Rule 22 – Notable Change

- Either player may act for the side, regardless of which player is next to play (such as dropping a ball, deciding a ball is unplayable, etc.)
Rule 22 – Key Concepts

22.1 Overview of Foursomes
• Sides alternate starting holes and strokes during a hole.

22.2 Either Partner May Act for Side
• Either partner may act for the side.

22.3 Side Must Alternate in Making Strokes
• Playing in the wrong order = General Penalty and
  – Must correct or DQ in stroke play

22.4 Starting the Round
• Both partners must be present, but second to play may be ahead in landing area.

22.5 Partners May Share Clubs
• Sharing Clubs is permitted, but total number carried must be 14 or less.