

FULLERTON SENIORS GOLF CLUB

LOCAL RULES

Effective January 1, 2024

(November 16, 2023 Revision)

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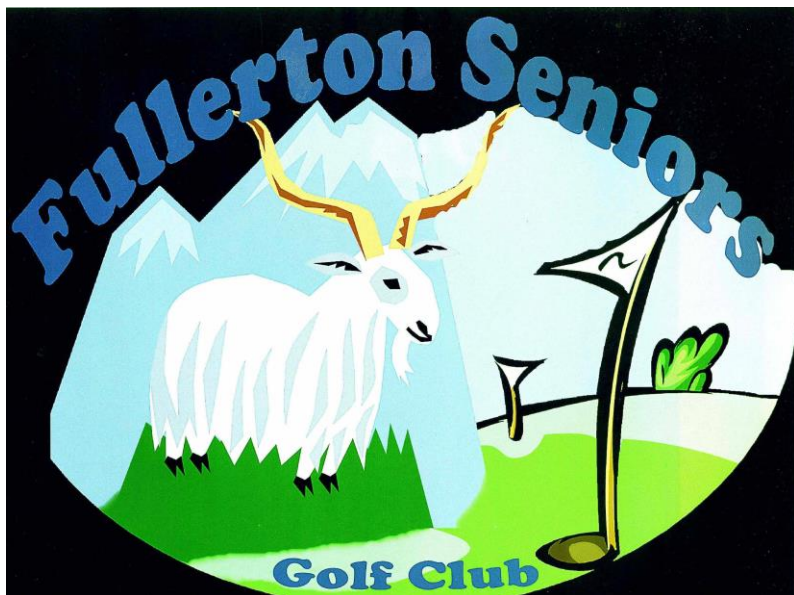
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FULLERTON SENIORS GOLF CLUB LOCAL RULES FOR TOURNAMENT PLAY AT FULLERTON GOLF COURSE

By Rules Committee Members Barry Wrenn, President; Ron Mundwiller,
Tournament Chairman; and Tom Rice, Advisor

PREFERENCE: FSGC Rules of Play are established to ensure that all FSGC golfers are playing the same game by the same rules.

The *USGA Rules of Golf* apply to all FSGC competitions and tournaments. The 2024 USGA and the Fullerton Seniors Golf Club (FSGC) Rules of Golf focus upon **“PACE-OF-PLAY.”** As such, in FSGC competitions, the Club's Rules Committee has amended the rules appropriate to the Fullerton Golf Course and in all forms of FSGC competition. These Rules may be changed by the FSGC Rules Committee at any time deemed necessary. Fullerton Golf Course does not publish local rules, so the following are the “Local Rules of Play” for the FSGC:

Each player is responsible to apply the Rules for their own play. There is one official Score Card for each group and there should always be a backup card. Should there be a question regarding a player's score or rule discrepancy, both shall be resolved by the Captain of the GROUP prior to recording the score and moving onto the next hole. **The Penalty for a Rules Violation is 2 Strokes.**

1. **TEE:** The Silver Ball Markers.

2. **TEE TO GREEN:**

- a. If the Ball comes to rest in the fairway, short cut fringe around the putting surface or putting surface the ball may be lifted, cleaned and replaced before taking the next stroke.
- b. If the Ball comes to rest in the rough, the ball may not be cleaned or touched by the player, but it may be “bumped” no more than 6 inches from where it lies **using ONLY the club face of a golf club.** The Captain of the GROUP shall decide if the ball comes to rest in the rough or the fairway!

3. ON THE GREEN:

- a. All putts must be holed out. The Penalty for not holing out is Disqualification from the Day's Tournament **and a 2 Stroke penalty for Handicap posting.**
- b. Putting with an unattended flag stick left in the hole – USGA 2019 Rule – **No Penalty**
- c. Repairing damage on the putting green – USGA 2019 Rule – Now Permitted.
- d. FSGC Rule – Balls may be moved a max of 6 inches, no closer to the hole to avoid unreparable damage on the putting green.

4. COURSE BOUNDRIES – OUT-OF-BOUNDS (USGA/ FSGC Rule):

- a. Boundary lines are defined by Property Fences, Streets, White Stakes and Local Rules. All of the Ball must have crossed the Boundary Line to be considered Out-Of-Bounds (USGA Rule 18.2a).
- b. In the ABSENSE OF WHITE "OB" STAKES, the ball shall be played as in a LATERAL HAZARD. A LATERAL HAZARD is defined as (1) any creek that borders, or does not border, either side of the fairway the border line of which includes trees, shrubs, weeds, bushes and any other debris (not placed by the FGC grounds-keepers) that encroaches into the rough or a fairway and (2) trees, shrubs, weeds, bushes and any other debris (not placed by the FGC grounds-keepers) behind or surrounding any putting green of each hole is also defined as a LATERAL HAZARD unless noted otherwise.
 - The ball is to be dropped not to exceed 2 club lengths from a LATERAL HAZARD and if the ball comes to rest in the fairway, it may be lifted, cleaned and placed (Per 2a above). **Penalty – 1 Stroke**
 - if the ball is dropped within 2 club lengths of a LATERAL HAZARD and comes to rest in the rough it may not be cleaned or touched by the player after the ball is dropped, but it may be "bumped" no more than 6 inches from where it lies using ONLY the club face of a golf club (Per 2b above). **Penalty – 1 Stroke**
 - If any ball comes to rest in a pile of debris placed anywhere on the golf course by FGC ground-keepers, the ball (if found or not found) may be dropped 1 club length, no closer to the Hole – **No Penalty**
 - The presence of **2 or more WHITE STAKES** will prevail and will be played per USGA Rules.

- The absence of WHITE STAKES herein will apply on either side of every fairway & behind all putting greens.



EXAMPLE, HOLE #1: In the absence of “WHITE OB STAKES,” the ball shall be played as a “Lateral Hazard.” A “Lateral Hazard is defined as (1) any creek that borders, or does NOT border, either side of the fairway, the BOARDER LINE OF WHICH (i.e., **the Imaginary RED LINE as shown in the example**) includes trees, shrubs, weeds, bushes and other debris (not placed by the FGC grounds-keepers) that encroaches into the rough or fairway and behind Holes 1, 4, 6 and 11 (REF 4b. herein).

5. TAKING RELIEF:

- a. **From a Hazard** – The Ball must be dropped within 2 Club Lengths (no closer to the Hole) of the spot where the Ball “ENTERED/CROSSED” the Hazard. **Penalty 1 Stroke.**
- b. **From a Water Hazard defined by a creek or pond** across any fairway between the Tee & Green, the 2nd Ball may be (1) played where it lies inside the Water Hazard at the player’s risk or (2) dropped behind the Water Hazard on a line between the flag and the spot from where the ball Entered/Crossed the Water Hazard as far back as desired. **Penalty 1 Stroke.**
- c. If any ball that comes to rest in the Water Hazard on the side nearest the putting green, the ball may be (1) played untouched as it lies inside the water hazard and at the player’s risk or (2) removed from the Water Hazard by 2 club lengths, no closer to the hole: **Penalty 1 Stroke.**
- d. **From a Drainage Ditch** the Ball (when found) must be dropped within 1 Club Length (no closer to the Hole) of the spot where the Ball Entered/Crossed the Drainage Ditch – **No Penalty.** If the Ball was observed entering a Drainage ditch and cannot be found, it is to be dropped where it was observed Entering/Crossing the Ditch – **No Penalty.** Applies to Holes 1 (under the bridge), 3, 4, 5, 9, 10, 15, 16 and 18.
- e. **From a Boundary Fence** – The Ball must be dropped within 1 Club intervals where a clear Stance and Swing can be achieved (no closer to the hole). **Penalty 1 Stroke.** A golfer (at his/her risk) may play their golf ball by bumping the golf ball no more than 6 inches, no closer to the hole. **No Penalty.**
- f. **From a Protective Fence & All Manmade Objects** such as Cart Path, Electrical Box, Sprinkler Head, Drainage Ditch, etc.) the Ball must be dropped at 1 Club intervals where clear stance and swing can be achieved (no closer to the hole) – **No Penalty**
- g. **From Designated Ground Under Repair (GUR) Areas** - The Ball (Lost or Found) may be (1) played within the GUR area at the player’s risk; or (2) dropped (left or right) from where the ball came to rest in the GUR, 2 Club Lengths from the left or right border of the GUR, no closer to the hole. – **No Penalty.**
- h. **Unplayable Lie:** The player can declare an unplayable lie anywhere on the golf course EXCEPT in a hazard. Option 1: 2 Club Lengths, no closer to the hole - **1 Penalty;** Option 2: the ball is to be dropped from a line between the flag and the site of the unplayable lie as far back as desired - **Penalty 1 Stroke.**

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6. BUNKERS:

- a. For moving/touching a loose impediment in the bunker - **No Penalty**. Relief may be taken outside the bunker on a line from the hole through where the ball came to rest – **Penalty 2 Strokes**.
- b. FSGC Rule – If the ball comes to rest in a footprint or unraked damage, the ball may be lifted, the area raked and the ball dropped (from knee height) before proceeding – **No Penalty**.

7. BALL IN MOTION:

- a. Accidental deflection – If the ball hits a player, a person attending the flagstick, a removed flagstick or inadvertent movement of the ball by nature or a golfer - **No Penalty**.
- b. Double hit – There is **No Penalty** if the player accidentally hits the ball more than once during a stroke.

8. BALL DROPPING PROCEDURE: The Ball must be dropped straight down from knee height with the player in standing position. New USGA 2019 Rule.

9. HITTING FROM A HAZARD (PENALTY AREA) – If the player moves loose impediments, touches the ground with hand or club or grounds the club - **No Penalty**. If the player intentionally moves the ball that is “IN” the hazard – **Penalty 2 Strokes**

10. PROVISIONAL and LOST BALLS – Per the following options:

- a. Player may hit a Provisional Ball and if played – **Penalty 1 Stroke**.
- b. If the Provisional Ball is played from the Tee and the 1st Ball is found, the 1st Ball becomes the ball in play - **No Penalty**
- c. Play the Provisional Ball until where the 1st ball is believed lost or OB and If the ball is not found, then the Provisional Ball becomes the ball in play – **Penalty 1 Stroke**; and if the original ball is found it becomes the ball in play – **No Penalty**.
- d. For any Lost Ball not found within 3 minutes, the player MUST drop a ball where deemed lost, no closer to the hole - **Penalty 1 Stroke..**

11. SEARCH TIME: The maximum time allowed for searching for a lost ball is 3 minutes – USGA Rule 2019

12. FULLERTON GOLF COURSE HOLE Specific FSGC Rules:

- a. The Creek where it crosses in front of Holes #1, #3, #9 & #10 is to be played as a Water Hazard **per 5b herein**.

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- b. The Creek to the Right (East) side of Holes #3 & #4 is to be played as a Hazard; relief is 2 Club lengths from Entry/Crossing; no closer to the hole, - **Penalty 1 Stroke**
- c. Hole #1 – If the Tee Shot comes to rest Left of the Cart Path before the Bridge or on the 9th hole the ball may be dropped on the 1st hole opposite where it came rest on the 9th hole, 2 club lengths from the tree line on the left side of the 1st fairway - **Penalty 1 Stroke**. If the tee shot comes to rest under the bridge, drop the ball 2 club lengths from the right side of the bridge **Penalty 1 Stroke**.
- d. Holes #1 & #2 – From Tee to Green the area on the “Right Side” of the Cart Path is designated as a Hazard (Rule 5a) & the ball to be dropped 2 club lengths left of the cart path - **Penalty 1 Stroke**.
- e. Hole #10 – Any Ball that lands beyond the Creek but Rolls back into the Creek is played as a Lateral Hazard
- f. Hole #15



OUT OF BOUNDS is everything inside the cart Path from the tee box to where the cart path intersects the street. **Tee 3rd Shot from the Drop Zone**; and any ball hit into the street and stays in the street or in the right side of the street is OB. **Tee 3rd shot from the Drop Zone**.

Any ball that comes to rest on the cart path may be dropped 2 club lengths on the left side of the cart path, no closer to the Hole – **No Penalty**.

Any ball that comes to rest on the rocks of the dam behind the putting green is OB. **Tee 3rd shot from the Drop Zone**.

Any ball (Lost or Found) that comes to rest in the Culvert behind the putting green must be dropped 2 club lengths from the Culvert, no closer to the hole: **1 Penalty**

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Hole #15 Continued:

Any Lost Ball must be played per Rule 10d herein.

Any ball that enters the drainage ditch from either side of the fairway may be removed and dropped 2 club lengths from the ditch on the right side of Entry/Crossing, no closer to the hole. **No Penalty.**

If any ball is seen entering the ditch from either side of the fairway and is swept into the “covered” part of the ditch, a 2nd ball must be dropped within 2 club lengths of the entrance into the covered part of the ditch and no closer to the hole. **No Penalty**

- g. Hole #16 – FSGC Rule: If the ball hits an Electric Power Line Transformer or Pole, re-hit from the original spot – **No Penalty**