



Player Policy

1. Spirit of the Game

It is one of the central principles of the game of golf that players play by the Rules and in the spirit of the game. Rule 1.2 in the Rules of Golf details the conduct that is expected of all players and what is meant by spirit of the game. It reads as follows:

“All players are expected to play in the spirit of the game by:

- Acting with integrity – for example, by following the Rules, applying all penalties, and being honest in all aspects of play.
- Showing consideration to others – for example, by playing at a prompt pace, looking out for the safety of others, and not distracting the play of another player.
- Taking good care of the course– for example, by replacing divots, smoothing bunkers, repairing ball-marks, and not causing unnecessary damage to the course.”

2. General Behaviour & Dress Code

2.1 General Behaviour

- We urge all patrons to respect fellow players and staff, including no shouting on the course, no misuse of equipment (i.e. throwing clubs in frustration etc.), no aggressive behaviour or the taking of performance enhancing drugs.
- The use of audible foul language is prohibited at all times.
- Players must respect the marshal and abide by his rulings.
- The transporting of liquor from outside the premises is strictly prohibited. All liquor should be bought at the bar and suitably consumed on the premises.
- Liquor in cups is not allowed onto the golf course and should be enforced by bar personnel.
- Players must obey the club’s rules for driving a golf cart.

2.2 Dress Code

Waterkloof Golf Club, in line with its visitor-friendly and relaxed atmosphere, has a policy of smart / casual wear in the clubhouse within certain boundaries. Smart jeans are permitted in the clubhouse but not on the course, putting green or practise areas.

2.3 On the Course

Players must wear appropriate golf clothing (including sports socks and shoes) of a style and design that could readily be purchased in any professional golf retail outlet or as worn by golf professionals.

The following are not allowed on the course or in the clubhouse;

- Beach style shorts
- Football or rugby shirts
- Tracksuits
- Cargo pants

- Vests / sleeveless tee shirts

The following guidelines should be followed:

- Shorts: Golfer shorts with a belt only.
- Shirts: Shirts should be tucked in into the waistband of the shorts or long trousers.
- Stockings: Short white socks are allowed with Bermuda shorts. Long stockings are to be worn with golfer shorts. Rugby, soccer hockey and similar socks are not allowed.

2.4 In the Clubhouse

Smart casual clothing to suit the occasion is the general rule.

Different dress codes may apply for special occasions.

The Club reserves the right of discretion regarding dress.

We urge tolerance amongst members and visitors. Should there be a clash of ideas regarding acceptable standards, patrons are advised not to approach the person giving offence, but to report any concerns to the Manager or senior member of staff.

3. Pace of Play

Over the past few years there have been changes made to R&A Rules regarding Etiquette on the Golf Course. Recent changes has involved some significant changes with the intent on reducing slow play on the course, including

- Play Ready Golf
- Putting with the Flagstick in
- Time allowed searching for a lost ball (reduced from 5 minutes to 3 minutes)

Experience around Waterkloof Golf Club suggests that a 4 Ball should complete their round in about 4 hours 30 minutes.

3.1 Play Ready Golf

Ready Golf has been incorporated into the 2019 R&A Rules book and includes aspects such as:

- Hitting a shot when safe to do so if a player farther away faces a challenging shot and is taking time to assess their options
- Shorter hitters playing first from the tee or fairway if longer hitters have to wait
- Hitting a tee shot if the person with the honour is delayed in being ready to play
- Hitting a shot before helping someone to look for a lost ball
- When a player's ball has gone over the back of a green, any player closer to the hole but chipping from the front of the green should play while the other player is having to walk to their ball and assess their shot
- Leaving the bag where the player intends to leave the green.
- Studying the next shot while others are preparing for theirs, both on and off the green
- Marking scores upon immediate arrival at the next tee

3.2 Play Provisional Ball

If a player considers there may be a chance that their ball is either lost or out of bounds, a provisional ball should be played at all times.

New golf rules allows only 3 minutes of searching time, down from the previous 5 minutes.

4. Care of the Course

Players should assist in the upkeep of the course by following some basic rules:

- Make use of the sandboxes/bags provided to fill any divot holes created on the tees and fairways

- Repair any pitch marks on the green.
- Utilise the facilities provided, including the two course toilets, for your convenience

5. Golf Carts, Caddies & Spotters

5.1 Golf Carts

The following applies to ALL golf carts on the premises:

- Golf carts should be driven on designated cart paths where provided, and around tee boxes and greens carts are allowed on cart paths only.

The following apply to Waterkloof Golf Club carts only

- Golf carts are to be booked in advance as far as possible.
- Golf cart users must sign the [Golf Cart Agreement](#) in the Pro Shop for allocation of a cart.
- The golf cart may not be driven by someone else than one of the two designated players
- All golf carts are to be treated with respect at all times
- On completion of the round, players are allowed to use the cart to transport their bags to their vehicles, but it must be returned to the Pro Shop area without delay.
- Any damages to golf carts must be reported immediately after completion of the current round (completed 9 holes).
- Players are urged to remove all bottles and papers from the cart and to suitably discard these in the designated rubbish bins

5.2 Caddies & Spotters

- A player must ensure that his/her caddy/spotter is suitably attired with a blue bib, as obtained from the Pro Shop, before the round starts.
- All local caddies must abide by the [Caddy Policy](#)

6. Local Playing Rules

6.1 No Preferred lies

Unless otherwise specified by the Tournament Committee.

6.2 Time of starting

Rule 5.3a applies

6.3 Out of Bounds (Rule 18.2)

Beyond all boundary fences and areas marked with white stakes/lines.

6.4 Penalty Areas (Rule 17)

Indicated by Red or Yellow stakes/ paint.

6.5 Drop Zones

As an extra relief option for the penalty area at the 8th green and on the 17th green, adding one penalty stroke, a player may drop a ball in the dropping zone located on the right side of the penalty area on the 8th hole and short of the penalty area on the 17th hole. The dropping zone is a relief area under Rule 14.3.

6.6 No Play Zones - Protection of Young Trees & Gardens

The young trees identified by a stake are no play zones:

- If a player's ball lies anywhere on the course other than in a penalty area and it lies on or touches such a tree or such a tree interferes with the player's stance or area of intended swing, the player must take relief under Rule 16.1f.

- All gardens are defined as no play zones that is to be treated as an abnormal course condition. Free relief must be taken from interference by the no play zone under Rule 16.1f.

6.7 Electric fence

If a player's ball lies on the course and within two club-lengths of the electric boundary fence on holes 2 and 3, he/ she may, without penalty, take relief under Rule 16.1, using as the reference point the point that is two club-lengths from the fence and an equal distance from the hole.

6.8 Immovable Obstruction

- All distance markers to be treated as immovable obstructions from which free relief is allowed under Rule 16.1. Relief is not allowed to be taken under Rule 15.2.
- All roads and paths on the course, even if not artificially surfaced, are treated as immovable obstructions from which free relief is allowed under Rule 16.1. Please note that the road on the right of 14 is to be treated as an integral part of the course, where no relief option will be granted.

6.9 Integral parts of the course

The wooden chips on the right side of the 15th Hole is deemed to be an Integral part of the course from which no relief will be granted. Note that the individual wooden chips are to be treated as loose impediments.

6.10 Pace of Play: Rule 5.6b(3).

Waterkloof Golf Club Pace of play policy applies (available at tournament desk). Waterkloof Golf Club supports Ready Golf that is conducted in a safe and responsible manner. Also refer to our Procedure for Slow Play.

6.11 Playing of two balls: Should a player be uncertain about the application of a rule, he must apply the procedure of playing two balls as set out by Rule 20.1c

6.12 Scoring: In terms of the SAGA rules, each player is responsible to make sure that the score played for a round of golf is captured into the handicap system.

Players can capture scores at the golf course, or scores can be captured via the Internet or smartphone or the admin office at the club can be contacted to make sure that the score is correctly entered. The club also has a register available at the terminal in the proshop to cater for cases where the terminal was out of order.

All completed Scorecards to be returned after play to the Tournament Table. It is essential that scorecards are submitted according to the format of the competition of the day and that the card is fully completed, readable and signed. The 'Marker' on a scorecard will not be considered for competition purposes.

6.13 Suspension of play: A suspension of play for a dangerous situation will be signalled by one long blast. All player MUST stop immediately. Any player who fails to comply and continues play will be disqualified. Rule 5.7b applies. All other suspensions will be signalled by three short blasts. Resumption of play will be signalled by two short blasts.