



FULLERTON SENIORS GOLF CLUB

LOCAL RULES

Effective May 4, 2026

(May 4, 2026 Revision)

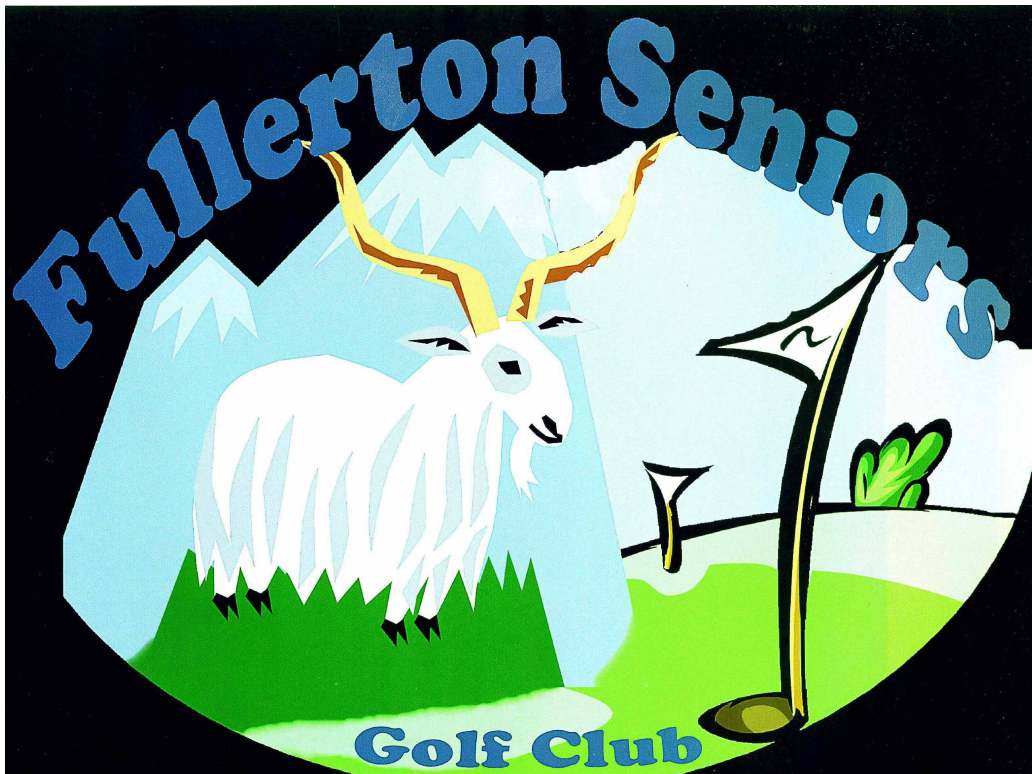
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FULLERTON SENIORS GOLF CLUB LOCAL RULES FOR TOURNAMENT PLAY AT FULLERTON GOLF COURSE

Rules Committee Members: Larry Newman, President; Ron Mundwiller, Tournament Chairman; and Joe Vickary, Advisor

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

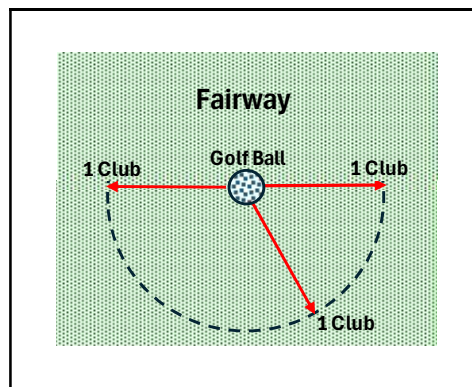
The *USGA Rules of Golf* apply to all FSGC competitions and tournaments. The USGA and the Fullerton Seniors Golf Club (FSGC) Rules of Golf focus upon **“PACE-OF-PLAY.”** As such, in FSGC competitions, the Club’s Rules Committee has amended the rules appropriate to the Fullerton Golf Course and in all 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 it may be placed within 1 club length to the right, left or behind from where the ball came to rest. The ball may be lifted, cleaned and placed (**no closer to the hole**) before taking the next stroke (**No Penalty**).



- b. If the Ball comes to rest (1) on the short cut fringe around the putting surface or (2) on the putting surface, the ball may be lifted, cleaned and placed no more than 6” (**no closer to the Hole**) before taking the next stroke (**No Penalty**).
- c. 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.
- d. The Captain of the GROUP shall decide if the ball comes to rest in the Fairway or the Rough.

3. **ON/AROUND 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) is now permitted (**No Penalty**).
- d. Balls may be dropped a max of 6 inches, **no closer to the Hole**, (1) to avoid putting through sprinkler heads that border the putting greens and (2) to avoid putting through unrepairable damage on the putting surface (**No Penalty**). Captains will define “unrepairable damage” on the putting surface.

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

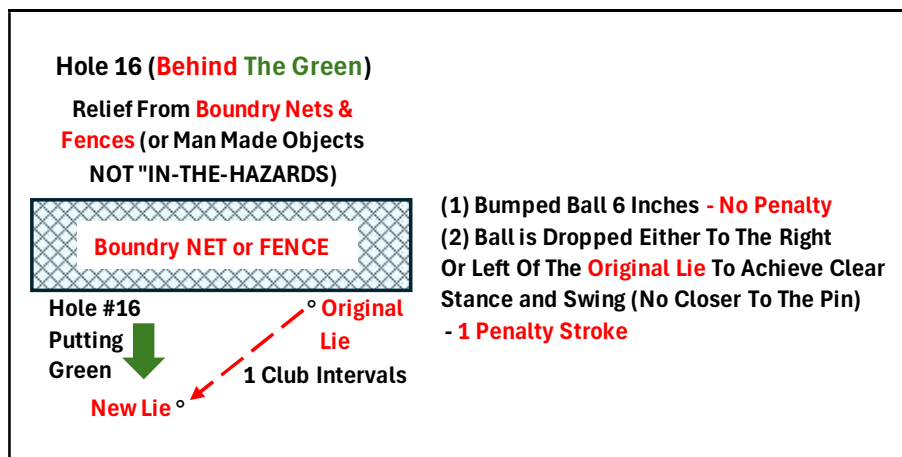
- a. Unless noted otherwise, **On “ALL” 18 Holes From Tee to Green**, balls hit “OUT OF BOUNDS” OR “IN THE CREEK” shall be played as a LATERAL HAZARD including all adjacent, unplayable lies within trees, shrubs, weeds, bushes and any other debris (not placed by the FGC ground keepers) that border the HAZARDS. The ball is to be dropped 2 club lengths from the LATERAL HAZARD (**no closer to the Hole**) and if the ball comes to rest in the fairway, it may be lifted, cleaned and placed (Per 2a above) **Penalty – 1 Stroke**
- b. Unless noted otherwise, all adjacent, unplayable lies that come to rest in trees, shrubs, weeds, bushes and any other debris (not placed by the FGC ground keepers) **BEHIND OR SURROUNDING ANY PUTTING GREEN** on each hole is also defined as LATERAL HAZARD. The ball is to be dropped 2 club lengths (**no closer to the Hole**) from the 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**
- c. 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 2c above) (**no closer to the Hole**). **Penalty – 1 Stroke**
- d. **GROUND KEEPER PLACED DEBRIS:** If any ball comes to rest in a pile of debris placed anywhere on the golf course by the Ground Keeper **AND FOUND**, the ball is to be dropped 2 club lengths from the debris (**no closer to the Hole**) and if the ball comes to rest in the fairway, it may be lifted, cleaned and placed (Per 2a above) - **No Penalty**. If the ball is **NOT FOUND**, the shot shall be played as a “LOST BALL” and placed where the ball is determined lost by the Group’s Captain. **Penalty – 1 Stroke**
- e. Shots that enter the HAZARDS (i.e., adjacent trees, shrubs, weeds, bushes and any other natural debris in the HAZARDS) may be played the at “**THE PLAYER’S RISK**” as the ball lies untouched (and is NOT to be bumped 6 inches). - **No penalty**

5. TAKING RELIEF:

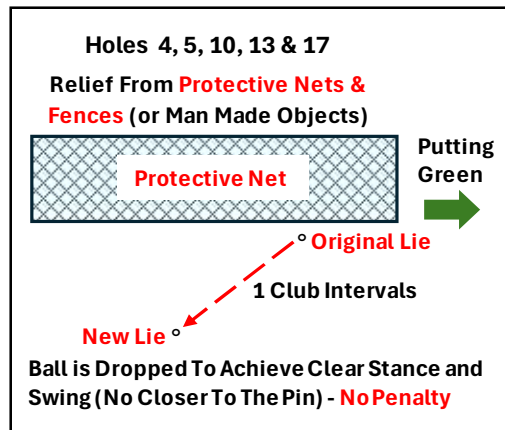
- a. **FROM A HAZARD** – The Ball must be dropped within 2 Club Lengths (**no closer to the Hole**) of the spot from where the Ball “ENTERED/CROSSED” the Hazard. **Penalty 1 Stroke.**
- b. **FROM A WATER HAZARD** defined by a creek or pond that crosses any fairway between the Tee & Green.
 - (1) If any ball that comes to rest in the WATER HAZARD on the side **nearest the TEE BOX**, the 2nd Ball may be (1) played where it lies inside the Water Hazard at the player’s risk: **No Penalty** 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.**
 - (2) If any ball that comes to rest in the WATER HAZARD on the side **nearest the PUTTING GREEN**, the ball may be (1) played as it lies inside the water hazard and at the player’s risk: **No Penalty** or (2) removed from the Water Hazard by 2 club lengths on the flat surface, (**no closer to the Hole**): **Penalty 1 Stroke**
- c. **FROM A DRAINAGE DITCH** the Ball (when found) must be dropped within **2 Club Lengths (no closer to the Hole)** from 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 closer to the Hole**) – **No Penalty**. Applies to Holes 3, 4, 5, 9, 10, 15, 16 17 and 18.

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- d. **FROM DESIGNATED GROUNDS UNDER REPAIR (GUR)** - 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**.
- e. **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**) – **Penalty 1 Stroke**; Option 2: the ball is dropped from a line between the flag and the site of the unplayable lie as far back as desired - **Penalty 1 Stroke**.
- f. **BALL DROPPING PROCEDURE:** The Ball must be dropped straight down from knee from a standing position. New USGA 2019 Rule.
- g. **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**.



- h. **FROM A PROTECTIVE NET (and MAN-MADE OBJECTS** such as Cart Path, Electrical Box, Sprinkler Head, Drainage Ditch, etc.) the Ball may be dropped at 1 Club intervals where clear stance and swing can be achieved (**no closer to the Hole**) – **No Penalty**



NOTE: Any ball that rolls “underneath” the **Protective Net** and comes to rest on the adjacent Hole may be dropped directly opposite of the **Protective Net** on the hole-in-play per 5h above.

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.
- c. **Practice Swings:** (1) **Striking the ball from the Tee Box or Putting Green:** Replace the ball to its original position and continue play – **No Penalty**; (2) **striking the ball from the Fairway, Rough, Bunkers and Penalty Areas:** (a) Replace the ball to its original position – **Penalty 1 Stroke**; (b) Failure to replace the ball to its original position - **Penalty 2 Strokes**.

8. BALL DROPPING PROCEDURE:

- a. 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)

- a. 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 – **Penalty 2 Strokes**

10. LOST BALLS - Per the following options:

- a. Unless otherwise noted, any ball NOT FOUND within 3 minutes of search will be designated as a “LOST BALL” and another ball must be dropped where the designated LOST BALL was determined to be Lost (**no closer to the Hole**) - **Penalty 1 Stroke**.

- b. **NOTE:** Per FSGC Rules, a ball played from the Tee Box becomes either (1) a ball hit into a Hazard or (2) a ball that comes to rest anywhere else on the golf course that is defined as a LOST BALL, both of which shall be played Per FSGC Rule 5 (Relief From a Hazard) or FSGC 10a (herein) – **Penalty 1 Stroke**.

11. SEARCH TIME:

- a. The maximum time allowed in searching for a lost ball is 3 minutes – USGA Rule 2019

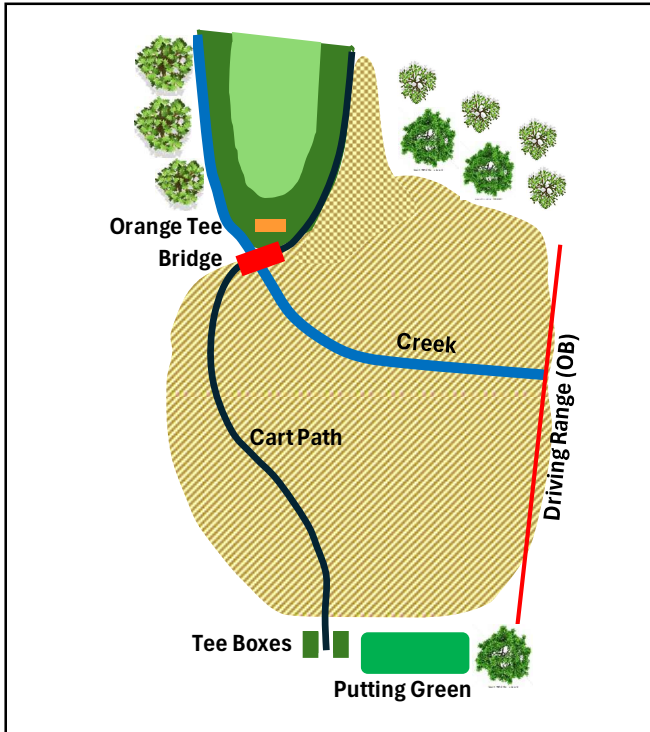
12. PLUGGED BALL:

A ball is “**PLUGGED**” when it lands and embeds itself in its own pitch-mark ONLY on the fairway or rough, partially or fully hidden by the turf, taking relief by:

- (1) **Marking the Spot:** where the ball is embedded.
- (2) **Checking To Confirm:** that your ball is actually “**EMBEDDED IN ITS OWN PITCH-MARK**” (not just sitting in a divot or a hole made by a burrowing animal).
- (3) **Lifting and Cleaning:** the ball.
- (4) **Dropping Your Ball:** from knee height 1 club-length directly behind the original spot (i.e., **no closer to the hole**). **No Penalty**

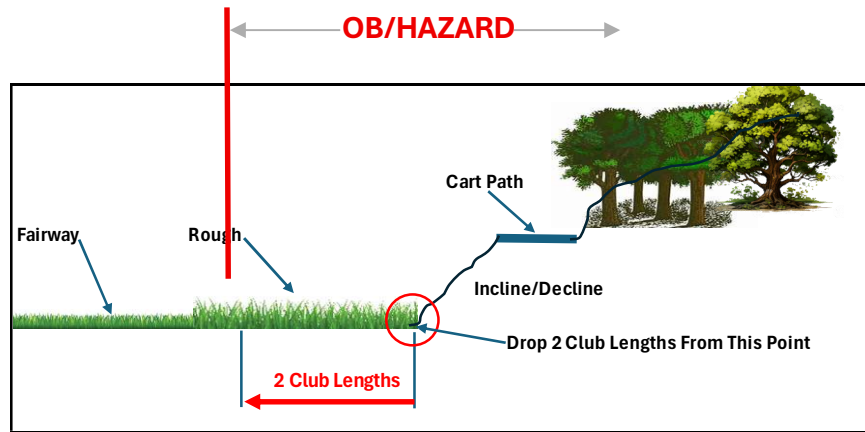
13. **FULLERTON GOLF COURSE HOLE Specific FSGC Rules:**

- a. A Player, at any time, who decides to play a shot at His/Her risk also accepts the results of their decision.
- b. The Creek where it crosses in front of Holes #3, #9 & #10 is to be played as a Water Hazard per **5b & 5c** herein.
- c. **HOLE #1:**

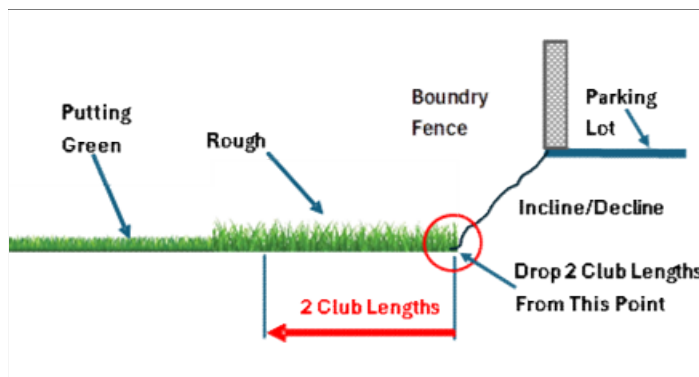


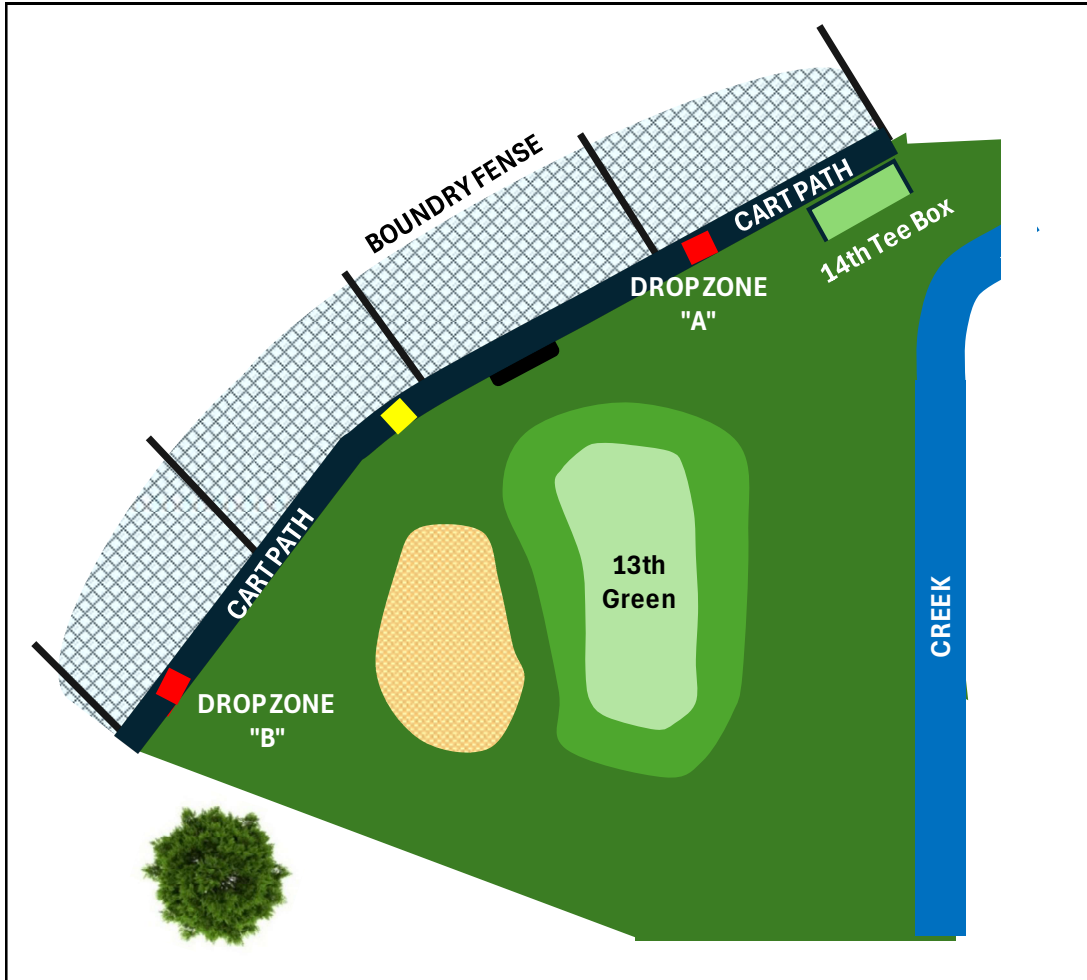
HOLE #1: (1) From Tee to the Green when the ball comes to rest on the right side of the cart path, the ball shall be played as a Lateral Hazard per 4b & 4c herein), **(2) From the Bridge to the Green** the creek is to be played as a Lateral Hazard per 4b & 4c. **(3) Tee shots that fly directly over the bridge & straight into the creek:** the 3rd shot is to be dropped (NOT using a Tee) on either side (but not between) the orange Tee Markers: **Penalty 1 Stroke.** **Shots hit from (1) & (2)** require 2 club lengths (**no closer to the Hole**) from where the ball ENTERED/CROSSED into the Hazard: **Penalty 1 Stroke.**

- d. **HOLE #2:** Any ball hit into the hazard (trees to the right of the Cart Path) is to be dropped where the ball "CROSSED/ENTERED" the hazard, 2 club lengths from where the decline of the hill meets the flat surface of the fairway/rough (**no closer to the Hole**), **Penalty 1 Stroke.**



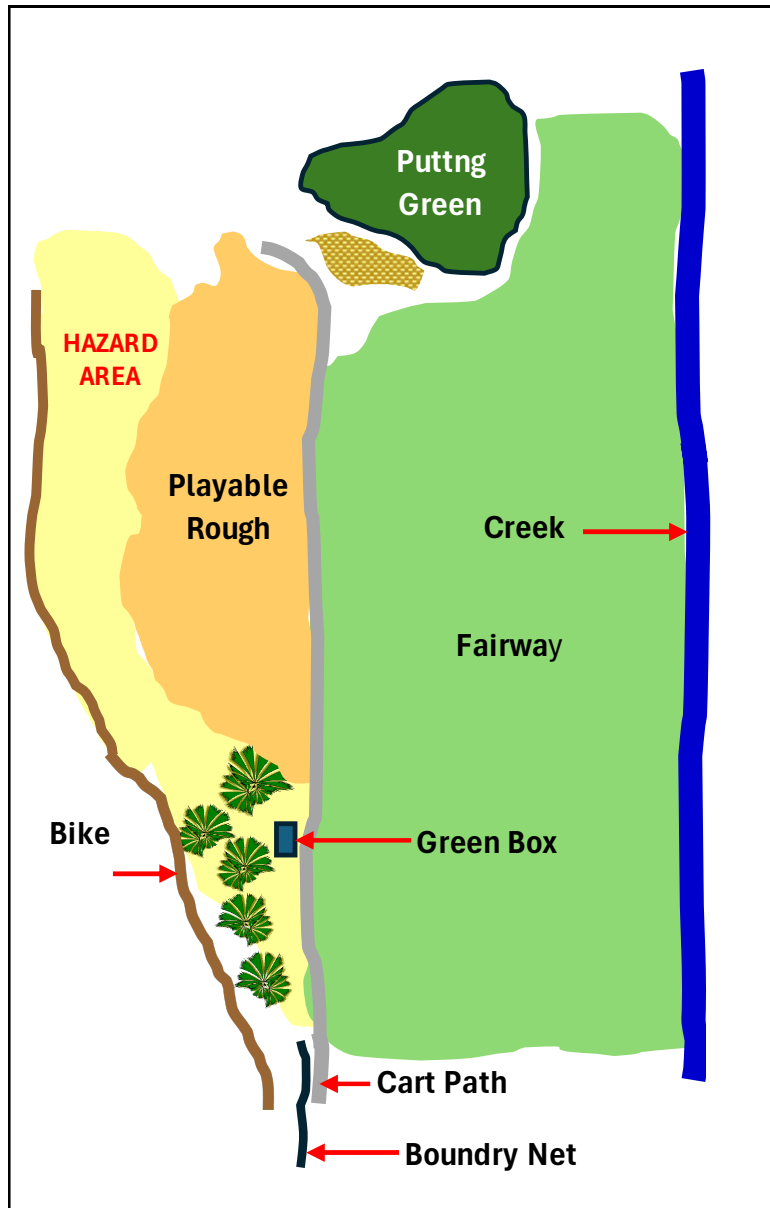
- e. **HOLE #3:** (1) The Creek which borders the left side of the fairway to the turn of the creek that crosses the entire fairway: 2 club lengths from where the ball ENTERED/CROSSED the creek (**no closer to the Hole**) - **Penalty 1 Stroke**. (2) The point from which the creek to the bridge becomes a WATER HAZARD (See 5b & 5c herein) - **Penalty 1 Stroke**
 - f. **HOLE #4:** The Creek to the Right side of the fairway on Hole #4 is to be played as a Lateral Hazard: 2 Club lengths from where the ball ENTERED/CROSSED the hazard (**no closer to the Hole**) - **Penalty 1 Stroke**
 - g. **HOLES #4 & #5** – Any ball that hits the Protective Net (on the Left and/or Right sides of the Fairway) may be dropped at 1 Club Length intervals where clear stance and swing can be achieved (**no closer to the Hole**) – **No Penalty** (See 5h herein).
- NOTE:** Any ball that rolls “underneath” the **Protective Net** and comes to rest on the adjacent Hole may be dropped directly opposite of the **Protective Net** on the hole-in-play per 5h above
- h. **HOLES #5, #6, #7 & #8:** Balls hit into residential backyards are to be played as Lateral Hazards and dropped where the ball has “CROSSED/ENTERED” the Hazard, 2 Club Lengths (**no closer to the Hole**) – **Penalty 1 Stroke**
 - i. **HOLE #9:** Any “Shot” hit into the first fairway (Hole #1): (1) may be played as the ball lies (at the player’s risk); (2) or the ball may be dropped on the 9th hole opposite where it came rest on the 1st hole, 2 club lengths from the tree line on the left side of the 9th fairway (**no closer to the Hole**) - **Penalty 1 Stroke**

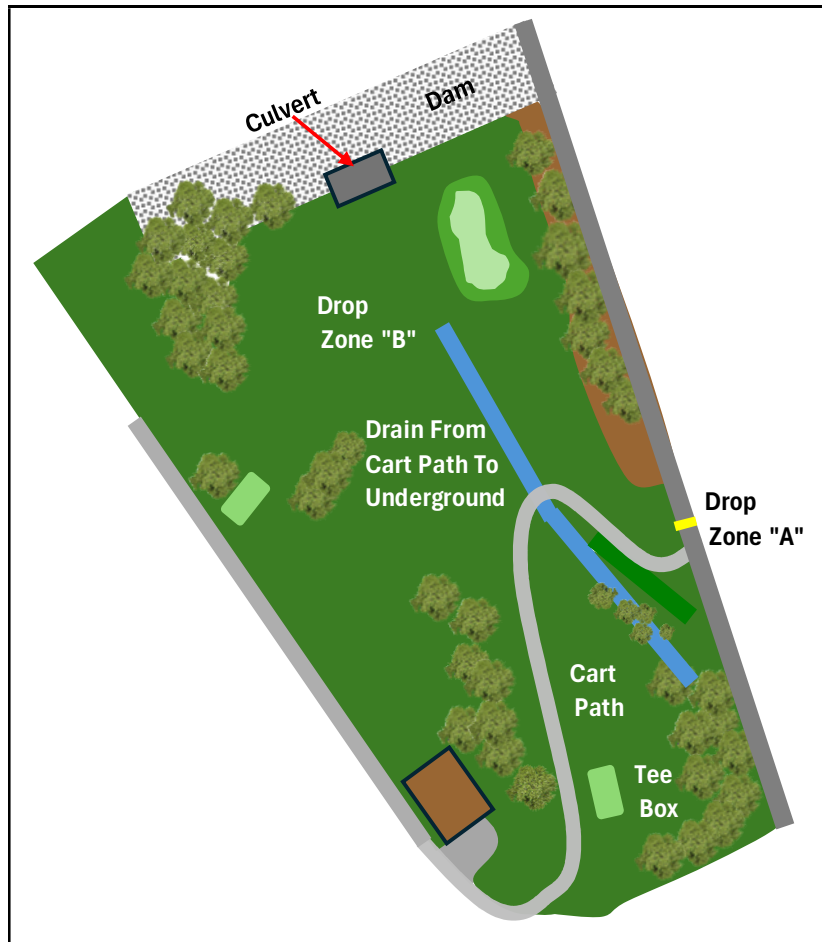




o. HOLE #14

- (1) Any shot enters the "**HAZARD AREA**" (*i.e., the Debris*) on the left side of the Fairway is to be played as a Lateral Hazard and dropped where the ball "CROSSED/ENTERED" the Hazard, 2 Club Lengths (**no closer to the Hole**) – **Penalty 1 Stroke**





p. **Hole #15**

- (1) Inside, and including the Cart Path from the tee box to where the Cart Path intersects the street is **OB**. **Penalty 1 Stroke** and **your 3rd Shot to be hit from Drop Zone A** (Yellow "STRIPE" on the curb).
- (2) Any ball hit into the street and stays in the street is **OB**. **Tee 3rd shot from Drop Zone A – 1 Penalty Stroke**.
- (3) Any ball that comes to rest on the cart path is **OB** and must be dropped from **Drop Zone A – No Penalty stroke**.
- (4) Any ball that comes to rest in the rocks of the dam behind the putting green is **OB**. Drop the ball at the base of the dam 2 club lengths (**no closer to the Hole**) to the right or left from where the ball "CROSSED/ENTERED" into the dam where a clear stance and swing can be achieved - **Penalty 1 Stroke**
- (5) Any ball (**Lost or Found**) that comes to rest in the Culvert behind the putting green must be dropped 2 club lengths from **Drop Zone B (no closer to the Hole)** - **Penalty 1 Stroke**
- (6) Any ball that enters the drainage ditch from either side of the fairway may be removed and dropped 2 club lengths (**no closer to the Hole**) from the "**RIGHT SIDE**" of the drainage ditch - **No Penalty**
- (7) If any ball is seen entering the drainage ditch from either side of the fairway **and is swept into the "covered" part of the ditch**, your next ball must be dropped from **Drop Zone B**, 2 club lengths from the entrance into the covered part of the drainage ditch (**no closer to the hole**) - **No Penalty**

q. HOLE #16:

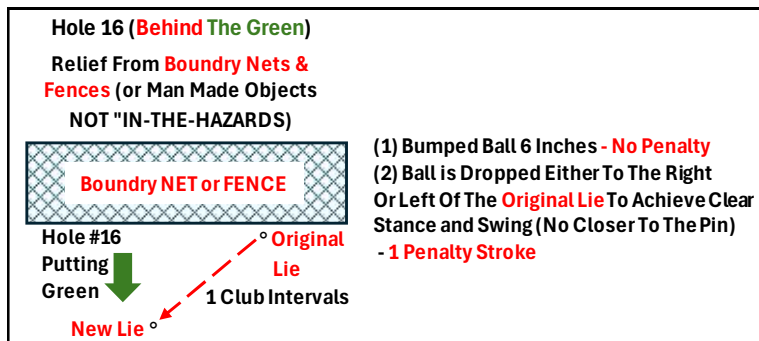
- (1) If the ball hits an Electric Power Line, Transformer or Pole, re-hit from the previous spot – **No Penalty**
- (2) Any ball **"BEYOND THE CONCRETE DRAIN"** (left of the Orange Tee Box) that comes to rest (1) in the creek or (2) left of the creek shall be played as a Lateral Hazard (Per 4a herein). The ball is to be dropped 2 club lengths from the LATERAL HAZARD (**no closer to the Hole**) and if the ball comes to rest in the fairway, it may be lifted, cleaned and placed (Per 2a herein). **Penalty 1 Stroke**

NOTE: Shots that enter the HAZARDS (i.e., adjacent trees, shrubs, weeds, bushes and any other natural debris in the HAZARDS) may be played the at **"THE PLAYER'S RISK"** as the ball lies untouched (and is NOT to be bumped 6 inches). - **No penalty**

- (3) If a ball comes to rest next to the BOUNDARY FENCE behind the Putting Green:

OPTION 1: If Relief is taken, the Ball must be dropped within 1 Club intervals to where a clear Stance and Swing can be achieved (**no closer to the Hole**). **Penalty 1 Stroke.**

OPTION 2: A golfer (at the golfer's risk) may play their golf ball by bumping the golf ball no more than 6 inches (Per 2c herein), (**no closer to the Hole**). **No Penalty.**



r. HOLE #17:

- (1) Any ball that hits the Protective Screen (on the Left side of the Fairway) must be dropped where clear stance and swing can be achieved for a "LINE-OF-SIGHT" shot to the Hole (**no closer to the Hole**) – **No Penalty** (Per 5h herein).
- (2) Any Tee Shot that comes to rest on the right side of the fairway in the hard pan dirt may be dropped (**no closer to the Hole**) to the left side of the grassed fairway (opposite of where the Tee Shot came to rest) within 1 Club intervals where a clear Stance and Swing can be achieved. – **No Penalty.**

s. HOLE #18:

- (1) If your Tee Shot HITS the protective net behind the 18th putting surface and comes to rest at the bottom of the NET you may drop your ball at 1 Club Length intervals where clear stance and swing can be achieved (**no closer to the Hole**) - **No Penalty**
- (2) If your Tee Shot ROLLS UNDER the protective net behind the 18th putting surface and comes to rest on the 17 Tee Box, you may drop your ball on the "PUTTING GREEN SIDE" directly opposite of where the ball came to rest on the 17th Tee Box and place your ball at 1 Club Length intervals where clear stance and swing can be achieved (**no closer to the Hole**) - **No Penalty**

Addendum

Rules and Regulations (2026 FSGC Local Rules Dated 01-26-2026_01e)

1. Effected March 2, 2026 entitled “**LOOSE IMPEDIMENTS**” ruling as follows:
 - a) LOOSE IMPEDIMENTS is defined as extra objects (like pine needles, wood chips, fallen leaves, broken branches, etc.) found anywhere on the golf course and can be (1) lying evenly on the ground or (2) in piled mounds.
 - b) If a ball comes to rest in a “Mound” (pile) of loose impediments and is FOUND, the ball may be dropped 2 club lengths from the “mound” (no closer to the hole) – No Penalty.
 - c) If the “MOUND” of loose impediments has been raked and spread evenly on the surface of the ground and the ball has come to rest on the ground therein, the ball must be played as it lies – No Penalty.

If the ball is deemed to have come to rest on LOOSE IMPEDIMENTS and is NOT FOUND, the ball is to be played as a LOST BALL per item 10.

2. Effective May 4, 2026 entitled “**REGULAR VS ASSOCIATE FSGC AWARDS**” ruling as follows:

Tournament Awards & Requirements Are given to REGULAR Members Only for LOW NET SCORES.

Awards Include: 1st Place, 2nd Place, 3rd Place and Ties; Closest to the Pin on the 2nd Shot at Hole 4 (a par 4), Closest to the Pin on Tee Shots at Holes 7, 11, 15 & 18 (all 4 of which are par 3s) and the Longest Putt (1st Stroke on the putting green) on Hole 14 (a par 4); and any Hole-In-One. Buy-In at registration is optional.

All Monetary Awards and Requirements for All FSGC Tournaments at Fullerton Golf Course (and FSGC events Away from our home course) are Defined As Follows:

1. **REGULAR Members:**
 - a. **REGULAR Members** are those who have paid their Combined SCGA Fees & FSGC Dues of \$81.00/Year.
 - b. **New REGULAR Members** will be required to play (or have previously played) 6 rounds of golf at Fullerton Golf Course for establishment of eligibility for All Monetary Awards.
 - c. **All Monetary Requirements:**
 - i. **Weekly Tournaments:** \$10.00 Buy-In/Player
 - ii. **Away & Special Tournaments:** The “Determined” Rate for Each Specific Away & Special Tournament
 - iii. **Holes-In-One:** Only REGULAR Members are eligible for the \$300.00 Prize Money Award for each Hole-In-One.
2. **ASSOCIATE Members:**
 - a. **ASSOCIATE members** are welcome to play in FSGC Weekly. Tournaments without paying the usual Weekly \$10.00 “Buy-In.”
 - b. To become eligible for all monetary awards in all FSGC Tournaments, **ASSOCIATE Members** are required to upgrade their status to a REGULAR Membership at \$81.00/Year and Meet the REGULAR Member Monetary Requirements listed in Item 1.b. above.
 - c. **SCGA UPGRADE LINK:** Attached is the SCGA link to immediately UPGRADE from an ASSOCIATE Member to a REGULAR Member.
Click on the link:

<https://help.scga.org/knowledge/why-is-the-scga-instituting-this-program-and-what-are-the-implications-for-my-membership>

3. **ADJUSTMENTS:** The FSGC Rules & Regulations Committee has the authority to make adjustments to this Addendum as determined necessary.