

# **PACE OF PLAY POLICY**

## **DRUIDS HEATH GOLF CLUB LTD**

### **5G Pace of Play Policy (Rule 5)**

For some time Members and the Committee have been concerned about the pace of both Competitive and General play at the Club which is detracting from Members overall enjoyment of playing golf at DHGC. The responsibility falls on both the Club and Players to make sure a sensible pace of play is achieved.

Play has been monitored and a number of steps have been agreed to improve playing times in both Competitive and General play. The Committee has conducted a study into the amount of time a 4-ball should take and concluded the following:

#### **Club Policy: Based on R&A and England Golf guidelines.**

\* Issue Pace of Play Guidelines to every Player.

#### **18 Holes:**

- \* Blue tees: A 4 hours 20 minutes maximum target for competitive 4-ball play.
- \* White tees: A 4 hour maximum target for competitive 4-ball play.
- \* Yellow tees: A 4 hour maximum target for competitive 4-ball play.
- \* Red tees: A 4 hour maximum target for competitive 4-ball play.
- \* **7 minute** tee time intervals.

#### **9 Holes:**

- \* White tees: A 2 hours 20 minutes maximum target for competitive 4-ball play
- \* Red tees: A 2 hours maximum target for competitive 4-ball play

The Pace of Play Committee to continue to monitor and identify slow players and take appropriate action if required for repeat offenders.

\* Encourage Members to report any blatant slow play to the Pro Shop. If the Pro or Marshall are available to get on the golf course they can make an informed decision regarding 'Pace of Play'.

#### **Pace of Play Guidelines**

Guidelines are to remind every player what they can do to reduce their round time, which in essence are:

- **Start each round on time.**
- **Play continuously and at a prompt pace during each hole until your round is completed.**
- **It is recommended that you make your stroke in no more than 40 seconds, and usually more quickly than that.**
- ***You are encouraged to allow faster groups to play through,*** (whether or not you have fallen behind).  
**If you have fallen behind the group in front then call those behind through.**
- **3 minutes to find your ball**
- **Drop your ball from knee height**
- **Putt with the flag in the hole**
- **Make your flag attendance requirements known to players as you approach the green.**

#### \* **On the Tee:**

There is no honour. The first player to each tee who is READY hits off if safe to do so. If waiting on the group in front, shorter hitters should tee off first.

**New Rule: 3 minutes to find your ball & you can putt with the flag in the hole**

#### \* **On the Fairway:**

The first player READY plays their shot, regardless of distance to the green, as long as it is safe to do so. If possible, play your shot before helping another player look for a lost ball.

**New Rule: 3 minutes to find your ball & you can putt with the flag in the hole**

\* **On the Green:**

The first player READY indicates to the other players that he/she will putt first, and holes out first as long as he/she is not interfering with another player's line. When the flag is removed from the hole, it should be laid on the green so that all players can prepare to putt. Leave your bag/cart to the side of the green, which enables you to move speedily to the next tee, NOT in front of the green.

**New Rule: you can putt with the flag in the hole**

\* **Always:**

Plan your shot and select your club while approaching the ball. When in doubt, hit a provisional ball. Never record your scores on or near the green, wait until you reach the next tee. A player who cannot score on a hole should pick up their ball. Check your position on the course regularly. If you fall behind the group in front immediately call the group behind 'through'.

*In match play, you and your opponent may agree that one of you will play out of turn to save time.*

**Pace of Play Sanctions:**

**Match Play** – In match play, the Committee may, in such a condition, modify the penalty for a breach of the Rule as follows:

The first offence will occur only after an initial verbal warning.

First offence – Loss of hole;

Second offence – Loss of hole;

For subsequent offence – Disqualification

**Stroke Play** – In stroke play, the Committee may, in such a condition, modify the penalty for a breach of the Rule as follows:

The first offence will occur only after an initial verbal warning.

First offence – One stroke;

Second offence – Two strokes;

For subsequent offence – Disqualification

If you miss your tee time the sanction is:

**Competition play:** Disqualification

**General play:** Forfeit your tee time

We want all Members & Guests to enjoy their round of golf at DHGC, please be considerate to faster groups and always call them through.