

The Friendly Golf Society (F.G.S.) Rules

Last updated: 06-Mar 2026

- Secretary: Stuart Hill
- Treasurer: Craig Watts

Members [a-z by first name]:

1. Boris Dev	11. Gary Beasley	21. Martin Powell	31. Steven McSweeney
2. Brian Pettitt	12. Gary Munday	22. Max Johnston	32. Stuart Hill (S)
3. Chris Johnston	13. George Blackburn	23. Mike Jeyes	33. Tony Woods
4. Colin Leech	14. Hyusein Mehmed	24. Paul Hunter	34. Trevor Meers
5. Craig Watts (T)	15. Jack Dev	25. Pravesh Sookhraj	35. Ugen Gounder
6. Dan Newman-Portch	16. John Sowden	26. Ray Haste	36. Vic Nevin
7. Danny Coleman	17. John Sinfield	27. Ray Shipman	
8. Dave Hopkins	18. John Shore	28. Renesh Manipersad	
9. Dave Russell	19. Lee Perry	29. Roger Lewis	
10. David Lindsay	20. Les Westbeeck	30. Ryan Lindsay	

1. Playing Rules

1.1. Pick, clean and place

- A ball on the fairway (and only on the fairway) can be marked, then picked up, cleaned and placed within 6" of its original spot, but no nearer the hole. This rule applies all year round. If you are unsure if the cut you are on is fairway, then check with your fellow players.

1.2. Out of bounds (from the tee)

- If you believe that your ball has gone out of bounds, then you should play a "provisional ball". If in any doubt play a provisional. If you reach the point that you believe the ball went out of bounds and both you and your playing group agree that the ball has gone out of bounds, then the provisional ball becomes the ball in play. That now becomes 3 shots off the tee and your next shot, using the provisional ball, will be your 4th shot

Or

- Using "Ready Golf" the following option can be played. You can walk up to where you think the ball may have gone out of bounds and if you and your playing group agree on the area where the ball went out of bounds. Then you may pick a line adjacent to where it went out of bounds and the fairway (No nearer the hole). You may then drop a ball to within two club lengths on the Fairway. This will then become 3 off the tee so your next shot will be your 4th the same as it would if you played a provisional ball.

1.3. Lost ball

- If for any reason you think your ball may be lost from the tee or any subsequent shot, then you should play a "provisional ball". If in any doubt play a provisional. If the original ball is not found after a 3-minute search, then the "provisional ball" becomes the ball in play, as per the R & A rule 27-1 stroke and distance. However, if a provisional ball has not been played and the original ball cannot be found then it shall be deemed that the player: has no ball to play with, therefore losing that hole.

Or

- Using READY GOLF and after a 3-minute search the ball cannot be found then, providing all playing partners agree on the area where the ball was lost you may drop a ball adjacent to but (No Nearer the Hole) on the fairway and within 2 club lengths. You then must add 2 Extra shots to your score so if you have already had 1 shot + 2 drop shots that's 3 your next shot you take is your 4th and so on so if it's your 3rd shot you add the extra 2 = 5 so the next shot you take is your 6th.

1.4. Hitting the ball twice

- There is NO penalty for accidentally hitting the ball twice

1.5. Unplayable

- If you have found and identified your ball and it's in an unplayable position, say in a bush or up against a tree or any other such hazard. Then under R&A Rules, you may go back in a straight line keeping the Hazard Between you and the Hole for a 1 stroke penalty.

Or

- Using Ready Golf, the following option can be played. You may Place a ball within 2 club lengths of the Fairway for a 2 stroke Penalty. I.e., Your 2nd shot went into the Bush you can see it and have identified it as yours, but you can't play it. You may then pick the Ball up if you can. if not use another Ball. You may then Place a ball within 2 club lengths of the Fairway for an Extra 2 strokes. So that's 2 shots taken, now you add the 2 extra strokes 2 + 2 = 4 your next shot is your 5

1.6. Paths, roads and tracks

- A ball coming to rest on a path a road or a track can be dropped within 2 club lengths. No Nearer the hole, with no penalty.

1.7. Bunkers

- When your ball is in a bunker you must play the ball as it lies, it does not matter how many strokes it takes to get out of the bunker you must play it out.
- If the bunker has water in it and your ball has gone in that water then you take relief from the water and drop the ball still in the bunker but on a playable area.
- If the bunker is part filled with water, and it is clear the rest is soddened or cement like you may take relief and drop your ball out of the back of the bunker, keeping the bunker between you and the flag.
- If it becomes apparent that you are not going to get out of the Bunker and be in a points-scoring position, then for god's sake pick up and forfeit the hole

Or

- Using Ready Golf, the following option can be played. You are allowed to drop back on a straight line outside of the bunker but under a penalty of 2 strokes. i.e. your second shot goes in the bunker you may if you wish to pick the ball up drop it outside the bunker on a straight line backward, drop your ball, so that's 2 shots into the bunker plus 2 drop shots so your next shot is 5.

1.8. Loose impediments

- Golfers can move loose impediments in bunkers with no penalty

1.9. Grounding your club in a bunker

- Golfers will not be penalised for grounding their clubs in a bunker away from their Ball so long as it does not improve the conditions for their next stroke

1.10. Gimmes

- There shall be no gimmes on competition day all putts must be taken

1.11. Temporary Greens

- On a temporary green a ball, within a putter's length of the hole, can be considered in the hole with the addition of one extra stroke

1.12. Leaf rule

- To speed up play and avoid unfair penalties for well-struck shots you can invoke the leaf rule. All players in the group must agree that it is suitable for the leaf rule (likely autumn) to be invoked for that shot and the area where the ball likely came to rest.
- **Free Drop:** Dropping a new ball as near as possible to that estimated spot without a penalty stroke

1.13. Rules beyond those stated above

- R & A RULES Except for our club rules (as stated above) All normal R & A golf rules and etiquette will apply

Competition Format

1.14. Monthly Medal

- The monthly format shall be a stapleford competition
- In the event of players being tied on points the result will be determined by count back
- The Monthly Medal will include 2 nearest the pin opportunities, except for the December meet which typically has more opportunity for prizes
- Players finishing in the top 10 will gain points towards the Yearly Championship
- The Monthly Medal will not typically exceed 8 tee times i.e. a maximum of 32 players can play at anyone meet. This allocation will be to members first, then guests and will be on a first come first served basis i.e. the sooner you put your name down to play the more likely you are to get a play
- The rules & format for any other competition shall be agreed upon before the start of said competition

1.15. Yearly Championship

- During the 10 Monthly Medals across a season, you gain points towards the Yearly Championship
- Finishing 1st in a Monthly Medal will get you 10 points, 2nd 9 points, all the way down to 10th place for 1 point
- Your 7 best finishes across the season will be used to determine your overall Championship position
- In the event of a tie other results from across the season will be used as the tie breaker

1.16. Monthly medal playing draw

- The draw for the playing order each month will be made by the secretary, treasurer or the members running the event for that day, as soon as all those listed as playing have arrived, or no later than ½ hour before the game
- The draw is made using a set of numbered discs that correspond to each member
- Firstly, buggy users are drawn i.e. to determine who is sharing a buggy with who
- Secondly, with all the buggy players counters added back to the main set the order of play is drawn
- If a buggy user is drawn, then the other person drawn to share that buggy will be the next person added to the order of play. If the person drawn was the 4th player in a group, then this player and the buggy sharer will move down to the next group
- Members who bring a guest will play with their guest. Therefore, when they are drawn then their guests name goes next to them on the order of play. If they are the 4th person drawn in a group, then they and their guest will go down to the next group
- Buggy users and walkers will be put together based on the draw i.e. we will not deliberately put a 4 ball together with 2 buggies. This is to enable players to have more opportunity to mix, which is the aim of the society

1.17. Do you want to play list

- A link will be issued via the WhatsApp group for you to record if you are coming to a meet or not
- This link will typically be issued the day after the previous meet
- If you complete the form and then decide to have changed your mind, then simply complete the form again using the same link. The organisers will take your most recent entry as the answer
- This same form should be used to indicate buggy usage and guest attendance

- The list will be shut approximately 14 days before the meet

1.18. Scorecards

- Score cards are to be swapped i.e. do not mark your own scorecard
- Markers should clearly write their name on the card of the player they are scoring for
- Markers should also keep their own score recorded in the markers section of the card. This allows for any score issues to be compared at the end
- Where possible a marker should record the stapleford scoring for the person they are marking, as this will assist at the end of the meet
- There is no need to sign the cards
- Completed cards should be returned promptly to the organisers of the meet following completion of the round

1.19. Unfinished rounds

- Due to Bad Light / Weather etc. If for whatever reason those groups going out last can't / don't complete all 18 holes, then the Competition will be reduced to the last completed hole finished by those late starters. i.e. If the last groups in can only finish up to hole 16 it becomes a 16-hole competition

2. Fines

2.1. Failure to turn up

- If you have put your name down to play and fail to turn up one of the following fines will apply:
 - If you cancel before we inform the club of the exact numbers, (normally about 14 days) before the golf date then there is no fine
 - If you cancel within the last 6 days before the meet, it's a £5 fine e.g. if we play on a Saturday and the cancel on the Monday before we play then it is a £5 fine
 - Failure to turn up on the day will result in you being fined:
 - If you phone the secretary or treasurer before the meet time on the day you will be fined £10, (However, should we incur any charges from the course that we are playing that is higher than £10 then those costs shall become the fine)
 - Should you not make any contact then the fine will be the cost of that day's golf: e.g. if the cost of the days golf was £40 then that is the fine

2.2. Unpaid Fines

- You cannot participate in any future competitions or meets until the fine is paid
- Any fine not paid, by the following month of receiving it shall be doubled. i.e., if you get fined in June, then your fine should be paid no later than the July game, if it is not then it will be doubled

3. Guests

- No Guests will be eligible to win a trophy e.g. overall medal or nearest the pin
- Guests will be limited to 1 Member per month
- Failure to turn up. The same rules apply to a guest, as they do to a member. The exception to this rule is that the member shall be responsible for the payment of any such fines, and not the guest.

4. Handicaps

- Only the F.G.S handicaps shall apply in all competitions
- All players are in a category based on their handicap. These categories are used when calculating handicap reductions
 - Players with a handicap of 0 – 5 are category 0.1
 - Players with a handicap of 6 – 12 are category 0.2
 - Players with a handicap of 13 – 20 are category 0.3
 - Players with a handicap of 21 – 28 are category 0.4
- Handicaps are calculated to one decimal place. For handicaps at events the handicap will be rounded to the nearest whole number e.g. 12.2 would be 12 and 18.5 would be 19
- Any player scoring 30 points or less on an event will see their handicap increase by +0.5
- For any player scoring 31 to 34 points there is no change to handicap
- For any player scoring 35 points or over their handicap is reduced based on the following:
 - For every point over 34 this is multiplied by their handicap category (shown above) and the resulting number is taken away from their current handicap
- The winner on anyone day will be cut by 1 shot regardless of handicap calculation steps above
- Handicaps will only be adjusted based on a fully completed round e.g. not for a player marked as "Did Not Finish" or where bad light reduces play

- ----- extra handicap calculations in addition to the above -----
- The people finishing top 3 and bottom 3 on the day will receive an additional change
- 1st place reduce 1.5
- 2nd place reduce 1.0
- 3rd place reduce 0.5
- Last place increase 1.5
- 2nd place last increase 1.0
- 3rd place last increase 0.5
- Taking all of the above into consideration no player can be increased by more than 2.0 or decreased by more than 2.0 in one meet

5. Membership

5.1. Membership level

- Membership of the club will be restricted to a maximum of 38 including juniors
- There are two levels of membership. Adult (18+ years old) and Junior (14-17 years old)

5.2. Retaining your membership

- Each member is expected to play at least 3 games within the FGS Calendar year
- Failing to do so may result in your membership being forfeited; should we have prospective members waiting to join
- This is to encourage members to play an active role in the society

5.3. Junior membership

- Juniors must be 14 years old or over, however before they can be considered for membership, they must play 3 rounds in a fourball of club members: each time handing in their score cards for valuation. Once the 3 cards have been assessed the player would have to have achieved a minimum standard of a 28 handicap before he or she will be accepted within the society.
- Juniors will become eligible for a full Subscription upon reaching the age of 18.

5.4. Subscriptions

- Subscriptions shall become due in March of each year. The secretary or the Members at the A.G.M shall fix the level of subs required
- Current subs are set at £40 for adults and £25 for Juniors
- Any member not having paid their subs by the 1st game in March of that year will incur a £10 fine and it may be assumed they have chosen to leave the society

5.5. Ungentlemanly conduct

- Should any member be reported to the secretary or the governing body of the club for ungentlemanly behaviour or anything that may cause concern for the welfare of the members and the society; then the governing body will deal with the incident and those involved
- Any decision the governing body makes is final

5.6. Governing body

- The governing body is made up of the society Secretary and Treasurer
- All decisions made by the governing body shall be final