

# Firewheel Senior Golf Association

## Local Rules for 2019

### Playing Rules:

#### 1. Ready Golf:

Playing out of turn in a safe & responsible way is expected. Players should make a stroke in no more than 40 seconds after able (or should be able) to play without interference or distraction. A player should usually be able to play more quickly than that and is encouraged to do so. [ref: ROG Rules 5.6 & 6.4]

#### 2. Maximum Score:

The maximum score in stroke play will be double par. [ref: ROG rule 21.2]

#### 3. Mulligan:

No 'mulligans' are permitted in official FSGA tournaments or optional competitions. In the interest of pace of play, 'mulligans' are discouraged during all play days.

#### 4. Pace of Play:

The maximum allowable pace-of-play *without recourse* is 4 hours and 30 minutes. All players / groups are expected to maintain this pace.

A. Any group that falls more than one full hole behind the pace-of-play must skip the open hole and resume play behind the preceding group to restore pace of play. Players will then record the maximum number of strokes for the open hole. This rule may be invoked by the Firewheel staff such as the course marshals or by the group that is being delayed. In tournament play, all members of the playing group are *subject to penalty* for breach of this rule. [Penalties are defined by the Rules of Golf, rule 1.3]

B. Alternatively, the overtaking group can be allowed to 'play through'. The exception to this rule is if the open hole is caused by the group in front playing excessively ahead of pace (such as a group of less than four players) while the group being overtaken is playing 'on pace'. The overtaking group should then be allowed to 'play through' at the next available opportunity.

#### 5. Preferred Lies:

When a player's ball lies in a part of the *General Area*, the player may take free relief once by placing the ball in and playing it from this relief area (original ball or another ball):

Reference Point: Spot of the original ball.

Relief Area: Within one club length from the reference point with these limits:

Must not be nearer the hole than the *Reference Point*, and

Must be in the *General Area*.

[The ball may be cleaned any time the player is allowed to take relief in accordance with this rule.]

#### 6. Bunkers:

[ref: ROG rule 12.]

*Bunkers* will be played 'down' unless announced otherwise on tournament or play day.

A. If a player's ball comes to rest in a footprint or poorly conditioned area within the bunker, then the player is allowed to 'Lift, Rake, & Place' their ball without penalty as near as possible to the original location, no closer to the hole.

B. Player is allowed to declare their ball as unplayable and take 'Normal' relief within the bunker for a penalty of one stroke. Such relief may be either lateral within two club lengths, or back-on-the-line within one club length (ball must remain in the *bunker*). [ref: ROG rule 19.3a.]

Back-on-the-line is a straight line from the hole through the spot of the original ball (no nearer the hole).

C. Player is allowed to declare their ball as unplayable and take 'Extra' relief outside the bunker for a penalty of two strokes. Such relief must be straight back-on-the-line from the hole through the spot of the original ball. [ref: ROG rule 19.3b.]

Once in play, the player is allowed to proceed in accordance with other applicable Local Rules. [For example, if the ball is now within an area allowing a preferred lie.]

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### 7. Penalty Areas:

*Penalty Areas* are marked by painted lines or a series of painted stakes [red and/or yellow]. All creeks and ponds are considered to be *Penalty Areas*. Firewheel also has a number of dense briar-type patches of undergrowth on the course. Additionally, there are drainage/marshy areas that often collect and retain water. These areas are all to be treated as *Penalty Areas* and played accordingly, whether such areas are marked or not.

Player may play his or her ball as it lies within the *Penalty Area* or take relief for a penalty of one stroke. When taking relief under this rule, the player must put their ball into play within a relief area as determined by establishing reference point(s) according to the Rules of Golf.

Once in play, the player is allowed to proceed in accordance with other applicable Local Rules. [For example, if the ball is now within an area allowing a preferred lie.] [ref: ROG Rule 17.]

The area to the right of the cart path on Masters hole # 4 is a *Penalty Area* (creek edge of path).

### 8. Abnormal Course Condition:

Player is entitled to free relief from abnormal course conditions anywhere on the course except when ball is in a *Penalty Area*. Abnormal course conditions include animal holes, ground under repair, immovable obstructions, or temporary water.

Proceed under the Rules of Golf if these conditions exist in the *General Area, Tee Area, Bunker, or Putting Green*.

Player is also entitled to optionally take 'Extra' relief from these conditions in a *Bunker* for a penalty of one stroke. Player may then take relief outside the *Bunker* straight back on the line from the hole through the spot of the original ball as described by the Rules of Golf rule 16.1c.

### 9. Ball Striking Electrical Power Line:

Balls striking an electrical power line (not tower or guy wires), must be replayed from origin of stroke, without penalty. [Firewheel Golf Park Local Rule]

### 10. Stroke-and-Distance Relief:

All fences separating the golf course from housing areas, fields, streets, and roads are considered out of bounds. White stakes also mark out of bounds. All streets and backyards are out of bounds. If a player's ball is thought to be out of bounds, the player may either hit a provisional ball according to the rules of golf, or advance directly to the area where the ball is likely to be found. If the original ball is found to be in bounds, then it must be played and the player incurs no penalty. If the ball is out of bounds, the player incurs a stroke-and-distance penalty and must play the provisional ball.

If no provisional ball was hit:

If a player's ball has not been found or is known or virtually certain to be out of bounds, the player may proceed as follows rather than returning to the spot of the last stroke. Player may take relief by dropping in an enlarged relief area defined by two reference points:

a. *Ball Reference Point*: The point where the original ball is estimated to have come to rest on the course, or last crossed the course boundary to go out of bounds.

b. *Fairway Reference Point*: The point of fairway that is nearest to the *Ball Reference Point* (a.) not nearer the hole. For the purposes of this rule, 'fairway' means any area of the hole being played that is cut to fairway height or less.

The relief point is anywhere between:

a line from the hole through the *Ball Reference Point* (and within two club-lengths to the outside of that line), and a line through the *Fairway Reference Point* (and within two club-lengths to the fairway side of that line); but with these limits:

Must be in the *General Area*, and

Must not be nearer the hole.

Penalty is two [2] strokes.

[ref: ROG Rule 18.]

### 11. Putts:

All putts must be holed during official FSGA Tournaments, events, and optional competitions.

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### 12. Teeing Ground:

The FSGA uses the following tees for tournaments:

Men play from the white tee markers;

Women play from the red tee markers.

Players 80 years of age or older may move forward by one tee to the next *rated tee*. Players turning 80 within the calendar year may also move forward.

Rated tees vary from course to course; consult with the Firewheel staff or the 'Committee' governing play for information specific to each course.

Members are free to play from any rated tee on Play Days, provided they comply with our other local rules & the ROG. Players are encouraged to choose tees that allow them to fully comply with FSGA pace of play requirements.

### 13. Disputes and Decisions:

The FSGA does not appoint a *referee* or other *rules officials* for actual on-the-course play. As such, the members are expected to be self-officiating and conduct play in accordance with the Rules of Golf. If during play a player has doubts as to procedure, said player should follow the Rules of Golf and our local rules.

Any dispute or doubtful rule point should then be referred to the 'Committee' governing play. The 'Committee' will decide any dispute at the conclusion of on-the-course play.

Course *marshals* employed by the Firewheel staff are empowered to monitor/enforce pace of play, ready golf, lost ball time limit, mulligan, and other similar issues.

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### Non-Playing Rules:

#### 1. **Tournament Participation:**

In order to participate in official FSGA Tournaments (Association Tournaments), all players must meet the following requirements:

- A. Player must be a member in good standing.
- B. Player must have an official FSGA handicap.
- C. Player must have played with the FSGA at least once during the 4 weeks immediately prior to the specific tournament. Such play shall be other than in an official Association Tournament.

#### 2. **Score Cards:**

All members are required to turn in an official, signed score card after each round played with the FSGA. Each scorecard must include:

**Signature** of each player

**Date**

Hole-by-hole **Scores** [plus properly added totals]

**Tees** played

Printed **Last Name**

Printed **First Name**

If a player is entered in an optional competition [side pot, birdie pool, etc.], then such entry must be indicated on the card.

It is recommended that when more than two play in a group, the scores of all players be recorded on a single, signed card [no duplicate scorecards].

(This is a courtesy to the staff and handicap committee that greatly simplifies the scoring process.)

#### 3. **Handicaps:**

All FSGA handicaps are based upon player's scores in the GHIN handicap system maintained by Firewheel. (A portion of the FSGA annual fees is allocated to this purpose.) Scores from official, signed scorecards are entered into the system on a periodic basis. (Other official scores may also be entered.)

Member scorecards from other courses or other days will also be entered provided all required items are included.

An official GHIN Handicap Index will be used for all tournaments. Until sufficient scorecards are accumulated, a manually calculated FSGA handicap will be used based upon the player's scores to date. No retroactive handicapping system will be used for official tournaments (i.e. – Callaway, Peoria, etc.).

For handicap purposes, each scorecard must include a minimum of two signatures. Therefore, no card from a member playing alone will be used for handicap. [A non-member or guest can attest to a member's score provided said person played with the member & signed the card.]

#### 4. **Deciding Ties:**

The FSGA uses a scorecard playoff system to break ties. Replaying the scorecard in reverse order breaks ties, unless announced otherwise. [This also applies to other optional competitions such as side pots, etc.] Gross scores are used in tie-breaking situations.

#### 5. **Course Handicap:**

For equitable play, each individual player's adjusted course handicap is used according to USGA recommendations. This adjusted course handicap is based upon each player's Handicap Index [H.I.]. The course rating, slope rating, player's gender, and tees are then used to determine the adjusted course handicap from the H.I. for FSGA competitions.