Pace of Play Guidelines 2021

1.     **Arrive on Time** – Arrive at the course at least 15 minutes early and be ready to play at the first hole 5 minutes before your tee time, but do not start before your allotted tee time.

**Note the start time of your round and write it on your scorecard.**

2.     **Pace of Play** – A round of golf is meant to be played at a prompt pace. (Rule 5.6b.). Each player should recognize that his or her pace of play is likely to affect how long it will take other players to play their rounds, including both those in the player’s own group and those in following groups.

3.     **Ready Golf** – Move to your ball always (if it’s safe to do so) and be ready to play when it is your turn - do not stand by each player’s ball while they play their shot before you. When it’s your turn to play, have your selected club in your hand or have that putt read. Except in match play, don’t always wait on others – if sensible and agreeable to your partners, play away.

4.     **Turn to Play.** A player is allowed a maximum of 40 seconds from arriving at their ball to choose a club and decide their shot. You should usually be able to play more quickly than that and are encouraged to do so in 20 seconds or less.

5.    **Be Aware** - One’s place on the golf course is immediately behind the players in front, not in front of the players behind.

a.      If your group is holding up a group behind, **move on briskly** or **call them through**. It is your group’s responsibility to keep up with the group in front.

b.     If you have lost a clear hole to the group in front and are delaying the group behind, **you should stand aside** and **invite the group behind to play through.**

c.      If your group has not lost a clear hole, but it is apparent that the group behind can play faster, **you should invite the faster moving group to overtake you.**

6.    **Speak Up** – If your group is falling behind a special effort needs to be made to catch up. **It is everybody’s duty in the group to be aware and speak up.**

7.    **Pick Up** – If you have used up your quota of shots or can’t improve on your partners score, pick up and move on!

8.    **Lost Balls** – If there is a possibility of your ball being lost or out of bounds, play a provisional ball before moving off. Always have a spare ball in your pocket.

9.     **Start the Clock** –Once you commence searching for a lost ball, start the clock. If a ball is not found after searching for 3 minutes, under the Rules of Golf, the ball is lost, even if it is subsequently found! Players searching for a ball should signal the players in the group behind them to play through when it becomes apparent that the ball will not easily be found. You shouldn’t wait for 3 minutes before doing so.

10.  **Next Tee** – When you are on or near the putting green, position your golf bag on the way to the next tee.

11.  **Move on** – When the play of a hole has been completed, leave the putting green quickly. Don’t practice missed putts while others are waiting behind. Fill out the scorecard on the next tee.

12.  **Talk while you walk**. Don’t linger or stop for a chat

14.  **Check your time** – Upon completing your 18 holes check the time taken for your round. Has your group achieved the Target Times?

     3 Ball Stableford - 3 hours and 40 minutes.
     3 Ball Strokes - 3 hours and 50 minutes.
     4 Ball and Teams– 4 hours.

**Don’t forget to note down the time that you completed your round.**

15. **Awareness** - Match and Handicap are monitoring the pace of play of members and should it become necessary, action will be taken.

**\*Rule 5-6 Unreasonable Delay; Prompt Pace of Play.**

(**1**) **Unreasonable Delay of Play**.

A player must not unreasonably delay play, either when playing a hole or between two holes.

A player may be allowed a short delay for certain reasons, such as:

·        When the player seeks help from a referee or the Committee,

·        When the player becomes injured or ill, or

·        When there is another good reason.

     *Penalty for Breach of Rule 5.6a:*

·         Penalty for first breach: **One penalty stroke.**

·         Penalty for second breach: **General Penalty.**

·         Penalty for third breach: **Disqualification.**

If the player unreasonably delays play between two holes, the penalty applies to the next hole.

**(2) Playing Out of Turn to Help Pace of Play.** Depending on the form of play, there are times when players may play out of turn to help the pace of play:

·         In match play, the players may agree that one of them will play out of turn to save time (see Rule 6.4a).

·         In stroke play, players may play “ready golf” in a safe and responsible way (see Rule 6.4b Exception).