

## **Nicowynd Men's Club Local Rules**

The GOLF CANADA (based on USGA and R&A) rules and local rules govern play at the Nicowynd Golf Course. The following rules are particular to the course and are brought to your attention.

### **Hole 1**

The works yard left of the fairway extends to the penalty area and is out of bounds. The ditch to the left of the fairway is a penalty area and extends to the fencing left of the green. The fencing left of the green is fixed. No relief without penalty. Ball over the fence is out of bounds. Grove of trees to right of the green is an extension of the path and is part of that obstruction. Nearest relief without penalty. You must use nearest dropping zone. A ball hit toward the penalty area left on Hole 1 and NOT found is considered to be lost in the penalty area.

### **Hole 2**

Fencing to the left of fairway is fixed. No relief without penalty. Ball over the fence is out of bounds. Pond to right of fairway approaching the green is a penalty area. The fences to right of green and to the left of 6 tee are Protective Fences. Stance and swing relief without penalty.

### **Hole 3**

Fences to the right of the fairway near Hole 6 teeing area are Protective Fences. Stance and swing relief without penalty. Ditch to left of fairway is a penalty area. Netting protecting Hole 4 tee is a Protective Fence. Stance and swing relief without penalty. Ditch to right of fairway is a penalty area and extends from 4 tee to back of 3 green. Out of bounds extends from start of the right water hazard along the entire south perimeter of the course A ball crossing the out of bounds marker but coming to rest on 3 fairway is inbounds. The fence to the left of the green is fixed. No relief without penalty. Ball over the fence is out of bounds. A ball hit toward the penalty area on Hole 3 and NOT found is considered lost in the penalty area.

### **Hole 4**

Out of bounds extends entire length of the south perimeter of the course to a point beyond 9 green. All ponds are penalty areas.

### **Hole 5**

Pond across fairway is a penalty area. Fence to left of green is a Protective Fence for 6 tee. Stance and swing relief without penalty. Pond behind green is a penalty area. Take nearest relief greenside of hazard.

### **Hole 6**

All ponds are penalty areas.

### **Hole 7**

Out of bounds area behind green.

### **Hole 8**

Fences to left of green are Protective Fences. Stance and swing relief without penalty. penalty area to the left of green. Take nearest relief greenside of penalty area.

### **Hole 9**

Ponds affecting play are penalty areas. Out of bounds area behind green.

## **RELIEF OPTIONS AND PENALTIES**

Listed are some of the more common situations that are found at the Nicowynd course.

### **PENALTY AREA**

For balls found or virtually certain to be in a water penalty areas the following relief options are available. Using the point where the ball last crossed the margin of the hazard as a reference point:

1. Drop up to two club lengths no nearer the hole. 2. Go back as far as you want keeping the reference point and the pin in a straight line. 3. Drop a ball at the place where you played the ball that entered the hazard.

All penalty areas are played as lateral hazards and are indicated by red lines or stakes. Where both stakes and lines are present, the stakes identify the hazard and the line defines the margin of the hazard. Penalty 1 stroke (Rule 26). BALL UNPLAYABLE. If you find yourself in a situation where it is impossible or unwise to try to play the ball, you may take relief by 1. Dropping up to two club lengths from where the ball lies no near the hole. 2. Dropping the ball at the place where it was last played. 3. Dropping a ball on a line keeping location of the ball and the pin in a straight line. Penalty 1 stroke (Rule 28)

### **BALL LOST OR OUT OF BOUNDS.**

You MUST continue play by dropping a ball from the place where you last played. If the ball was played from the tee of the hole you are playing, the ball may be teed. Penalty 1 stroke. (Rule 27).

### **OBSTRUCTIONS.**

Obstructions are anything artificial or manufactured such as sprinkler heads, drainage boxes, benches, yardage markers, paths and roads. If the obstruction can be easily moved, it should be moved. Otherwise find nearest relief plus one club length no nearer the hole. The ball may roll up to two additional club lengths no nearer the hole and still be in play. Rule 24.

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### **LOOSE IMPEDIMENTS.**

Loose impediments are natural objects that may interfere with your play. Things like branches, twigs, stones, a banana peel, goose droppings, and grass clippings are examples. You may not remove an impediment that is embedded, fixed (mud on ball) or growing. If you move the ball in removing a loose impediment there is a one stroke penalty and the ball must be replaced. Be careful. (Rule 23).

### **BALL MOVED ACCIDENTALLY**

If you move a ball accidentally anywhere except on the green you must replace the ball. Penalty 1 stroke. A ball accidentally moved on the putting green must be replaced. No Penalty(Local Rule). (Rule 18)

### **RECESSED DRAINAGE AREAS**

A recessed drainage area is the depression around the actual drain hole. On hole #5 there is new drainage and that is abnormal ground. In most fairways there are small depressions in the fairway along where the drainage lines have been laid. As long as that area is not under repair (i.e. not gravel etc) then it is part of the course and you must play the ball as it lies.

There are many more rules (34 in all) plus a 500 page volume providing decisions on the rules of golf. For most of us delving into all of this material would be a daunting task and we have other activities to occupy our time. At the same time it is important that, since we are playing a competitive sport, all of us are guided by the same set of rules. Being aware of those rules mentioned above will help us to play on an even field with our fellow competitors. If you are unsure how to proceed Rule 3-3 allows you to play a second ball. You inform your marker or whoever is keeping score which ball you would like to count if the rules permit. You MUST report the situation to the committee (usually the Club Captain) even if you scored the same with both balls. PACE OF PLAY Start your round by verbalizing the desirability to play a round of golf at Nicowynd in FOUR HOURS or less. Keeping up with the group in front of you is your goal. As a group be determined to accomplish this. If you fall behind, CATCH UP as quickly as possible. Here are a few ways to play at an acceptable pace without having to rush. 1. On the tee, always be ready to be the next to play. Don't wait for someone else to play. READY GOLF is acceptable and encouraged. If your ball could be lost or out of bounds hit a provisional ball. (rule 27) 2. Plan your next shot as you approach your ball. Take as many practice swings as you want while you wait. When it's your turn to play you get only ONE practice swing. 3. If you spot a delay in play say "I'm ready. I'll play" and do it. 4. Be quicker on the green. Read the putt while someone else is putting, hit, tap it in and head for the next tee. Of course, mark your ball if you are going to stand in another player's line or, if occasionally you have made a bad putt and wish to compose yourself. 5. Check the time and your location with reference to the group in front. If you are out of position, encourage the group and YOURSELF to pick up the pace. 6. . The USGA says that playing READY GOLF is one of the best ways to avoid slow play and greatly increases the enjoyment of the game