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.
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.