

Pace of Play Policy

Introduction

Keep Pace is an initiative to ensure competition rounds are played in an appropriate duration to make golf more enjoyable for everyone, by:

- Ensuring players Keep Pace with the group ahead;
- Establishing 4 hours 30 minutes as the Target Time for a 4-player group to complete an 18 hole competition round.
- Introducing, educating and enforcing Ready Golf standards;
- Monitoring pace of play and Enforcing Rule 6-7.

Keep Pace

1. Target Time
2. Target Interval
3. Ready Golf
4. Monitor & Enforce

1. Target Time – 4 Hours 30 minutes

It is expected that all competition rounds should be completed within the above times.

A significant responsibility lies with early groups to ensure they 'lead' the field at a suitable pace to achieve the Target Time. From time to time circumstances may negatively influence the actual time taken; yet all efforts should be made to meet the Target Time of 4 hours 30 minutes.

2. Target Interval – 8 Minutes

The starting interval time between groups is typically eight (8) minutes.

It is expected that all groups will maintain an interval time of eight (8) minutes with the group ahead throughout the round. From time to time circumstances (e.g. Par 3 holes) may cause the interval time to exceed eight minutes; yet all efforts should be made to catch up with the group in front.

Exception: when the group had a vacant time on the timesheet before they commenced play.

Follow these timing checkpoints during your round:

- i. Complete the first 6 holes in 1 hour 30 minutes
- ii. Complete the front 9 holes in 2 hours 15 minutes
- iii. Complete the first 15 holes in 3 hours 45 minutes
- iv. Complete the 18 holes in 4 hours 30 minutes

3. Ready Golf

The aim of this section is to promote an enjoyable game of golf within a reasonable time frame for all players. The objective for all players is to maintain their place in the field and complete 18 holes within 4 hours 30 minutes. Note that Ready Golf does not apply in Match play.

On the Tee

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

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.

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. A ball should rarely be marked more than once.
- 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, NOT in front of the green.
- As soon as you have puttied out and if the next tee and driving area is clear, move to that tee and hit off. Put your putter in your bag once you reach the next tee.

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 and move immediately to the next tee, not wait on the green while the rest of the group putts out.
- Check your position on the course with reference to your starting time. (see checkpoint times above.)

4. Monitoring and Implementation

The Rules of Golf states:

The Committee may establish pace of play guidelines that all players should follow. It is a group's responsibility to keep up with the group in front. The initial objective is very clear... Keep Pace with the group ahead.

From Rule 6-7. Undue Delay; Slow Play:

The player shall play without undue delay and in accordance with any pace of play guidelines which may be laid down by the Committee.

Pace of Play Reporting Procedure

The purpose of this procedure is to improve the pace of play by identifying players / groups that fail to;

- Maintain their correct place in the competition field
- Play in accord with the recommended times

In order to achieve the above, the following procedures will be developed and implemented.

- a) A course Marshall will monitor and offer advice to groups who are starting to fall behind. If a warning is issued than you must regain your place in the field within two holes.
- b) At the end of the round scorecards should be entered into system via the terminals in the clubhouse no more than 15 minutes after completion of the round. Cards returned after this time will be deemed as part of the time taken to complete the round.

The following outlines the breaches for players contravening the pace of play policy:

- a) Players completing the return of cards within 4 hrs 45 mins of tee time NO PENALTY.
- b) Players completing the return of cards more than 4 hrs 45 mins of tee time, BUT less than 10 minutes behind the group in front. NO PENALTY.

- c) Players completing the return of cards more than 4 hrs 45 mins of tee time, BUT between 10 – 20 minutes behind the group in front. 2 STROKE PENALTY.
- d) Players completing the return of cards more than 4 hrs 45 mins of tee time and more than 20 mins behind the group in front. DISQUALIFICATION.

Infringement letters will be sent to members advising of any penalties and members who receive 3 infringement letters in a calendar year will be asked to appear before the MAG.

These procedures are for Competition Play on Wednesday and Saturday. Please note that the pro-shop staff has no discretion on any of the above, and that any disputes should be directed to members of the MAG. The MAG does reserve the right to alter these procedures in the event of any abnormal conditions.