



Carolinan Golf Association

One-Day Tournaments

Pace of Play Policy

One-Day Tournaments Pace of Play Policy (Model Local Rule K-1)

Shotgun Start: The CGA One-Day Tournament Committee reserves the right to disqualify an individual player, side (four-ball team) and/or the entire group if they return their scorecard to the Official-In-Charge (OIC) more than 25 minutes after the group that starts directly in front of them.

Tee Times Start: The CGA One-Day Tournament Committee reserves the right to disqualify an individual player, side (four-ball team) and/or the entire group if they return their scorecard to the Official-In-Charge (OIC) more than 25 minutes after the group that starts directly in front of them **AND** over the posted pace of play time on the scorecard. The first group of the day will be judged based on the posted pace of play time on the scorecard plus 25 minutes to finish.

- Shotgun Start Example: A group that began their round on Hole #18 turns in their scorecard at 2:00 p.m. The group that started directly behind them on Hole #17 turns in their scorecard at 2:40 p.m. The group starting on Hole #17 is disqualified for turning in their scorecard more than 25 minutes behind the group ahead of them.
- Tee Times Start Example: The pace of play on the scorecard is 4:30 for 18 holes. A group that began their round at 8:50 a.m. off Hole #10 turns in their scorecard at 1:15 p.m. The group that started directly behind at 9:00 off Hole #10 turns in their scorecard at 1:46 p.m. The group that started at 9:00 a.m. is disqualified for being more than 25 minutes behind the group ahead of them and over the pace time of 4:30.
- This policy encourages all players to remain in position with the group ahead of them and return their scorecard as soon as possible.
- Competitors are reminded that Rule 5.6 carries a penalty for unreasonable delay of play and/or slow play. The player must play without delay and in accordance with any pace of play guidelines that the Committee establish.

Helpful Hints for Improving Pace of Play

- You should play at a prompt pace throughout the round, including the time taken to prepare for and make each stroke, move from one place to another between strokes and move to the next teeing area after completing a hole. You should be prepared for your next stroke and be ready to play when it is your turn.
- Learn to play "ready golf." In stroke play, players are encouraged to play ready golf. This means that if you are closer to the hole than the other players in your group, you may play out of turn if you are ready to make a stroke before the other players and you can do so in a safe way.
- Drop your cart partner off at his/her ball with sufficient clubs and then ride to your ball to play your shot. This is a way to eliminate "down time" and allows players to prepare for their strokes while other players play their shots.
- When it is your turn to play, it is recommended that you **make the stroke in no more than 40 seconds** after you are able to play without interference or distraction. *You should usually be able to play more quickly than that and are encouraged to do so.*
- If you believe that your original ball could be lost outside of a penalty area or that it is out of bounds, you have TWO options that will help with pace of play:
 1. Play a provisional ball. This will help save time driving/walking back to where you last played from if it is determined your ball is OB or lost. If you play a provisional ball, you CANNOT use MLR E-5.
 2. Use Model Local Rule E-5 – Alternative to Stroke and Distance for a Lost Ball or OB. For two penalty strokes, the player may take relief by dropping the original ball or another ball in a large area between the point where the ball is estimated to have come to rest or gone out of bounds and the edge of the fairway of the hole being played that is not nearer the hole.
- If you have doubt on how to proceed from a Rules of Golf standpoint, play a second ball under Rule 20.1c (3). If the Committee is not available in a reasonable amount of time to help with a Rules issue, the player must decide what to do and play on.
- If you are playing in a four-ball (partner) competition and your partner's ball will be the one to count for both team gross and team net, you are encouraged to pick up your ball and record your score with an X (to signify you did not finish the hole) and the score you most likely would have made. This score will still be posted to your Handicap Index scoring record.
- Return your scorecard as soon as possible after the round is complete. Do not go to your car in the parking lot to unload. The 25-minute pace policy is recorded when the scorecard is returned, not when the round is complete.