

PACE OF PLAY POLICY

Pace of Play – Speed of Play from R&A

All members enjoy a good flowing game of golf. The SoPP is provided to encourage all golfers to enjoy their golf. For the purpose of this policy, slow play is defined as loss of place in the field (effectively 14 minutes behind the group in front) and does not close the gap within a reasonable amount of time or fails to call the following group through. An automatic two stroke penalty is to be imposed on each player in the group if a group loses two places in the field (effectively 21 minutes behind the group in front) and does not immediately close the gap by proceeding immediately to the next hole (where appropriate).

If you tee off in the first 5 groups of the morning or afternoon field, you should complete your round in 4 hours 5 min or less.

Follow these check points for maximum time allowed in first 5 groups:

1st Tee to 6th Tee- 1 hour 5 min	10th Tee to 14th Tee- 55 min
1st Tee to 10th Tee- 2 hours 5 min	10th Tee to 1st Tee- 2 hours
1st Tee to 14th Tee- 3 hours	10th Tee to 6th Tee- 3 hours 10 min
1st Tee to 18th Green- 4 hours 5 min	10th Tee to 18th Green- 4 hours 5 min

4 hours 25 min is a maximum time for a group to complete 18 holes.
Over 4 hours 30 minutes is an unacceptable period to complete 18 holes of golf.

Follow these check points for maximum time allowed:

1st Tee to 6th Tee- 1 hour 20 min	10th Tee to 14th Tee- 55 min
1st Tee to 10th Tee- 2 hour 20 min	10th Tee to 1st Tee- 2 hour 5 min
1st Tee to 14th Tee- 3 hour 15 min	10th Tee to 6th Tee- 3 hours 25 min
1st Tee to 18th Green- 4 hour 25 min	10th Tee to 9th Green- 4 hours 25 min

All par 3 holes are call up holes (3rd, 7th, 13th and 17th)

- When all the players in the group have reached the green, the first thought should be “are the group behind in position to be called up?”
- If the group is waiting on the Tee, you **MUST** call the following group up on to the green, no matter where you are sitting in the field. This is to encourage a more free flowing game for all players in the field.
- If you are not in position to be called up, **YOU ARE OUT OF POSITION**. This falls in line with keeping up with the group in front. This is conceded a breach for SoPP.
- All players in the group are asked to record the time off the first tee off and the time of finishing (when walking off the final green) on the top of the scorecard.

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Players Late to the Tee

Late to the tee shall be deemed to be anyone who is not ready to hit off at their scheduled tee time. If a player is not present at the designated tee time and the fairway is clear the remaining players MUST hit off, unless the stand-by group is ready and agrees to move up.

If all players present have teed off and departed the tee, the late player may join a later group. If a seeded event or match play, the player will be disqualified or forfeit that hole. If it is a 4ball or team event, the player may join on the next full hole.

Player Responsibility

- Be ready to play when it's your turn
- Keep up with the group in front
- Time allocated for a lost ball search is 3 minutes
- After lost ball, get back into position ASAP

When a group is out of position:

- Marshal will ask group to get back into position.
- If group is not back into position within 2 holes or no effort is made after 1 hole, the group will be timed.
- If your group is keeping up with the group in front, you will not be timed.

Procedure when group out of position and being timed:

- The maximum time allocated per shot is 40 seconds. 10 extra seconds are given to the first player to play a par 3 hole, an approach shot to the green and a chip or putt.
- Obtaining yardage & selecting a club are included in the time allocated for the shot.
- If a player exceeds the allocated time he will be given a 'bad time'.

Random timing when group not out of position:

- A group or an individual player may be timed without warning, including when a group is not out of position
- In such cases of 'random timing' without warning, a player risks being given a bad time if he exceeds 60 seconds to play a shot, with an extra 10 seconds given (70s in total) for a 'first to play' shot

Penalties related to bad times:

- 1 bad time = Warning
- 2 bad times = One stroke penalty (stroke play), loss of hole (match play)
- 3 bad times = Additional 2 stroke penalty (stroke play), loss of hole (match play)
- 4 bad times = Disqualification

Note: Please see the Direction of Golf if you need further information.