

FLEURIEU HICKORY GOLFERS—RULES AND CONDITIONS

ETHOS

- keep it simple
- have fun
- play the ball as it lies, play the course as you find it and if you cannot do either, do what is fair

RULES

- Current R&A Rules of Golf (excluding equipment rules)
- Local rules of the host club
- Ties in championships: Decided by sudden-death playoff
- Ties in all other events: Decided via countback method (see below)

PROHIBITED

- Distance measuring devices

HANDICAPS

Golf Australia handicap used for all events

For players whose Golf Australia handicaps have been achieved using hickory clubs exclusively:

- scratch or lower: deduct 1
- 1–4 handicap: deduct 2
- 5–8 handicap: deduct 3
- 9–15 handicap: deduct 4
- handicaps 16 and upwards: deduct 5

EQUIPMENT

- Shafts must be wood
- Heads must be original (pre-1935) or approved replicas (see below)
- Grips must be 'leather-wrap'
- No limit on the number of clubs used
- Any ball may be used

APPROVED REPLICAS

- **BTI CO. (PLAYHICKORYGOLF.COM)**
 - Players Special Edition RTJ irons
- **JBL SWISS HICKORY GOLF CLUB MANUFACTORY**
 - Nicoll Precision irons
 - Nicoll Gem-style putter
- **LOUISVILLE GOLF CO**
 - All hickory-shafted models

- **ST. ANDREWS GOLF COMPANY**

- All hickory-shafted models

- **TAD MOORE HICKORY CLASSICS**

- All hickory-shafted models

- **ALL OTHER CLUBS**

- Submit to FHG committee for approval

DECIDING TIES

- **9-HOLE EVENTS**

Ties are separated by the best score hole-by-hole backwards from the 9th.

- **18-HOLE EVENTS**

Ties are separated by the best score over the final nine holes (see definition below).

If the best score for the final nine holes does not separate out a winner, then the final six holes are used, and, if that still fails to provide a definitive outcome, the final three holes.

If a tie still persists, the best score hole-by-hole backwards from the final hole is used.

- **MULTI-ROUND EVENTS**

Ties are separated by the best score over the final 18 holes. If this does not determine a winner, the method for determining ties in 18-hole events (as described above) is applied.

If this method does not produce a winner, the tied players will be declared joint winners.

- **DEFINITION—‘FINAL NINE HOLES’**

The ‘final nine holes’ are determined as follows:

- If all play commenced from hole 1 on the scorecard—the ‘final nine holes’ are holes 10 to 18.
- If all play commenced from hole 10 on the scorecard—the ‘final nine holes’ are holes 1 to 9.
- In the case of a shotgun or two-tee start—the ‘final nine holes’ are holes 10 to 18.

Note: The ‘final six holes’, ‘final three holes’ and ‘final hole’ are all part of the ‘final nine holes’.

Note: The methods above are used primarily to determine a winner. To make event administration quicker and easier, ties for subsequent placings are separated by the best score hole-by-hole backwards from the final hole.

ETIQUETTE

- Always be on time and prepared to play
- Choose the teeing ground that best matches your ability
- Always be aware of your safety and the safety of others
- Wait until the group ahead is out of range of your best shot
- Be sure you are well away from others before taking practice swings
- Stand on the same side as the ball when watching someone hit
- Stay silent and still while others in your group are teeing off
- Avoid taking divots with practice swings on the teeing ground
- Plan your shot while walking to your ball or while others are playing
- Be ready when it is your turn to play, particularly on the putting green
- Walk briskly between shots
- Walk directly to your golf ball; do not follow other players to theirs unless assisting in a search
- If riding, take several clubs with you to your ball so you will not have to walk back to the cart
- Be efficient with pre-shot routines
- Do not step off yardage for every single golf shot, develop an “eye” for distance (especially if you know the golf course)
- Take only one look at the line of play/putt from behind the ball
- Take only one practice swing
- Play a provisional ball if you think the original may be lost outside a water hazard or out of bounds
- Record scores on the next teeing ground while others are playing or after you have played your tee shot
- Repair your divots or fill divots with soil
- Repair other golfers’ divots
- Avoid taking divots with practice swings
- Smooth footprints and irregularities in sand after playing from bunkers
- Know how to repair a ball-mark. Insert a repair tool or tee at the edges of the ball mark and bring the edges to the centre
- Do not lift the centre of the ball mark. Try not to tear the grass
- Repair your ball mark and others on the putting green
- A repaired ball mark will heal in two to three days, an unrepaired ball mark will take three weeks to heal
- Place golf bags well off the putting surface
- Mark your golf ball with a small coin or similar object
- Stay off the line of putt of other players
- Study your line of putt ahead of time and be ready to putt when it is your turn
- Remove golf balls from the hole with your hand, not the head of your putter
- Always obey the “Rules of the Road”
- Have a sense of where you are on the golf course
- You do not have a “right” to drive a cart over every area of the course
- Be aware of the damage carts can cause
- Keep the cart at least 10 metres away from a green or bunker and park in the direction of the next hole
- If walking, leave the golf bag next to the green facing in the direction of the next hole
- Play the course as you find it
- Play the ball as it lies: When that is not possible do what is fair
- Be responsible for applying the Rules of Golf