

PACE OF PLAY GUIDELINES AND RULES

PACE OF PLAY REGULATIONS

Each group of four will be assigned a randomly chosen Speed Captain (SC). This does not necessarily mean the lowest handicap player in the group. The SC is to be designated by a sticker on her scorecard. The SC has the responsibility for helping and directing the group to follow all the fast play hints and rules. Respect for the SC is a necessary part of making improvements to the pace of play.

As a condition of the competition, players are expected to play in 4 ½ hours or less.

Players are allowed a maximum of 45 seconds to complete each stroke when it is her turn.

OUT OF POSITION DEFINED

Four clocks shall be made available for use during tournament play. The clocks will be set at the tee boxes on holes 4 – 8 – 11 – 15. The clocks will be set for a 4 ½ hour round of play. The clocks will serve as a reminder for every group to keep pace,

A group out of position when the clock time is later than your starting time and/or when the group in front of you is more than a hole ahead of you. An exception would be if you are following a threesome.

Clocks at checkpoints will help the groups monitor their position.

RESOLVING PACE OF PLAY ISSUES

If a player is identified in two separate incidents of slow play by the SC or fellow players, the chair will contact the Jr. or Sr. Rep of said player's home club and set up a meeting with the purpose of educating the player to alleviate slow play in the future.

If the player has been previously identified and continues with slow play, the Chairs will handle this on a case by case basis with the Executive Board.

RECOMMENDATIONS FOR IMPROVING PACE OF PLAY

- **You are not paying for 18 holes; you are paying for 4½ hours on the golf course.**
- Honors: Forget being away. Shorter hitters can hit first off the tee box and in the fairways when you have longer hitters who might hit into the group ahead. Ready golf makes for speedy play. This is based on who is ready and can hit safely, not on whose ball is away. **Exception for NUMERICA CUP, where honors are in play.**
- Be **READY** in the field of Play: Whenever possible, if the next hitters are not in the same area as your ball, you can continue walking down the fairway to your ball or at least get closer to your ball and determine your club selection for your next shot.
- Practice Swings: One should be enough. If you need more than one take them way ahead of your turn to hit. Players are allowed 45 seconds maximum for each stroke when it is her turn. To accomplish this, **PLAN AHEAD.**
- Lost Ball: Remember to play a provisional ball whenever you hit a ball that may be out of bounds or difficult to locate. If a player has a possible lost ball, have the other players hit their ball before helping to look for the lost ball. This will speed up play. New rule: Limit your search to three (3) minutes. Rule 27-1.
- Use of power cart: If sharing a power cart, drop the first player off at her ball and then drive on ahead to your ball. Whenever possible, when close to the green, a player should grab some clubs and walk to the green for their chip/pitch shot, while the other player parks the cart on the cart path between the green and the next tee box.
- On the green: **PLAN AHEAD.** Start thinking and looking at your putt before your turn. It is okay to follow your lag putt by immediately putting your next stroke, if you can avoid another player's line. If your group has fallen behind and you have finished putting, walk off the green and move on to the next tee box and tee off!
- Scoring: **Remember to move on to the next tee box before recording your scores.**