



Rules

- The President's Cup is a single-elimination tournament and the draw is random.
- **Players must carry a current Golf Canada handicap to be eligible to play.** Current and searchable handicaps ensure the playing field is as level as possible.
- All matches are played from the Tournament (white) tees.
- Winning players move on; losing players do not.
- Golf Canada rules shall apply (with local modifications listed below).
- All entrants must abide by these rules and if any situations occur which a player and his playing competitors cannot resolve, then the player must finish the hole (and play a second ball from the point in question) and report the results to Ian Coffin at the end of the round for a **final decision**.
- Time is of the essence. Players are asked to play matches as quickly as possible.
- Again, **players who did not keep an official and updated Golf Canada handicap are not eligible to participate.** It is the responsibility of each player to accurately disclose his **Crowbush handicap** before the match begins.

Local Rules Modifications

1. **Lateral Hazards: all woods, fescue, and environmentally sensitive areas on the course are designated as lateral hazards.** Players who hit their balls into these areas, on a slice or hook, for example, may declare the ball lost and drop the ball laterally (within two club lengths) at the **point of entry** (no closer to the hole) and add a stroke. If the ball is located and is playable, the player may play it without penalty.
2. **Hazards:** a player's shot should clear any hazard before play continues. A player has the option of playing out of a hazard provided he can locate his ball and he does not ground his club.
3. **Drop zones over water hazards:** if a player hits his first ball into the hazard (6, 7, 8, 11, 16), he may proceed to the drop zone (for example, if a player hits his third shot into the water on number 11 in his attempt to cross it, he may proceed to the drop area – where he'd be now hitting his fifth shot).
4. **Players are not permitted to play out of the environmentally sensitive areas.** In match play competition, these areas are designated as lateral hazards (a drop and a stroke, see **Rule 1**).
5. **Number 16** is a hole that tends to be confusing from a rules perspective. Here are some scenarios, most of which involve playing lateral drops:
 - A player's drive ends up in the **Sensitive Dune Habitat**. If the ball didn't cross the hazard, then the player may proceed to the drop area across the pond.
 - A player's drive crosses the water hazard and the corner of the fairway and lands over the rope on the rocks or the beach. He has the option of playing his second shot from the ball's resting place in the hazard (he is not in a sensitive dune habitat in this case) or taking his lateral drop at the point where the ball left the course (adding a stroke).
 - A player's approach shot veers right over the rope and out of play. Take a lateral drop at the point where the ball left the course (add a stroke).
 - A player flies the green and the ball enters the woods behind the green. Drop as close as possible to the point of entry (no closer to the green) and add a stroke. This rule applies as well to the areas behind the greens on 7, 10, 15 and 17.

Course Etiquette

- Observe a maximum of five minutes for searches for lost balls.
- Keep the pace of play and repair all fairway divots and ball indentations on greens.
- Rake all bunkers to erase ball marks and foot indentations.

Disputes

- As this is meant to be a friendly competition **between adults**, players are expected to play their matches according to the rules set out above.
- In the unlikely event of a perceived violation, Ian Coffin will consult with Terry Hamilton and provide the **final ruling**.