

BROOMIEKNOWE GOLF CLUB

PACE OF PLAY POLICY

Policy Summary:	This document sets out Broomieknowe Golf Club's policy for Pace of Play.
Policy Owner:	Council, Broomieknowe Golf Club.
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Broomieknowe Golf Club: Pace of Play Policy

1.0 Aim of Policy

The aim of this Policy is to promote enjoyable golf, within a reasonable timeframe, for all players at Broomieknowe Golf Club.

Slow play is ***inconsiderate*** play. Slow play is frustrating for golfers and has the potential to reduce Club income via loss of members and / or visitors.

Compliance with the Club's Pace of Play Policy and with the 'Ready Golf' guidelines will allow 18 holes of golf to be completed in no more than 3 hours and 30 minutes. Groups that tee off at the beginning of the field can complete their round in approximately 3 hours or less.

It should be noted that aggressive or offensive behaviour directed towards any person empowered to monitor and manage incidents of slow play or for enforcing this Policy will not be tolerated and may invoke action in accordance with the Club's Disciplinary Procedure (Members).

2.0 Etiquette (Taken from R&A Rules of Golf)

- 2.1 Play at a good pace and keep up with playing partners.
- 2.2 Council and the Fixtures Committee may establish pace of play guidelines to which all players should adhere.
- 2.3 It is the responsibility of the group to keep up with the group in front. If ground is lost, it is expected that the group will make this up within two holes.
- 2.4 Be ready to play. A shot should be made within 40 seconds of being 'ready to play'.

3.0 Undue Delay: Slow Play (R&A Rules of Golf 6-7)

- 3.1 The player must play without undue delay and in accordance with any Pace of Play guidelines that Council and the Fixtures Committee may establish.
- 3.2 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 according to the following principles:

- All players are responsible for the pace of play of their group and are required to be on the first tee 5 minutes prior to their tee time;
- A single player should complete 18 holes in 2 hours 30 minutes and should be allowed to play through a group in front in general play. A two-ball should complete the round in 3 hours. A group of three should complete in 3 hours and 30 minutes. A four-ball should require no more than 4 hours for 18 holes.
- Exceeding 4 hours and 30 minutes is an unacceptable period of time to complete 18 holes;
- If teeing off in the first five groups of a medal competition, the round should be completed in 3 hours 30 minutes or less.

4.0 Monitoring and Management of Pace of Play

- 4.1 The Fixtures Convener is responsible for monitoring Pace of Play in competitions and for imposing sanctions for breaches of the policy.
- 4.2 Sanctions may include, but are not limited to: verbal and / or written warnings, stroke penalties, disqualification, restricted tee times and restricted playing partners.
- 4.3 The Fixtures Convener may establish maximum times to complete a round, a hole and a stroke;
- 4.4 The Fixtures Convener will consider all related evidence when determining the most appropriate course of action. Evidence may include:
- Timesheet and scorecard records;
 - Player statements and reports;
 - Slow Play Incident Reports and observations;
 - Reports from Referees, Rangers, Council Members, Professional Shop staff and / or Competition Officials;
 - Time frame recommendations set by the Fixtures Convener;
 - Pace of Play Policy and 'Ready Golf' guidelines;
 - Any related prior records.

5.0 Penalties for Undue Delay and Slow Play

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

6.0 Slow Play Incident Report (SPIR)

- 6.1 The Fixtures Convener may, at any time, conduct, or appoint persons (e.g. Course Ranger or Director) to conduct Pace of Play checks. In conducting these checks the Course Ranger / Director, where deemed appropriate, may:
- Issue a verbal warning to at least one (1) member 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) (Appendix 1);
 - Lodge the SPIR with the Match Committee for review and appropriate action;
 - The Course Ranger / Director may not issue another warning to this group for 3 holes after a warning has been issued.
- 6.2 The Course Ranger / Director 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*'.
- 6.3 If a group is given three (3) warnings during the round, the group will be:
- Asked to move immediately to the next tee, regardless of competition format;
 - Referred to the Match Committee using the SPIR;
 - Issued with a 'Slow Play Penalty' letter or email from the Match Committee.
- 6.4 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 or email from the Fixtures Convener.

7.0 Management of Recurring Slow Play

- 7.1 If a member is placed on the 'Record of Slow Play' six (6) times in a six (6) month period, their bookings will be restricted to the last hour of the timesheet for a period of three (3) months.

- 7.2 If a member received three (3) 'Slow Play Penalty' letters or emails in a three (3) month period, their bookings will be restricted to the last hour of the timesheet for a period of three (3) months.
- 7.3 If a member continues to be reported for slow play, the Fixtures Committee / Council may then consider further penalties which may include suspension of playing privileges.
- 7.4 Whilst there is no avenue for appeal against slow play penalties, the penalised member(s) may submit a written account / complaint to Council.
- 7.5 If a member plays in a group with a player perceived as being slow, that member may submit a written account / complaint to Council regarding that player.

8.0 Ready Golf

It is a group's responsibility to keep up with the group in front. If it loses a clear hole and is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group (from Section 1 of the Rules of Golf).

Additionally, 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.

Ready Golf is considered a common sense approach to play the ball when ready to do so. Note however that *Ready Golf* does not apply in Match Play.

8.1 On the Tee

- There is no 'honour'. The first player to each tee who is READY, tees off.
- If waiting for 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, if it is safe to do so.
- If possible, play your shot before helping another player to look for a lost ball.

8.2 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 there is no interference 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. A player has the right however to return the flag to the hole prior to their putt.
- Leave bags / carts on the departure side of the green, NOT in front of the green.
- As soon as a player has puttied out, and if the next tee and driving area is clear, that player should move to the tee and hit off.
- Replace the putter in the bag once you have moved away from the green.

8.3 Always

- Plan your shot and select your club when approaching the ball.
- When in doubt, hit a provisional ball.
- Do not record scores on or near the green, wait until the next tee is reached.
- A player who cannot score on a hole should pick up the ball and move immediately to the next tee, do not wait on the green while the rest of the group hole out.

APPENDIX: SLOW PLAY INCIDENT REPORT (SPIR)

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Please report, with as much detail as possible, the slow play incident.

Name of person reporting:	
Day & Date of Incident:	Time of Incident:
Names of Additional Witnesses:	
1.	2.
3.	4.

Details of Incident (use additional sheet if required):	
Signature:	

Match Committee Use Only

Committee Member Names:	
1.	2.
3.	4.

Action Taken:
Match Committee Result: