

# 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.