

Mona Vale Golf Club

Pace of Play Policy

The aim of this policy is to promote an enjoyable game of golf, within a reasonable timeframe, for all players at Mona Vale Golf Club.

Slow play is *inconsiderate* play. It greatly frustrates golfers and has the potential to ultimately reduce the Club's income via loss of members and/or public players.

Compliance with the Club's "Pace of Play" policy and "Ready Golf" guidelines will allow 18 holes of golf to be completed in no more than 4 hours and 20 minutes. Obviously, groups that tee off at the beginning of the field can finish in around 4 hours or less.

It should be noted that any aggressive or offensive behaviour towards any person empowered to monitor slow play incidents or for enforcing this policy will not be tolerated and may result in a severe reprimand or suspension.

Summary of Related R&A Rules of Golf

Section 1: Etiquette

- Play at a good pace and keep up.
- The Committee may establish pace of play guidelines that all players should follow.
- It is the group's responsibility to keep up with the group in front.
- Be ready to play.

Rule 6-7. Undue Delay; Slow Play

- The player **must play without undue delay** and in accordance with any pace of play guidelines that the Committee may establish.
- Between the completion of a hole and playing from the next teeing ground, the player must not unduly delay play.

In accordance with this Rule of Golf, this Pace of Play Policy has been established on the following principles:

- All players (not just the lowest marker) are responsible for the speed of play of their group.

- All players are required to be on the tee 5 minutes prior to their tee time.
- 4 hours and 20 minutes is the required **maximum time** for a group of 4 to complete 18 holes.
- Over 4 hours and 20 minutes is an unacceptable period of time to complete 18 holes of golf.
- If you tee off in the first 5 groups of the morning or afternoon field, you should complete your round in 4 hours or less.

Match Committee Sanctions

The Match Committee is responsible for monitoring Pace of Play in competitions and imposing sanctions for breaches.

Sanctions may include, but are not limited to:

Verbal warnings, warning letters, stroke penalties, disqualification, restricted tee times and restricted playing partners.

The Match Committee will endeavour to consider all related evidence when determining the most appropriate course of action. This evidence may include:

- Timesheet and score card records.
- Player statements and reports.
- Slow Play Incident Reports and observations.
- Reports from Referees, Rangers, Directors, Pro Shop staff and/or Competition Officials.
- Any available CCTV or GPS technology.
- Time frame recommendations set by the Match Committee.
- “Pace of Play” and “Ready Golf” guidelines.
- Any related prior records.

The Match Committee may establish maximum times to complete a round, a hole, a stroke.

Penalties for ***Undue Delay & Slow Play*** in a Stroke Play round can include one stroke, two strokes, or disqualification. In Match Play the penalties may include loss of hole, or disqualification.

Slow Play Incident Report

The Match Committee may, at any time, conduct, or appoint persons (eg, a Ranger) to conduct, pace of play checks.

In conducting these checks the Ranger, where deemed appropriate, may:

- Issue a verbal warning to at least one (1) of the offending group.
- Advise that this is a **“slow play warning for the group”**.
- Record the warning on a **Slow Play Incident Report (SPIR)**.
- Lodge the SPIR with the Match Committee for review and appropriate action.

The Ranger may not issue another warning to this group for **3 holes** after a warning has been issued.

The Ranger may express concern with the pace of play of a group without issuing a warning.

If a group receives two (2) warnings during the round, they will be:

- Reminded of the “Pace of Play” requirements.
- Referred to the Match Committee using the SPIR and be placed on the **“Record of Slow Play”**.

If a group is given three (3) warnings during the round, the group will be:

- Requested to move immediately to the next tee, regardless of the competition format.
- Referred to the Match Committee using the SPIR.
- Issued with a “Slow Play Penalty” letter/email from the Match Committee.

Groups that fail to maintain their position in a time that is considered acceptable (up to 10 minutes behind the group ahead on completion of the round) will be penalised 2 strokes/points each under **Rule 6-7: Undue Delay; Slow Play** and issued with a “Slow Play Penalty” letter/email from the Match Committee.

Repeat Offenders

1. If a member is placed on the **“Record of Slow Play”** six (6) times in a six (6) months period, they will be restricted to booking into the last hour of the timesheet for a three (3) months period.
2. If a member receives three (3) “Slow Play Penalty” letter/emails in a three (3) months period, they will be restricted to booking into the last hour of the timesheet for a three (3) months period.

3. If a member continues to be reported for slow play, the Match Committee/Board may then look to impose further penalties, which might include suspension of playing rights.

Further Correspondence

1. Whilst there is no avenue for appeal against slow play penalties, the penalised member(s) may submit a written complaint to the Board.
2. If a member plays in a group with a particularly slow player, the member may submit a written complaint to the Board regarding that player.

Ready Golf

From Section 1 of the Rules of Golf:

It is a group's responsibility to keep up with the group in front. If it loses a clear hole and it is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group.

Also, if a group is not *Keeping Pace* with the group ahead, it is expected that they will adopt **Ready Golf** until they have caught up with the group ahead.

Quite simply, **Ready Golf** is a common sense approach to play the ball when ready. 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 tees 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 bags/carts on the departure side of the green, NOT in front of the green.
- As soon as a player has putted out, and if the next tee and driving area is clear, that player should move to that tee and hit off.
- Put your putter in the bag once you have moved away from the green.

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.

Further helpful hints to maintain the desired pace of play may be found in the yellow pages at the front of the Club's Fixture book.

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