYER ● NEAREST POINT FOR **LEFT-HANDED** PLAYER

# Abnormal ground conditions (Rule 25, USGA Rules of Golf)

Definition- an abnormal ground condition is:

- 1) Any casual water on the course (puddles of water after a rain storm).
- 2) Any ground under repair G.U.R. (marked with white paint)
- 3) Hole, cast, or runway made by a burrowing animal
- 4) Remember you can take relief from casual water in a bunker- **YOU MUST STAY IN THE BUNKER NO CLOSER TO THE HOLE.**

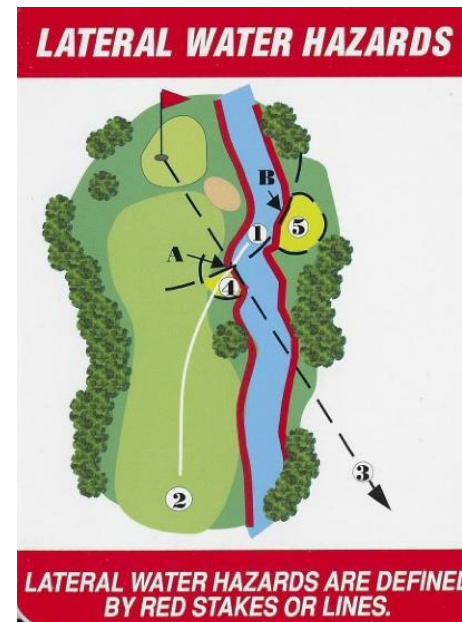
A player gets relief from the ground condition *except* when the ball is in a water hazard or lateral water hazard.



# Water Hazards (Including Lateral Water Hazards) (Rule 26 P 97-99)

There are **two types** of water hazards:

- 1) water hazard-** any sea, lake, pond, river, ditch, surface drainage ditch or other open water (Marked with yellow stakes and or yellow paint).
- 2) lateral water hazard-** a water hazard or part of water hazard so situated so that it is not possible or is deemed by the Committee to be impractical to drop a ball behind the water hazard (Marked with red stakes and or red paint).



# ***Relief from a Water Hazard marked with **Yellow** stakes or lines***

If a ball is found in a *water hazard* or if it is known or virtually certain that a ball that has not been found is in the *water hazard* (whether the ball lies in water or not), **the player may under penalty of one stroke:**

1. Proceed under the stroke and distance provision by playing a ball as nearly as possible at the spot from which the original ball was last played
2. 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 *hole and* the spot on which the ball is dropped, with no limit to how far behind the *water hazard* the ball may be dropped;

When proceeding under this Rule, the player may lift and clean his ball or substitute a ball.

**\* See next slide for picture of how to take relief**

## Options for water hazards- Yellow stakes and lines

Position 1 – shows you can play it from the hazard- no penalty , making sure you don't ground your club

Position 2 – shows Proceed under the stroke and distance provision by playing a ball as nearly as possible at the spot from which the original ball was last played

Position 3- shows you can 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 hole and the spot on which the ball is dropped, with no limit to how far behind theater hazard the ball may be dropped; **GOOD IDEA TO GO TO FAIRWAY IF POSSIBLE.**



**Relief from a Lateral Water Hazard (red stakes or lines)**  
**options 1,2&3 are the same as Yellow water hazard.**  
**Options 4&5 are only available with lateral water hazard.**  
**MOST USED OPTION IS #4 (2 CLUB LENGTHS)**

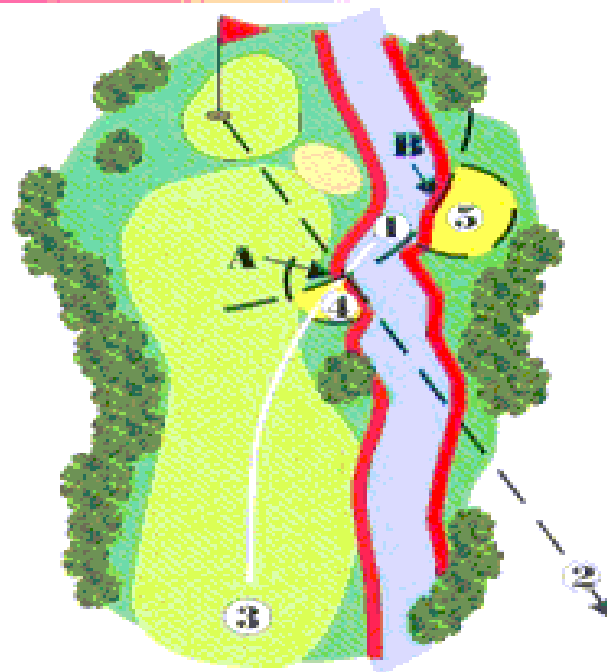
## LATERAL WATER HAZARDS

A "lateral water hazard" is a water hazard or part of a water hazard so situated that it is not possible or is impracticable to drop a ball behind the water hazard.








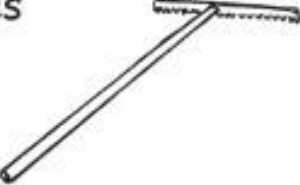







### YOU HAVE 5 OPTIONS

1. Play the ball where it lies without penalty. ①
2. Drop a ball behind the hazard along a line formed by the hole and the point where the ball last entered the hazard (A), penalty one stroke. ②
3. Use the stroke and distance option by playing your next stroke from the spot where the original ball was struck, penalty one stroke. ③
4. Drop within 2 club-lengths of point A, no nearer the hole, one stroke penalty (yellow area left side of river). ④
5. Drop within 2 club-lengths of point B, no nearer the hole, one stroke penalty (yellow area right side of river). ⑤

## LATERAL WATER HAZARDS



**LATERAL WATER HAZARDS ARE DEFINED BY RED STAKES OR LINES.**

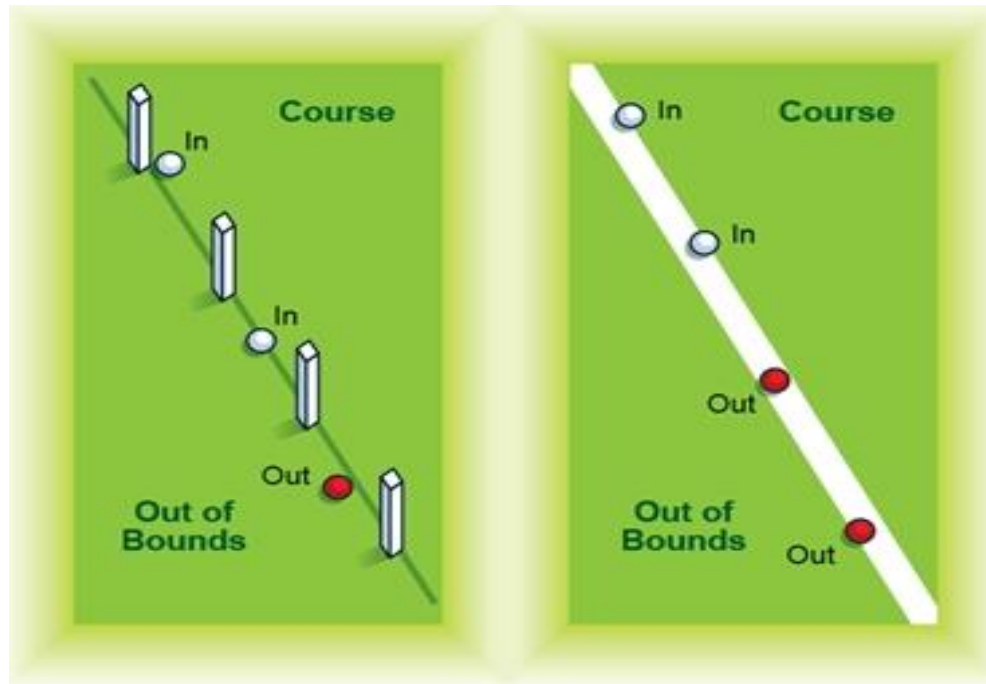
Loose Impediments	Movable Obstructions	Immovable Obstructions
Don't remove in hazards	Remove anywhere	Don't remove anywhere
Stones 	Bottles 	Shed 
Leaves 	Cans 	Internal fence 
Sticks, branches, pine cones 	Rakes 	Roads & paths with artificial surfaces 
Insects 	Car (if unlocked) 	Car (if locked) 
Dead animals 	Hoses 	Taps 



# Out of Bounds (Rule 27)

**Definition-** Out of Bounds is beyond the boundaries of the course or any part of the course so marked by the Committee (Marked with white stakes and or white paint). If the out of bounds line is marked by stakes, the inside edges of the stakes determines the out of bounds line.

- Objects defining out of bounds **CAN NOT** be moved for any reason.



# ***What to do if the ball is hit Out of Bounds or you think your ball is out of bounds***

If a ball is out of bounds, the player must play a ball, **under penalty of one stroke**, as nearly as possible at the spot from which the original ball was last played.

- If a player hits their ball out of bounds, he or she must go back to the place where the ball was hit and drop another ball.
- If the ball was on the tee box, the second ball may be teed and then played. Otherwise a ball must be dropped as near as possible to the place where the original ball was hit and replayed.

In order to speed up play, if you believe the ball may be out of bounds, but are not sure if it is in fact out of bounds, play a **provisional** (temporary) ball from the spot where the original ball was struck. The player **MUST** inform his opponent that he intends to play a provisional ball, (**you must say the words provisional ball out loud**) and he/she must play it before he/she or his partner goes forward to search for the original ball.

If the player fails to do so and plays another ball, that ball is not a provisional ball and becomes the ball in play under penalty of stroke and distance (Rule 27-1); the original ball is lost even if you find it in bounds!

# ***What to do if the ball is hit Out of Bounds and Provisional (cont.)***

- Play the provisional (temporary) ball until you get to the point where you believe the first ball may be. At this point you have 5 minutes to search for the original ball.
- If after 5 minutes you have not found the ball, then continue to play the provisional ball. Then because the original ball was hit out of bounds, add a one stroke penalty to the score for that hole.

# Ball Unplayable (Rule 28)

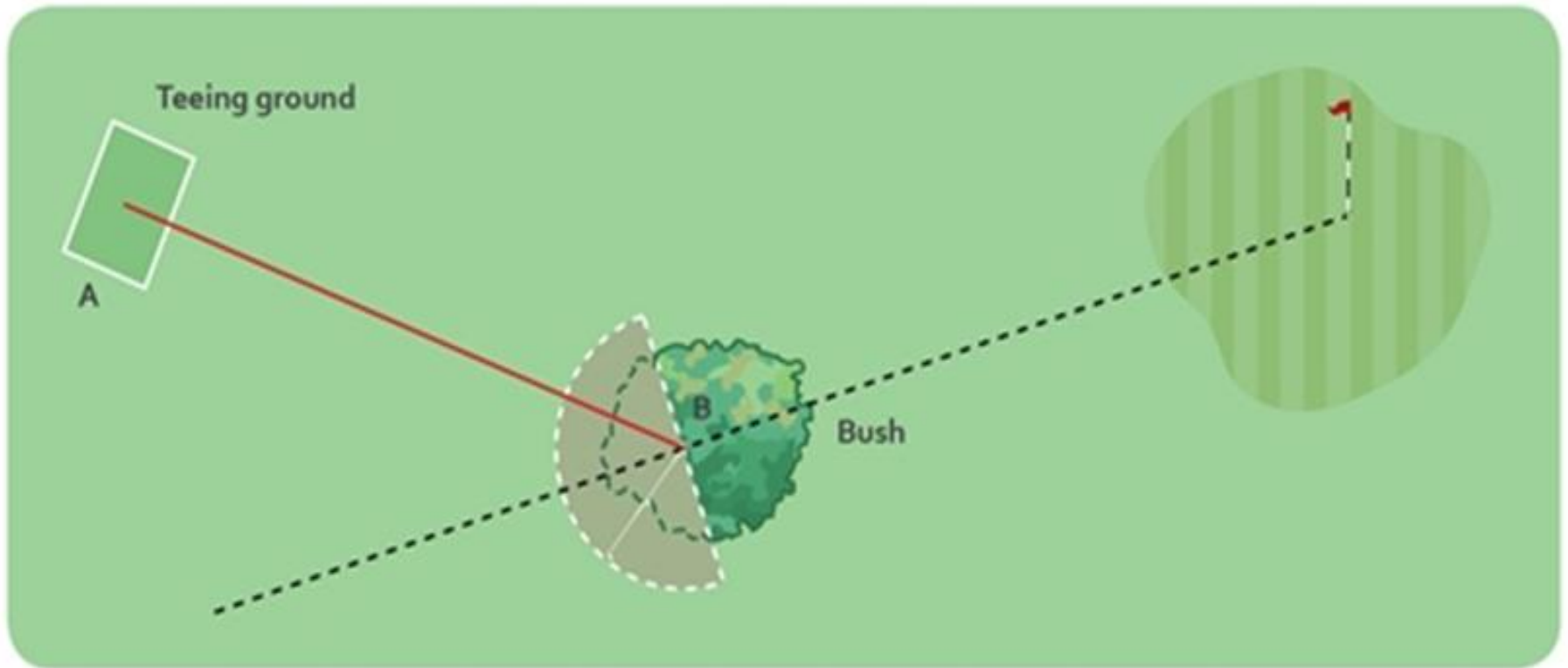
- A player may deem (declare) the ball unplayable at anyplace on the course except when the ball is in a water hazard.( proceed under water hazard rule) The player is the only person who can declare the ball unplayable, his Caddie may not deem a ball unplayable.

If a player declares his ball unplayable he **must add 1 penalty stroke** and then:

- A. Play a ball as near as possible at the spot from which the original ball was played no closer to the hole
- B. Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot where the ball is to be dropped. The player may go as far back as they want
- C. Drop a ball within two club lengths of the spot where the ball lay, but not nearer the hole.

If the ball is in a bunker and declared unplayable, the player must then proceed with the above, but they can *not* exit the bunker. The ball must be dropped and played from inside the bunker.

# Ball Unplayable options in pictures



A ball played from teeing ground at Point A comes to rest in a bush at Point B. If the player deems the ball unplayable, the options, under penalty of one stroke, are as follows:

- play a ball from the teeing ground
- drop a ball behind Point B on the broken line, or
- drop a ball in the shaded area (i.e. within two club-lengths of Point B but not nearer the hole than Point B).

# ***Basic Rules of Golf***

## **What to do when you don't know what to do (Rule 3.3, )**

If during play the player and the caddie are not sure how-to proceed under the rules, they may play a second ball under Rule 3-3.

### **Before you play a second ball you must:**

- 1) Announce to your fellow competitors that you will be playing two balls under Rule 3-3
- 2) You must also inform the competitors which ball you want to count if the rules permit.

The final step to playing two balls under Rule 3-3 is to let the Rules Official or a Committee member know the details of what happened. They will then inform you which ball should count.

Even if you get the same score with both balls you must let the tournament official know. If you fail to let an official know you will be *Disqualified*.

# Ball in a Bunker or Water Hazard

## 13-4. Ball in Hazard; Prohibited Actions

the player must not:

- a. Test the condition of the hazard or any similar hazard;
- b. Touch the ground in the hazard or water in the water hazard with his hand or a club; or
- c. Touch or move a loose impediment lying in or touching the hazard.

**Remember don't ground your club or take practice swing and hit the sand or the ground.**

**All are 2 Stroke Penalties**

## ***If a ball is lost? Rule 27-c***

A player is allowed 5 minutes to search for a missing ball. If the ball is not found within the 5 minute time limit, the player must go back to the spot where he/she last hit the ball and drop another ball, with a **penalty of one stroke**.



# ***Gateway PGA Junior Tour Specific rules and guidelines that need to be followed. Please note some apply to all Divisions and some specific to others.***

There are a few rules you need to know that are applicable to our program.

- 1) When you arrive at the starting hole you must exchange scorecards with the other competitors.
- 2) Help with fast pre shot routine, no more than 2 practice swings-30 second should be goal)
- 3) **10 Stroke Limit per hole rule**

There is a 10 stroke per hole limit at all **JDT (Mini/Novice Divisions)**. The rule for JDT is as follows:

- Once the Golfer had made 8 strokes they **MUST** then pick their ball up and proceed to the green and place the ball approx. 15 feet from the hole and attempt max 2 putts and record a 10. This will help keep play moving and not discourage the junior golfer. (Last season was 7 strokes and 3 putts)
- 4) There is **NOW** a 10 Stroke limit on a hole-for all **9 Hole Division** Players
    - Once a player has played 9 strokes they **MUST** pick up their ball and record a 10 on the card and proceed to the next hole. Please note the difference between the JDT and 9 Hole Divisions on stroke limits.

# Bunker Rule for JDT **Mini/ Novice Only**

**Bunker Rule:** If a player's ball is in a bunker and has taken two strokes at the ball in the same bunker and has not advanced the ball out of the bunker, the player may under no penalty, drop the ball outside the bunker at the nearest point one club length, no closer to the hole and continue play. **\*Please note that this Rule is for JDT- Mini/ Novice ONLY and not 9 Hole Divisions\***

# Water Hazard Rule

## for JDT **Mini/ Novice Only**

### **Water Hazard Rule :**

If a player hits **2** balls into the same water hazard, they may drop a ball on the opposite side of the water hazard.

Example:

Player hits his or her first (1) shot into water.

Player drops and lays two (2). Player proceeds to hit his or her third (3) shot into the same hazard. The player then can drop on the other side of the water hazard and lay four (4), and proceed to hit their fifth shot (5). **\*Please note that this Rule is for JDT-Mini/ Novice ONLY and not 9 Hole Divisions\***

**Players always should take proper relief under water hazard rules-and only use this after they have hit 2 balls in the same water hazard.**

## Important Nutritional Information

Tournaments can be exhausting to any player. There are a few ways to prepare your child, so that they may play their best.

- 1) Ensure that your child gets plenty of rest the night before the tournament.
- 2) Make sure to bring water or Gatorade to every tournament. After finishing the drink, you can refill it with the water jugs provided at each course. Drink water before, during, and after the competition. Once your child becomes thirsty, it is too late, they are already dehydrated.
- 3) Provide you child with a few snacks to eat throughout the round. Snacks such as granola bars work well. Try to avoid giving sugar to your child, and opt instead for something that will provide lasting energy.