

Rule 23 – Notable Change

- Either partner may take an action regarding the other player's ball (for example: the partner may drop the ball for the player).

Rule 23 – Key Concepts

23.1 Overview of Four-Ball

- Two partners play their own ball.
- Lower score for the hole counts for the side.

23.2 Scoring in Four-Ball

- Both partners do not need to hole out.
- If both partners fail to do so,
 - In match play the side loses the hole
 - In stroke play the side is disqualified.
- In stroke play, score must be clearly identified to partner who made it.

23.3 When Round Starts and Ends, When Hole is Completed

- Round starts when first partner makes first stroke.

Rule 23 – Key Concepts

23.4 One or Both Partners May Represent Side

- Players may not join once hole has begun.
- May give advice to other player even if hole has started.

23.5 Player's Actions Affecting Partner's Play

- Player may take any actions concerning partner's ball.
- Player is responsible for those actions.
- In stroke play, may not agree to leave helping ball in place.

23.6 Side's Order of Play

- Side may play in order in considers best.
- In match play, may not continue hole after conceded stroke, if it will assist partner.

Rule 23 – Key Concepts

23.7 Partner's May Share Clubs

- Provided total number is 14 or less.

23.8 When Penalty Applies to One Partner or Applies to Both Partners

- Penalty applies to both when
 - Breaches Clubs Rule
 - Breach Helps Partner's play
 - In match play, when breach hurts opponent's play.
- Wrong ball never considered helping or hurting play.
- Disqualification penalties:
 - List of penalties that DQ side for only one partner
 - List of penalties that DQ side only if both partners breach
 - Other DQ penalties only apply to partner who breached.