



Rules for Caddieing

Actions Always Allowed

A *caddie* may always take these actions when allowed under the Rules:

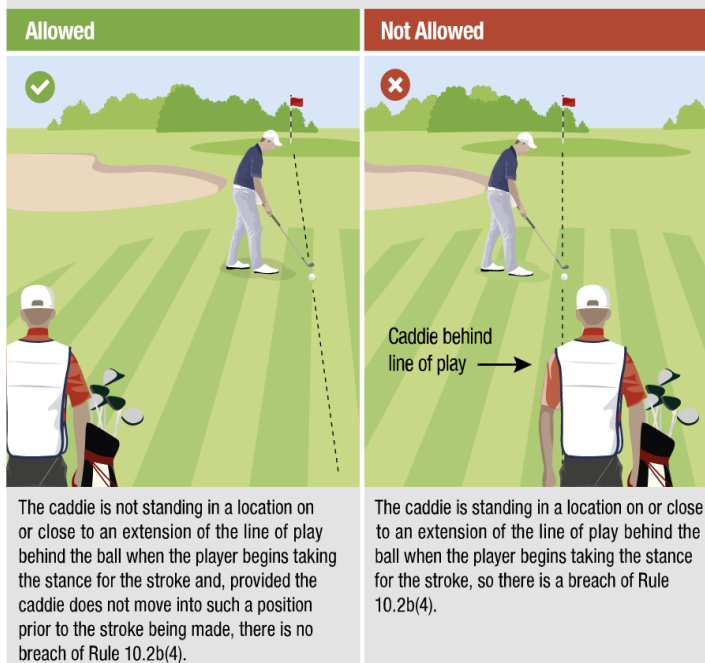
- Carry, transport and handle the player's clubs and other *equipment* (including driving a cart or pulling a trolley).
- Search for the player's ball (Rule 7.1).
- Give information, *advice* and other help before the *stroke* is made (Rules 10.2a and 10.2b).
- Smooth *bunkers* or take other actions to care for the *course* (Rules 8.2 Exception, 8.3 Exception and 12.2b(2) and (3)).
- Remove sand and loose soil and repair damage on the *putting green* (Rule 13.1c).
- Remove or attend the *flagstick* (Rule 13.2b).
- *Mark* the spot of the player's ball and lift and *replace* the ball on the *putting green* (Rules 14.1b Exception and 14.2b).
- Clean the player's ball (Rule 14.1c).
- Remove *loose impediments* and *movable obstructions* (Rules 15.1 and 15.2).

Actions Allowed Only With Player's Authorization

A *caddie* may take these actions with the player's authorization:

- When the player's ball is anywhere except on the *putting green*, lift the player's ball under a Rule requiring it to be *replaced* or after the player has decided to take relief under a Rule (Rule 14.1b).

DIAGRAM 10.2b: CADDIE STANDING IN LOCATION ON OR CLOSE TO LINE OF PLAY BEHIND BALL



Actions Not Allowed

A *caddie* is not allowed to take these actions for the player:

- Concede the next *stroke*, hole or the match to the *opponent* or agree with the *opponent* on the match score (Rule 3.2).
- Deliberately stand on or close to an extension of the *line of play* behind the player's ball when the player begins taking a *stance* for the *stroke* and until the *stroke* is made (Rule 10.2b(4)).
- *Replace* a ball, unless the *caddie* had lifted or *moved* the ball (Rule 14.2b).
- *Drop* or place a ball in a *relief area* (Rule 14.3).
- Decide to take relief under a Rule (such as treating a ball as unplayable under Rule 19 or taking relief from an *abnormal course condition* or *penalty area* under Rule 16.1 or 17); the *caddie* may advise the player to do so, but the player must decide.