



Golf tips for smarter, faster play and general etiquette

Updated: 16th September 2022

1. On the tee

IGC Policy

- Arrive at the tee at least 8 minutes prior to your scheduled tee time.
 - Assemble with your group in an area in the close vicinity to the tee and then move to the tee once the group in front of you has teed off and exited the tee area.
 - If you are using a motorised cart, be sure not to block the passage to the tee prior to your allocated tee time.
 - Decide any “side bets” or team games and investments before your actual tee time.
 - Be sure your group is aware of any local rules for the day. (Check notices outside golf shop.)
- If the group in front of you is out of range before your designated tee time, tee off ahead of time.
- Ensure you and every player in your group is carrying a filled sand bucket.
- Exchange scorecards with another player in your group and ensure you check that their name, the date, and their handicap are accurately recorded.
 - Ensure you take note of both your own and the other player’s handicap to ensure you can accurately keep score during the game.

Matters of golf etiquette

- Keep quiet whenever you are on or around the tee when other players, including players in the group in front of you, are teeing off.

Pace of play tips

- Play “ready golf”. Do not wait for players who “have the honour” if you reach the next tee before them. Hit when ready!
- Limit your pre-shot routine to one practice swing
 - Leave your more complicated routines to the practice range
 - Every player hits 18 tee shots per round (sometimes more), so a thirty second pre-shot routine costs nine minutes every round!
- If you are hitting off first in your group or haven’t yet written down the score from the previous hole when it is your turn to hit, hit your shot first, then write down the score.
 - It is etiquette to confirm your score and that of the player you are marking as you walk off the green. Any disagreements about score should be sorted out as you walk to the next tee and should not slow the game down.

2. On the fairway

IGC Policy/Rules of Golf

- You have 3 minutes to search for a lost ball. Once the 3 minutes has expired, that ball is declared lost and that player must either replay the shot from where they hit it with a one-shot penalty, or (preferably) continue playing the provisional ball they have already hit.
- After you have hit, fill your divot with sand, rake any bunker you have hit from and, **when safe**, start walking or driving to your ball.
- Do not drive or walk in areas that are roped or fenced off, and do not cross painted lines around the greens in motorised carts.
 - Pay particular attention to avoid any wet areas where course damage or the danger of slippage is increased.
 - Pay attention to the daily local rules which may restrict the areas where motorised carts can be driven. These are posted on the left, beside the sliding doors as you enter the Golf Shop.
 - You must be familiar with the rules of Golf. Have a R&A Rules book in your bag or App on your phone. If it is something you are not familiar with call the golf shop for clarification.

Matters of golf etiquette

- Usually, the person furthest from the green hits first. However, if you get to your ball first and others are not ready, **providing it is safe**, hit your ball first.
- At all times, be sure to consider **safety above all else**. If you are in front of another player who is hitting, always keep your eye on their shot and be ready to evade if necessary.
 - If you are standing in front of another player, you should be well off to the side of the fairway and should not in any way be distracting them from their shot.

Pace of play tips

- When there is any doubt about the location of your ball, it is strongly advised to hit a provisional ball just in case.
- If a provisional ball has not been hit and your ball is lost:
 - In a stroke round, return to the place you hit your shot as quickly as possible and resume play. If someone in your group has a motorised cart, ask them to drive you back to your previous shot. Note: If you have to do this, your group will definitely have fallen behind the group in front and will need to implement “catch up” strategies to regain its position in the field.
 - In a Stableford or vs Par round, record a wipe on the card and move to the next hole. Avoid holding the field up at all costs.
- Limit your pre-shot routine to one practice swing.
 - The average IGC member hits between 40-50 fairway shots in a round of golf, so a thirty second pre-shot routine costs 20-25 minutes per round!

If you are walking:

- Walk directly to your ball as quickly as you can. When you get to your ball, position your golf bag beside you, so that after you hit you can access it and walk off as quickly as possible.
- If you are at your ball and waiting for another player to hit, use this time to get as much of your pre-shot routine completed as possible – **safely**. E.g.:
 - Measuring distance to the hole
 - Club selection
 - Practice swing
- If another player is having any kind of difficulty on a hole, after you have hit your own shot, assist them to ensure they do not slow down the group unnecessarily. E.g.:
 - Help them look for their ball
 - Rake the bunker for them if they have hit into further difficulty

If you are riding in a motorised cart:

- Drive to your ball as quickly as possible and get ready to hit your shot. (You should be setting the pace!)
- If you are sharing a cart, drive to the closest ball, and once that person has selected their club, **where it is safe to do so**, the other player should drive to their ball and begin preparing for their shot.
 - Do not sit in the cart waiting for your cart partner to go through their full pre-shot routine, hit their shot, fill their divot, replace their club, get back into the cart, to then drive you to your ball.
 - If you are the second player and your ball is a long way from the first player's, you should still drive to your ball, hit your shot, and then return to pick up the first player if necessary.
 - Alternatively, take a couple of clubs, a sand bottle and walk to your ball - your partner can then drive and pick you up.

3. On the green

IGC Policy/Rules of Golf

- At IGC, it is OK to pull your golf buggy across the green surface if that is the quickest way to enter or exit the green
 - Our Course Superintendent is comfortable with this because the wheels of golf buggies are generally flat and won't cause damage to the grass, and because it is better to avoid channelling all buggy traffic down the sides of greens, which is more likely to damage grass in these places.
- Before putting, position your buggy at the side/back of the green toward your next tee, to allow for a quick exit.
 - At no time should you leave your buggy at the front of the green or in the opposite direction from where you will exit the green to move to the next hole.
 - Motorised carts should be left in the designated parking areas around greens where available or at the closest point to the exit route from the green **outside the painted lines**.
- As you walk onto the green, repair any pitch mark on the green (yours or others') using a pitch mark repair tool or golf tee.

Matters of golf etiquette

- Usually, the furthest from the hole will putt first. However, if you are ready to putt and a player who is further away than you is still getting ready, go ahead and take your putt.
 - If some players are on the green while others are still approaching or have further shots to hit, **and it is safe to do so**, the players on the green should putt when ready.
- The person closest to the hole to tend the flag if the player putting likes the flag out, however, the group should work together to make this process as efficient as possible.
 - It is advisable to determine early in the round who likes the flag in and who likes the flag out so that the group can work as a team to meet these preferences without holding up play.
- Do not stand on the line of another player's putt – unless they give you permission to do so.
- Do not stand directly behind or in front of another player who is putting.
 - Unless you are playing in a team game where they are your partner or teammate

Pace of play tips

- While other players are putting, line up your putt and place your ball on the green so that you are ready to putt when it is your turn.
 - Do not distract other players who are putting while preparing.

- Wherever possible, putt out if it safe to do so.
 - Marking a ball with a short putt remaining should be the exception, not the rule.
 - Marking short putts and waiting can add minutes to a hole and significantly delay an entire round.
- If your group has fallen behind the group in front, once two members of the group have finished putting, they should quietly move to the next tee and tee off. Those left putting should finish as quickly as possible and move to the next tee.
- As you exit the green, be sure to confirm scores with the person whose card you are marking.
- If you are playing later in the competition be aware that you may not be the last group, there may be another field catching up behind you.

4. General etiquette

- You and your group must keep up with the group in front of you.
 - i.e. have them in sight and be approximately one-two shots behind them
- It is the responsibility of the two lowest handicap players in each group to ensure that their group keeps up with the group in front of them and completes their round within the expected time (see below)
 - However, it is expected that all IGC members take responsibility for their pace of play.
- Be mindful of your position in the field and the time you are taking
 - If you have no-one in front of you, be aware of the group behind you
 - If you are holding the group behind you up, for whatever reason, and there is space in front of you, call the group behind you through
 - This is particularly relevant on certain days and at certain times of day regardless of whether you are playing competition or social golf
- For a group of four, the expected time to complete your round is **no longer than 4 hours, 15 minutes**.
- For a group of three, the expected time to complete your round is **no longer than 3 hours, 45 minutes**.
- It is likely that every group will fall behind the group in front of them at some point due to any number of reasons. For example:
 - Someone in your group might lose a ball and take 3 minutes to search for it
 - Someone in your group gets into difficulty and takes longer to complete a hole
 - The group in front of you speeds up for some reason (e.g. the group in front of them speeds up as well)
- When your group falls behind, you are expected to take action and implement strategies to catch up. Examples of such strategies are already covered in this document under “Pace of play tips”. Other strategies could include:
 - Walking or driving faster and more directly between shots
 - Further reducing pre-shot routine time
 - Limiting the time taken at the half-way mark of the round to get drinks etc (e.g. Phone ahead and pre-order)

Remember: Golf at Indooroopilly is for everyone to enjoy, so PLEASE adopt good habits now, be aware of your pace of play, have good etiquette, look after our course, and EVERYONE WILL BE HAPPY!

Match and Course Committee

16.9.22