



# MENTONE GOLF CLUB ETIQUETTE

## Rule 5.6b PROMPT PACE OF PLAY

“A round of golf is meant to be played at a prompt pace. Each player should recognize that his or her pace of play is likely to affect how long it will take other players to play their rounds, including both those in the player’s own group and those in following groups.”

### Tips to speed up play

- Hurry to your ball but don’t hurry your shot
- Keep a count of your shots as you go. Remember – if you intend to hit the ball and miss, this counts as a shot (on the tee, on the fairway, in a bunker and on the green!)
- Select club and ball while other players are having their shots
- Place your buggy near to the next tee, never in front of the green
- When leaving the green walk behind the green, not in front
- When 2 players have completed a hole, move to next tee
- Always mark your card after you have left the green at the next tee
- Hit off the tee at the same time as marking cards for previous hole
- Take no more than one practice swing
- Only 20 seconds permitted from time of selecting club to playing a stroke, including practice shot
- Only 3 minutes search time is permitted for a lost ball
- If you think your ball is lost, select to play a provisional ball before leaving original site – either tee shot or fairway shot (3<sup>rd</sup> stroke off the tee)
- Pick up ball if no longer able to score
- Play ‘READY GOLF’ (*does not apply for Match Play*).

## SCORING WITH YOUR PARTNER

It is important to keep track of your own score and your partner’s score as you go. Here are some useful tips:

- Share your number of shots with your partner when you arrive on the green and when you putt out.
- Agree and enter your scores together at the next tee, before or after teeing off.
- Periodically check your cumulative scores, especially after the front 9.

If you have followed these tips, checking and submitting your scores at the end of the round should be a formality.



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## RESPECT FOR PLAYERS

- Don't talk or distract a player when they are playing a stroke
- Don't stand behind or near a player when they are playing a stroke
- Don't stand or walk on partners lie on green
- Don't stand behind or in front of partner when putting
- Mark your ball on the green with marker behind the ball
- Remember that you are not the only one playing golf – others do not need a commentary of your game
- Endeavour to assist members not as knowledgeable as yourself in the game

## RESPECT FOR COURSE

- Carry and use a sand bucket and repair any divots – yours and others
- Repair any pitch marks on the green
- Give way to ground staff
- If there are no rakes in bunkers, relief can be taken if the condition of the bunker is so abnormal that it will be clearly unreasonable to play the ball as it lies – take a place in the bunker within one club-length not nearer to the hole than where the ball came to rest.  
Smooth marks in bunkers with foot or club.

## Dress Code

### Acceptable attire:

- Club colours are yellow and black, players are encouraged to wear Club shirts which can be [ordered here](#)
- Enclosed shoes
- Polo or collared shirts
- Full length or  $\frac{3}{4}$  length pants, golf shorts, skirts or skorts

### Unacceptable attire:

- T-shirts, halter tops and strapless tops
- Denim, cargo shorts, jogging or tennis shorts, jeans, yoga pants or other athletic pants
- Thongs or sandals