



CGA Do's and Dont's for Rules Officials



General

DO – Wear your CGA lanyard so that you are easily identified by the players and/or club staff – no lanyard, no lunch!

DO – Test your radio before going out on the course.

DO – Remember to keep your radio volume on or wear an earpiece so you can hear when someone calls for you.

DO – Give rulings using the antenna as a pointing device.

DO – Get Lunch

DON'T – Wear shorts to any CGA championships or qualifiers (Men Only).

DON'T – Wear other association shirt, hat, badge, etc.

DON'T – Approach players to make “small talk” with them on the course.

DON'T – Take naps on the course. If you do, just don't get caught!

DON'T – Take 45 minutes to eat lunch. Try to get a “to-go” box and head back out to your assigned area quickly.

On-Course Officiating

DO – Reference your Rules/Decisions book when making a ruling and show the player the Rule/Decision if necessary.

DO – Call in the Head Rules Official or CGA staff member for a second opinion if you are not 100% confident.

DO – Take advantage of Rule 3-3 to avoid a pace of play issue and allow yourself time to make an educated Ruling.

DO – Ask players if they would like help searching for their golf ball and help to find it if they say yes.

DO – Leave the area, if possible, after making a ruling.

DO – Keep your cart out of the line of play vision of players.

DON'T – Argue with players about a Rule or ruling.

DON'T – Look to find a player breaching a Rule of Golf. No flag throwing!

DON'T – Suggest which option might be best for a player – but help them get there (wink wink).

DON'T – Approach a player to give a ruling unless it is obvious that you are needed or the player is clearly doing something wrong.

DON'T – Wait until a player has broken a Rule to assess a penalty – No Barney Fifes!

DON'T – Search for a lost ball if the player has hit a provisional (the player may not want to find it).

DON'T – Make GUR rulings without consulting OIC.

Starting

DO – Arrive at your starting hole 15 minutes early to get organized and ready for the first group.

DO – Discuss important items on the Local Rules Sheet with all players.

DO – Give scorecards to the players and make sure each player has their own scorecard.

DO – Follow the script for announcing players at championships.

DO – Have players hit a provisional ball if the original ball might be lost outside a water hazard.

DON'T – Start players early or late.

DON'T – Try to make up time if you fall behind until you reach a starter's time – unless directed by CGA OIC.

DON'T – Park your golf cart on the path to where others have to go around it, especially near starting tees.

DON'T – Provide cut information unless asked by players.

Scoring

DO – Verify each player's hole-by-hole score in the computer.

DO – Ask the group if there were any second balls played or rules situations that are unsettled.

DO – Call the Head Rules Official or Staff if any questions arise before the players leave the scoring area.

DO – Ensure that the player and marker have both signed each scorecard.

DON'T – Let any player from a group leave the scoring area until all scores have been verified.

DON'T – Let any spectators into the scoring area unless they are needed.

DON'T – Make judgements on what they scored or didn't score, unless it's me.

DON'T – Provide cut information unless asked by players.

Pace of Play

DO – Make notes of any rulings, ball searches or other factors that might affect a group's position on the course that you observe.

DO – Pay attention to all factors (position of group in front, lengthy rulings, ball searches) before timing a group.

DO – Stay with a group (at a distance) to help them improve their pace by being available for rulings and ball searches when necessary.

DON'T – Approach a group during the play of a hole to tell them to speed up or they will be timed.

DON'T – Mention pace of play at all to a group if there is not a problem.

DON'T – Visibly use a stopwatch to time players – if you need to time a player, do so discretely from a distance.

DON'T – Continuously pester a group that has fallen behind pace of play. Help get them back in position and move on.