PARRY SOUND
GOLF & COUNTRY CLUB • EST. 1929

Rules applicable to the layout of Parry Sound Golf & Country Club.

This guide is written to help all golfers play our course incorporating the new 2019 Rule changes. It has been simplified as much as possible to allow easy reading and is only aimed at situations on the course where straightforward play is not possible and in accordance with the terrain and hazards encountered at PSG&CC.

Rocks:

The rocks that are a part of the natural landscape are considered integral parts of the golf course. As such, you have four options:

1) To play the ball as it lies. (No penalty)

2) Deem it unplayable (Incur a One Stroke penalty) in which case you may drop the ball (from knee height) not nearer the hole, in line with the hole and at a point where your stance and swing are not impeded by the rock. You can go back as far as you like.

3) Again deem it unplayable (Incur a One Stroke penalty) and drop your ball within two club lengths and not nearer the hole. Make sure first that your stance and swing are not impeded by the rock before measuring out your two club lengths. Please note that the size of a club length is always measured using the longest club in your bag, other than your putter (New for 2019).

4) As per 2 & 3 above, you do have the option of going back to the point where you played your previous stroke.

Exception to the rulings above is when your ball is at rest at the back of the green on hole #13. Here, if your swing is impeded by this rock you have two options:

1) Play the ball as it lies.
2) Drop your ball in the designated 'Drop Area' (found to the right of the green as you look at it from the #13 tee area). (No penalty) – This is a newly revised local rule for 2019.

Out of Bounds:
These OB areas are marked by White Stakes and/or a white line. The parking lot on hole #1 including the private cart compound is out of bounds. OB is when ALL of your ball lies outside the white line or white stakes.

You have two options when your ball is OB:

1) Play your ball from the location of your previous stroke (Incur a One Stroke penalty – known as Stroke & Distance) For example, your first shot from the Tee area goes OB, you could either re-tee your ball or drop your ball from the spot you last played from adding a stroke to your score thus playing three (your third stroke) with the next shot.

2) Alternatively you can, under local rule, drop your ball two club lengths inside the edge of the fairway at a point nearest to the spot where it was deemed the ball crossed the line into OB. (See diagram (a) on the 'Reference Sheet' at the back of this document). You would incur a two stroke penalty if you go with this option. For example, your tee shot (Stroke 1) ends up in Out of Bounds. After dropping your ball you would be playing your fourth shot from here.

Lost Ball:
Same rules as Out of Bounds above. Please note two things when you think your ball is OB or Lost – (i) Declare to your playing partners that you are playing a Provisional Ball before searching for your ball. This will help speed up the pace of play and save you from walking all the way back to where you last played your shot. (ii) When searching for your ball at anytime, make sure you only take the maximum time allowed i.e. 3 minutes (New for 2019).

Trees:
If your ball ends up in the trees or bush (ball being on the ground) and they are not in a penalty area the player has four options:

1) Play the ball as it lies. (No penalty)

2) Declare it unplayable, play a ball as nearly as possible at the spot from which the original ball was last played. (Penalty of one stroke)

3) Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped. (Penalty of one stroke)

4) Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole. (Penalty of one stroke)

If your ball happens to come to rest in a tree please note the following before taking one of the four options mentioned above. Make sure you declare your ball unplayable if you don't wish to play it as it lies (i.e. up in the tree).

- *It is worth noting that if your ball ends up in a tree (i.e. suspended above the ground) you must identify your ball first. It is not sufficient to identify that there is a ball stuck in the tree, the player must be able to positively identify it as the ball that he is playing. If the player can identify his ball from the ground then he is permitted to declare it unplayable and may then shake the tree to dislodge it. However, if he moves the ball without having declared it unplayable he is penalized one stroke, under Rule 18-2a, and is required to replace the ball back in the tree where it was, or incur a further penalty stroke in stroke play or loss of hole in match play (see Decision 18-2a/28). The player does not have to recover the ball from the tree once he has positively identified it as Rule 28, Ball Unplayable, says that the player must drop **a** ball (not **the** ball) to continue play of the hole.*

- *If you cannot identify your ball in the tree then you should proceed as if the ball were lost.*

Cart Path: If your ball comes to rest on or near the cart path (Immovable Obstruction) or when the obstruction interferes with your stance or the area of intended swing you may take **FREE Relief** – you must determine the nearest point of **relief** no closer to the hole within one club length and the ball must be dropped. This does NOT mean that you have a choice as to which is the better side to drop the ball.

Red Stake (Penalty Area): To the right of the 1st fairway there are red stakes (formerly known as Lateral Water Hazards). Under the 2019 New rules these are now known as Penalty Areas. You are now allowed to ground your club and move loose impediments in a penalty area as long as you don't improve conditions for your next shot. You have four choices when your ball is in a Red Stake PenaltyArea:

(i) Play the ball as it lies.

(ii) Drop the ball outside the penalty area within two club-lengths. To do this you must mark the edge of the penalty area with a tee (not nearer the hole) and the closest point to where the ball is or where you deemed the ball to have crossed the line. You then measure two club lengths away from this point and put another tee in the ground (Again not nearer the hole). You then drop the ball from knee height between the two tee points. (Penalty of one stroke)

(iii) Drop a ball behind the water hazard, keeping the point which your ball last crossed the margin of the water hazard DIRECTLY between the hole and the spot you want to drop it, with no limit to how far behind the water hazard the ball may be dropped. (Penalty of one stroke)

(iv) Stroke and distance – return to the spot from which you last played your ball and drop there. (Penalty of one stroke). Example – You Tee-off (your first stroke) and your ball crosses into the Red Stake Penalty Area. You decide to play your next shot from the same spot where you played your first stroke. You would then be playing your third stoke from here.

If you cannot find your ball in a red staked penalty area, you can still get the consensus of your playing partner's opinion that your ball crossed into the red stake area and drop away from the spot where you deemed the ball to have crossed the line. You would then drop your ball as in (ii) above under a penalty of one stroke.

Elimination of opposite side relief for RED penalty areas (Normally this rule was used for Hole #3 water hazard on the left of the fairway)

Previously, when a ball is in a lateral water hazard marked by red stakes, you had the additional option of dropping under penalty on the opposite margin of the hazard equidistant from the hole.

From 2019 This additional relief option will be removed for red areas, but committees may still adopt a Local Rule permitting it when they believe other relief options are not viable or practical.

Yellow Stake (Penalty Area): Your options are (i), (iii) and (iv) as per the Red Stake rules. As with the Red Stake areas, please look around to see if there is a marked drop area (denoted by a white circle) as this may save you time determining where to drop your ball.

Drainage Ditches: You will find these to the left of the first fairway amongst some of the trees. If your ball comes to rest in a drainage ditch you are allowed to drop your ball away from the ditch (not nearer the hole) without penalty. Again, mark the spot in line where your ball is in the drainage ditch and drop the ball outside of this area. If you are dropping behind the ditch you can also drop back as far as you like in line with the hole.

Bunkers: You are now allowed to remove loose impediments in a bunker such as leaves, stones, twigs etc without penalty. However you are still not allowed to deliberately test the sand by grounding your club or digging around with your hands. If you lightly brush the sand with your hand whilst removing the loose impediment/s and you are not testing the sand then that is OK. You still cannot take a practice swing in the bunker where your club comes into contact with the sand.

Ball deemed unplayable in a bunker. You have four options in this instance:

(i) Under the Stroke-and-distance method, you can play from the spot you last hit from under (Penalty of one stroke).

(ii) Drop a ball behind the unplayable ball lie in line with the hole. You must drop the ball in the bunker. (Penalty of one stroke).

(iii) Drop within two club lengths of the unplayable lie not nearer the hole. Again, the ball must be dropped in the bunker. (Penalty of one stroke).

(iv) The (New Rule 2019) allows players to drop back 'outside' the bunker keeping the hole in line with your drop. This would incur a (Penalty of two strokes).

Hydro Poles and Wires:
Hydro wires – Holes # 3 & #4 – If your ball strikes the hydro wires that are in bounds, you must re-play your shot. (No penalty)

Hydro Poles – If your ball strikes the hydro pole, play the ball as it lies.

Maintenance Building:
The Maintenance building (to the right of hole #6 or back right of hole #3) is 'Out of Bounds'. Therefore if your ball lies within this area proceed as per the instructions for 'Out of Bounds' mentioned previously in this document.

If you hit a 'wild' shot on #6 whereby your ball carries over the Maintenance building and is found on holes #3 or #4 (In-bounds) then you can play your next shot without penalty.

Flower Beds:
Please take full relief – one club length from nearest point of relief, NOT nearer the hole. (No penalty)

Plugged Lies:
If your ball is plugged in any part of the course (i.e. through the green or 'general playing area' as it is now called) except in a bunker or penalty area then you are allowed to drop the ball within one club length not nearer the hole without penalty. You are not allowed to clean your ball unless it lies on the green.

Small stones:
You can treat small stones similar to loose impediments like twigs, leaves etc. If a stone is more the size of a boulder (remember the Tiger incident when a bunch of people helped roll the boulder away so that he could hit his shot through rather than around the obstacle) then be careful that your boulder/stone does not leave a significant imprint in the ground as this would incur a one shot penalty.