

# 2011-2012 Certified Caddie Information



**PGA**  
Southern Texas Section



**Little Linksters**

# ***Who Can Have a Caddie?***

Only Little Linksters in the following divisions are allowed to have caddies:

- All 5-hole Modified Divisions
- All 9-hole Modified Divisions
- **Please note:** Once Little Linksters move into the 9-hole Red Divisions, juniors are not allowed to have caddies anymore. Juniors will be required to carry their own bags and will not be allowed to get advice from anybody.

# ***Who can be a caddie?***

- Caddies must have a valid driver's license
- To become a Little Linksters Caddie, individuals must complete the Little Linksters Caddie Clinic
- **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
- Getting kids from one green to the next tee

## ***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 may walk or ride in a cart.
- We recommend you use a cart. You can give the kids a ride from the green to the next tee.
- 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***

- Carry the bags
- Help with club selection
- Help with etiquette
- Rake the bunkers
- Tend the flagstick
- Help with scorecards
- Transport players from green to tee
- 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.

# ***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.

# ***Basic Rules of Golf***

## **Advice** (Rule 8, p. 36-37)

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. 70-71 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.

# ***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 concrete cart path the player may take relief. Or if the ball is laying on a sprinkler head, the player may pick up their ball and drop the ball in the correct way. The following slide 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.

# ***Basic Rules of Golf***

## **Abnormal ground conditions** (Rule 25, p. 74 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. (marked with white paint)
- 3) Hole, cast, or runway made by a burrowing animal.

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

# ***Basic Rules of Golf***

## **Water Hazards (Including Lateral Water Hazards) (Rule 26, p. 78)**

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

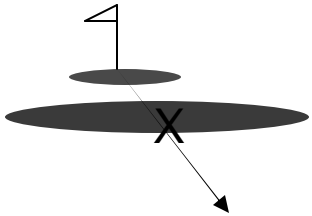
**1) water hazard**- any sea, lake, pond, river, ditch, surface drainage ditch or other open water (Marked with yellow stakes and or yellow paint).

**2) lateral water hazard**- a water hazard or part of a 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***

There are 2 ways to take relief from a water hazard, with a penalty of one stroke:

- 1) Play a ball as near as possible from where the ball that was hit in the water was last played.
- 2) Drop a ball behind the water hazard, keeping the point where the ball last crossed the line of the hazard directly between the hole and the spot where the ball is dropped, with no limit how far behind the water hazard the ball may be dropped.



# ***Relief from a Lateral Water Hazard***

For a lateral water hazard, (marked with red) relief may be taken the same as for a water hazard. There are also 2 additional ways to take relief from a lateral water hazard:

- 1) Drop a ball outside the lateral water hazard within two club lengths of and not nearer the hole from the point where the original ball last crossed the edge of the hazard.
- 2) Drop a ball at a point on the opposite side of the water hazard that is the same distance away from the hole.

# ***Basic Rules of Golf***

## **Out of Bounds (Rule 27, p. 80)**

**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***

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.

# ***What to do if the ball is hit Out of Bounds (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.

# ***Basic Rules of Golf***

## **Ball Unplayable (Rule 28, p. 83)**

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

# ***Ball Unplayable***

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

- 1) play a ball as near as possible at the spot from which the original ball was played no closer to the hole; or
- 2) 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; or
- 3) 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.

# ***Basic Rules of Golf***

## **What to do when you don't know what to do (Rule 3.3, p. 22)**

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.

## ***Rule 3-3***

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*.

# ***If a ball is lost?***

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.

# ***Little Linksters Rules***

There are a few rules you need to know that are applicable to our Little Linksters Program.

- 1) When you arrive at the starting hole you must exchange scorecards with the other competitors.
- 2) A player who has taken 10 strokes without reaching the green on any hole must pick up his or her ball and place it on the front edge of the green and putt until the ball is holed. In such cases, the score recorded for that hole will be 10 plus the number of putts. The maximum score allowed is 15. Once a player has made 15 strokes, pick the ball up and move to the next hole.

# ***Little Linksters Rules (cont)***

- 3) Spectators may not advise participants on club selection or how to play a shot on a hole, and must remain 30 yards from all participants and caddies.

Examples of what NOT to do:

- Tell a player what club to hit
- Tell a player where to aim or line up his or her shot
- Tell a player where to drop a ball in the case of a ruling.

- 4) Bunker Rule

If a player is in a bunker and has taken 2 strokes without advancing the ball out of the bunker, must under penalty of one stroke, pick up the ball, place it outside of the bunker at their nearest point of relief no closer to the hole and continue to play.

# ***Little Linksters Rules (cont)***

## 5) Water Hazard Rule

If a player has made **two consecutive strokes** that come to rest in the **same water hazard**, the player may drop a ball at the point that is nearest to where the ball last crossed the margin of the hazard and allows the player to play the next stroke without playing over the hazard (the player incurs the **2 penalty strokes** for the water hazard rule but receives no additional penalties under this local rule).

# ***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 your 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.

# ***Other Precautions***

There are many other precautions to take so that your child can enjoy their Little Linksters Tournaments.

- 1) Make sure and apply sunscreen to your child before the tournament begins. Also reapply the sunscreen periodically.
- 2) Bring a bottle of bug repellent, containing DEET, to help keep the mosquitoes away.
- 3) Make sure your child wears comfortable shoes and clothing.

# ***Now you are Ready***

You must now complete the 25 question test.

An email should have been sent to you upon registering for the Caddie clinic. That email will contain your user id and password for the caddie exam. You may take the exam as many times as you need. You must correctly answer 20 of the 25 questions to pass. Before you are allowed to caddie for your Little Linkster you must pass the online exam.