

FHMGC Local Rules

1. **Pace of Play** – Rounds at Fox Hollow are expected to be played within 4 hours 30 minutes unless the group in front of you exceeds that time. If the group in front of your group exceeds 4 hours 15 minutes, your group is expected to complete an 18 hole round 15 minutes or less behind the group in front of you. For example, if the group in front of you completed the 18th hole at 2:30 PM, you are expected to finish the 18th hole no later than 2:45 PM. Always play **Ready** golf.

2. **Hole All Putts** – In general, all putts must be holed for all FHMGC competitions. For pace of play, FHMGC has exceptions to this rule that include match play competition (putts may be conceded by your competitor) and team play competition when your strokes have exceeded the number of strokes for your score to count. For example, if your playing partner finished the hole with a 4 and you are putting for a 5, you decide not to take another stroke since your score would not count.

3. **Play Ball as it Lies** - We play the ball as it lies unless the **Tournament Director** declares specific tournament rules that lift, clean, and place is permitted. Under lift, clean, and place conditions, you must replace your ball within 6 inches of its original location.

4. **Bunkers** - During Covid-19 pandemic, if you are in a bunker, you are permitted to smooth the sand and place your ball in the bunker no closer to the hole. We are allowing this since there are no rakes in the bunkers.

5. **No Mulligans or Breakfast Balls.**

6. **Ball Identification** - The responsibility for playing the proper ball rests with the player. Each player should put an identification mark on his ball. Penalty for striking the wrong ball is 2 (two) strokes.

7. Holes with specific concerns –
 - a. Hole 1 – Out of bounds on right side of fairway (Driving range)
 - b. Hole 2 – Penalty area – Far right side of green
 - c. Hole 5 – Penalty area – Pond
 - d. Hole 6 – Out of bounds on right side of fairway (private property)
 - e. Hole 7 – Out of bounds on right side of fairway (cemetery)
 - f. Hole 10 – Out of bounds beyond green
On hole #10, there is out of bounds over the green and to the left of the green. If you believe that your ball is out of bounds, it is advisable to play a provisional ball for the tee BEFORE leaving the tee area. If you do not play a provisional ball and your ball is found out of bounds, you must take a two-stroke penalty and drop the ball within one club length of where your ball crossed the out of bounds marker line.
 - g. Hole 11 – Penalty area left of fairway in the marshy area.

- h. Hole 12 – Penalty areas in several areas marked with stakes, out of bounds on left side of fairway (driving range)
- i. Hole 13 – Out of bounds on left side of fairway and penalty areas on left side and over green
- j. Hole 14 – Penalty area on right side of fairway

Fairway bunker on right side of hole #14 is considered ground under repair and you can drop one club length from the nearest point of relief no closer to the hole.

- k. Hole 15 – Penalty area on left side of fairway in the vicinity of green
- l. Hole 16 – Penalty area left side of green
- m. Hole 17 – Penalty areas left and right sides of fairway and out of bounds on left side of fairway.

The overgrown swampy area on the left side of #17 (between woods and the 1st bunker) will not be played as ground under repair but will be played as a penalty area.

- n. Hole 18 - Out of bounds on left side of fairway

9a. USGA Lost Ball and Ball of Out of Bounds

- The USGA Rules of Golf state that “a ball is [lost](#) if not found in **three** minutes after the player or his or her [caddie](#) begins to search for it.” It also states that “a ball at rest is [out of bounds](#) only when all of it is outside the boundary edge of the [course](#).” Per the USGA, players may take relief of either situation under penalty of stroke and distance.

9b. FHMGC Local Rule for Lost Ball and Out of Bounds

Instead of using the USGA rule for lost ball and out of bounds, FHMGC has adopted the following rule.

- Drop Rule for Lost Ball or Ball Out of Bounds: Players who have a Lost Ball or hit a ball OB, can opt to take a drop in their own fairway nearest the point that the ball was lost or went OB under the penalty of 2 strokes. As an example, if you hit your tee shot OB, you can drop in your own fairway nearest the point where the ball went OB and be hitting your 4th shot.

- The drop rule only extends from the teeing ground to the 100-yard markers. If a shot is hit from inside the 100-yard markers (or the shot flies inside the 100-yard marker area) and is either lost or OB, you do NOT have the option to invoke the local drop rule. In this case, your only option will be to hit your next shot, under a stroke and distance penalty, from the same location as your previous shot.