



## **INTER-UNIT GOLF BYLAWS**

Amended May 2025

*PSP Petawawa Military Sports, with assistance from the Referee in Chief, and in alignment with the Canadian Armed Forces (CAF) National Sports Policies and Golf Canada (R&A) Rules of Golf, are required to produce and amend the local constitution and by-laws prior to the beginning of the season to meet requirements of local programming.*

### **DEFINITIONS**

1. General Area - The area of the course that covers all of the course except for the other four defined areas: (1) the teeing area the player must play from in starting the hole they are playing, (2) all penalty areas, (3) all bunkers, and (4) the putting green of the hole the player is playing. The general area includes:
  - a. All teeing locations on the course other than the teeing area, and
  - b. All wrong greens.
2. Lost ball - a lost ball refers to a golf ball that cannot be found anywhere on the course within three minutes after a player or their caddie begins searching for it.
3. Out of bounds - any area outside the course's boundary edge, which is defined by white stakes. To be out of bounds, 100% of the ball has to be past the white stakes.
4. Embedded - When a player's ball is in its own pitch-mark made as a result of the player's previous stroke and where part of the ball is below the level of the ground (soil).

### **RULES AND REGULATIONS**

1. All Players will be required to sign in at the Club house upon arrival.
2. [Golf Canada \(R&A\) Rules of Golf](#) and local rules are in effect. Download the free app from Golf Canada.
3. Game Format is a Head-to-Head Scramble – **2 pers team will play another team of 2 pers over one (1) tee time.** Inter-Unit teams will be required to send 2 players to their scheduled tee time. Both players from each team will tee off at the start of the hole. The team will select the best ball between the two and go to selected ball. Both team players hit a second shot and continue with this format until the ball is holed. The team with the lowest score wins the match.
4. Extra holes will not be permitted before the match. Extra holes will not be played after the match, unless permission has been sought from the Clubhouse ahead of time and your personal green fees are paid by you (if not a member). Team practices outside of the allocated Inter-Unit playing times are not authorized. Those that are caught not paying fees will forfeit the match. The second time will result in intervention by the IU Golf President and the individual will be denied access to the Golf Club for the remainder of the season.



5. **NOTE:** If more than 2 players from a team show up to play, the Team must decide which 2 members are playing, and the other members will then not play in the IU program that day. If those members still wish to play, they must see if there are tee times available in the Club House and pay the regular price.
6. **Lost Ball/ Ball Hit Out of Bounds** - Do not hit a provisional ball if your ball is lost or out of bounds. If the ball is lost or out of bounds, normally they would play under penalty of stroke and distance i.e. you've hit your first ball out of bounds for one (1) stroke. Adding one (1) penalty stroke and play the original ball or another ball from where the previous stroke was made (1 more stroke).
7. **Alternative to Stroke and Distance** - In order to save time, we've adopted a local rule. Here are the steps:
- Estimate the spot your ball is lost or went out of bounds;
  - Find the nearest fairway edge that is not nearer the hole than the estimated spot;
  - Drop your ball - You can drop a ball in the fairway within two club-lengths of that fairway edge point, or anywhere between there and the estimated spot where your ball is lost or went out of bounds.

As an example:

- You've hit your tee shot (1 stroke) and it lands out of bounds or is lost.
- Drop a ball as per the instructions above = 2 more strokes.
- Hit your ball from where you dropped it = 1 more stroke.
- If it lands on the green and you take 2 puts = 2 more strokes.
- Total = 6 strokes.

Note: if your ball is lost in a penalty area, follow the rules for a ball in a red penalty area.

8. **Rules for a Ball in a Red Penalty Area.** You have one of 4 options:
- Alternative to Stroke and Distance (2 penalty strokes).
  - Rule 17.1a - Play the ball where it lies (0 penalty);
  - Rule 17.1d(2) - Back on the line relief (1 penalty stroke); or
  - Rule 17.1d(3) - Lateral relief. Two club lengths from where the ball entered the red penalty area, not closer to the hole (1 penalty stroke).
9. **Embedded Ball** - Under rule 16.3a(1), relief is allowed when the ball is embedded in the general area only. A player's ball is embedded (16.3a(2) only if:
- It is in its own pitch-mark made as a result of the player's previous stroke, and
  - Part of the ball is below the level of the ground (soil).
10. **Relief for Embedded Ball** - When a player's ball is embedded in the general area only and relief is allowed under Rule 16.3a, the player may take free relief by dropping the original ball or another ball in this relief area (see Rule 14.3):
- Reference Point: The spot in the general area right behind where the ball is embedded.
  - Size of relief area measured from reference point:
    - One club-length, but with these limits:
      - Must be in the general area, and
      - Must not be nearer the hole than the reference point.

Note: you do not get relief for an embedded ball if the ball is in a penalty area or in a bunker.

11. Temporary Water - Putting Green. If a player's ball is on the putting green and there is interference by an abnormal course condition on the course (water), the player may take free relief by placing the original ball or another ball on the spot of the nearest point of complete relief, using the procedures for replacing a ball under Rules 14.2b(2) and 14.2e.

The nearest point of complete relief must be either on the putting green or in the general area. If there is no such nearest point of complete relief, the player may still take this free relief by using the point of maximum available relief as the reference point, which must be either on the putting green or in the general area. In other words, you may still have to putt through water, but it may be less deep as a result of the relief.

12. Temporary Water - General Area. As per Rule 16.1b if a player's ball is in the general area and there is interference by an abnormal course condition (temporary water on the course), the player may take free relief by dropping the original ball or another ball in this relief area:
- Reference Point: The nearest point of complete relief in the general area.
  - Size of Relief Area Measured from Reference Point: One club-length, but with these limits:
    - Must be in the general area,
    - Must not be nearer the hole than the reference point, and
    - There must be complete relief from all interference by the abnormal course condition.

Note: you do not get free relief from temporary water if the ball is in a penalty area.

13. Moving the ball on the green. When the ball movement is impeded toward the hole by either winter kill or green repairs, both teams shall agree to the new ball placement no closer to the hole.

**14. One-player teams are acceptable. One player, one shot.**

15. All Green Fees.
- Participating DND members (CAF Pers) will not be required to pay for Inter-Unit golf.
  - DND Civilian Employees will be required to pay a one club fee plus their green fees.
    - \$25 – 9 holes (round robin)
    - \$35 – 18 holes (playoffs)

16. Respect fellow golfers while out on the course.

17. Dress code is in effect (no jeans, steel spikes, etc.).
- Unit Polo or Garrison wear is strongly encouraged.

18. Please keep quiet while fellow competitors are preparing to take a shot.

19. Ensure all ball marks are repaired, especially on the greens.

20. All golf balls are to be marked to properly confirm ownership.



21. Mark your scores **AFTER you have left the green.**
22. Replace all divots after shots.
23. **Keep the play moving to ensure we stay on schedule!**
  - a. **3 minutes (MAX)** will be given to find a lost ball, if after 3 minutes the ball is not found, play from the partners shot or take a drop as per paragraph 7.
24. Teeing areas:
  - a. **Men**, or those identifying as male, will tee off from the **White Tees**.
  - b. **Women**, or those identifying as female, will tee off from the **Red Tees**.

#### **EQUIPMENT**

1. Members **MUST** bring their own Clubs.
2. Limited pull carts are available at no cost. First come/first serve.
3. Power Carts are not permitted.

#### **SCHEDULE/GAMES**

1. Games will be played at the Roanoke Golf Course.
  - a. 610 Biesenthal Rd, Pembroke, ON K8A 6W7
2. All teams must be ready to play 15 minutes prior to the scheduled tee time. Tee times will commence at their scheduled time.
3. Game days will alternate between the Front 9 and Back 9.
4. For the 2025 season, groups will be placed on a day of the week (either Tuesday or Thursday) and only play once-a-week.
5. Tee off timings will be every 9 minutes as per schedule.
  - a. **Tuesdays Group will tee off at 1230 hrs.**
  - b. **Thursdays Group will tee off at 0730 hrs.**
2. All nine holes are to be played in the match.
3. Each match will be provided with a score card, and it is the responsibility of the group to score the match.
4. **ONE Score card per foursome will be handed in at the end of the game, to Pro-shop with the winner CLEARLY written in the middle of the card. Non-legible scorecards will result in a forfeit.**

#### **OFFICIALS**

1. Rick McKie (Manger, Fitness and Sports) will oversee and determine an output on any rules questions, protests, etc. Along with Capt Aaron Sunderland, our Inter Unit Golf President.





### **CANCELLATIONS & ATTENDANCE**

1. It is expected that all teams will attend their scheduled games for the Inter-Unit season.
2. Teams may only cancel games due to **OPERATIONAL** reasons (training and exercises).
3. **48 hrs. notice of cancellation** must be provided to the Military Sports Department or the team that does not show will be given a forfeit loss.

### **3 STRIKE POLICY**

1. No showing/not attending in inter unit sports without cancellation notice is unacceptable.
  - a. **Strike 1** – Email is sent to OPI and Sport Officer
  - b. **Strike 2** – Email is sent to unit Chain of Command, including members from above
  - c. **Strike 3** – Unit is **removed** from the inter-unit league for the entire season. Email will be sent to all those listed above.

### **PROTESTS**

1. All protests shall follow the format below:
  - a. A protest must be lodged to the opposing team OPI and be noted on the scorecard before the opposing team leaves the greens. If a team fails to lodge its protest to the opposing team OPI and have it on the scorecard, the League President will not entertain the protest.
  - b. The team protesting the match must present their protest in writing on the scorecard and via email to Military Sports within 24 hrs of the incident (+military sports Petawawa)
  - c. If time permits, the President will call the League Committee to settle the incident before the next scheduled match. In all other cases, the President shall make a ruling.
  - d. If the team is not satisfied with the decision rendered, their unit Sports Officer may appeal to the Chairperson, 4 CDSG Garrison Petawawa Military Sports.

### **ELIGIBILITY & TEAM ROSTERS**

1. Team Rosters are due before the start date of the 2025 Inter-Unit Season. If a roster is not submitted, those specific teams will forfeit their games until the Military Sports Department receives the unit's 2025 roster.
2. Teams will consist of a 2-player team with substitutes. There will be no limit to how many spares a team can carry due to postings, taskings, summer leave etc.
3. A player shall play for the unit to which they are posted, attach posted at the time of the game or be a DND employee (Civilian member).
  - a. **If your team is carrying a civilian employee, a waiver and proof of payment must be submitted to the Military Sports Coordinator prior to play. If a civilian member has not done so, then the team will forfeit any and all games played with that team member including play-offs.**
4. If a player is **posted to a new unit half-way through the season**, the player will be required to play for their new unit, unless one of the following conditions is met:



- a. A player may play for their previously posted to unit if the gaining unit has agreed to release the member back. A waiver will be required to be signed by the gaining unit's OPI and Sports Officer for release of the member to previous unit; or
  - b. A player may play for their previously posted to unit if the gaining unit does not have a unit team within the respective inter-unit sport. A waiver will be signed between the gaining unit and losing unit Sport Officers.
5. A player is eligible to participate on any number of inter-unit teams formed by unit/group of units to which they belong. This player is also eligible to play for the Base Representative Team. Each unit Commanding Officer has sole and absolute authority over the number and level of sports a player from his unit may participate in.
6. A player is eligible to play if they are a Reg Force Member or Class "A", "B" or "C" Reservist and/or a DND civilian member with a current waiver and proof of payment.
  - a. Civilian participation is set out by the Base Commander and not all civilians qualify. Please contact the Military Sport Department for clarification before adding civilians to your roster and having them pay.
7. A player is not eligible to play when on MATA/PATA leave, however can play if on annual leave.
8. If member is suspended from one IU sport, the member is not permitted to play on any other Inter-Unit sports teams until the suspension has been lifted/served from the original sport in which they were suspended (i.e. suspended from slo-pitch, cannot play on ice hockey team).

**NOTE: Rosters may be changed prior to every new game allowing for new players to play every game. All players rostered must follow the "Team Eligibility" guidelines!**

#### **STANDINGS**

1. Points will be awarded as follows:
  - a) **Two (2) points will be given for a win, One (1) point given for a tie, Zero (0) points given for a loss and a forfeit/no show (no notification given to the Military Sports Assistant).**
  - b) League standings for playoff seeding will be calculated on a percentage base of accumulated points, with minimum of 50 % + 1 games played. In the case of a tie, seeding preference will be given to the team that won last head-to-head match. Teams that do not meet the minimum number of games will be seeded in the bottom position in their advance to the playoffs.

#### **PLAY-OFFS (will not occur if operational tempo affects majority of Teams)**

1. **Each player must have played at least one (1) game to be eligible for the Playoffs.**
2. The Playoff schedule will be prepared and sent out by the Military Sports Department at the end of the last Regular Season Game and no later than 48 hours prior to the Playoff Series start date. **Playoffs will occur between 11-29 Aug 2025.**
3. The top 4 teams from Tuesday's Grouping, and the Top 4 teams from Thursday's Grouping, will qualify for playoffs. Teams will play in a crossover format.



4. Playoff Teams will compete over **9 holes of golf during the play-in tournament and the quarter finals**. Playoff Teams will compete over **18 holes of golf during both the Semis and Finals**.
5. In the event of a match tie, teams will play as a sudden death foursome until a hole is won. This will then determine the winning team for that match. The play-off will repeat the last hole of play.
6. Units/teams will determine their pairings for the matches. Team pairings may change throughout the play-offs. Each player must have participated in a minimum of 1 regular season game.

#### **END OF SEASON**

1. A trophy and banner will be presented to the winning team. The trophy will remain in the display case at Dundonald Hall and the banner is for the unit to bring back to their unit lines.

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