



Pace of Play Policy

One of the central principles of the game of golf is that players play by the rules and in the spirit of the game. Rule 1.2 in the Rules of Golf details the conduct that is expected of all players and what is meant by the spirit of the game. Rule 1.2 reads as follows:-

“All players are expected to play in the spirit of the game by:-

- Acting with integrity – e.g. by following the rules, applying all penalties, and being honest in all aspects of play.
- Showing consideration to others – e.g. by playing at a prompt pace, looking out for the safety of others, and not distracting the play of another player.
- Taking good care of the course – e.g. by replacing divots, smoothing bunkers, repairing ball-marks, and not causing unnecessary damage to the course



Slow play frustrates golfers, spoils their game and causes operational problems for the club. Duntryleague is a busy golf course and recognises the need to maintain a satisfactory pace of play during competitions. A key aspect of achieving this goal is to communicate these expectations via a Pace of Play Policy, and is as follows:-

- Be at your tee 5 minutes before the commencement of your round. Be conscious of your tee off time and listen for your name to be called via the P.A. Missing your tee time up to 5 minutes will result in a penalty of 2 strokes in stroke events, 2 stableford points in stableford events and loss of hole in match play events. Missing your tee time by longer than 5 minutes will result in disqualification.
- Know the rules of golf and the local rules, and know how to implement them when required.
- Play “ready golf”. Have your yardage measured, glove on and club in hand so you can promptly take your shot as soon as you can. You have 40 seconds to play your stroke from the time you arrive at your ball.
- Keep up to the group in front. If you are starting to fall behind, take measures to make the gap up. The lowest maker is the group captain, so be prepared to speed up if directed by them. The entire group can be penalised, not just one player.

- Play a provisional ball in stroke events if you are unsure if your ball maybe lost or out of bounds. Keep an eye on wayward shots and make an assessment of where it may have landed or bounced/rolled to.
- The maximum amount of time you may look for a lost ball is 3 minutes. After 3 minutes, your ball is declared lost and you must take immediate provisions to remedy the situation and play your next stroke.
- When playing 2 to a cart, the non hitting player is to be dropped off first **OR** they are to make their way to their ball to either begin looking for it, or prepare for their shot by the time the cart and their clubs arrive. Best practice is to take a club(s) with you that you believe you may use and if so, play your stroke **before** the cart arrives. **DO NOT SIT IN THE CART AND WAIT FOR YOUR PARTNER TO PLAY THEIR SHOT FIRST.**
- Do **not** clean your clubs etc immediately after your shot if you are falling behind and there is a group waiting to hit. Fill your divot first and then move away with your club in hand and clean it etc when you get to your ball.
- If your ball comes to rest near the hole and you are a distance away, or you have just played a bunker shot and are attending to the condition of the bunker, allow your partners to mark your ball so they can have their putts while you make your way to the green. This is to be done in accordance with the rules of golf.
- Position your buggy/cart around the green in such a way that you can move promptly to the next tee.
- Do **not** position your buggy or cart in front of the 16th green and then proceed to putt out on the green. Move buggies/carts to the parking bay beside the 17th red tee or use the path and park behind the green.
- “Putt out” short putts if possible and if it will not interfere with your partners line of play. In stableford, par and four-ball events, pick up if you can no longer score on the hole.
- An acceptable time to complete each 9 is 2 hours & 15 minutes for a stroke event and 2 hours and 5 minutes for all other events. If you are behind at “halfway” you are to continue to the next hole immediately without taking a break to sit down to consume food & drinks.
- Course Marshall's may make a suggestion during your round to make up time. A second time, the Course Marshall may give a direction. Their decision is final and any “backchat” or disobedience may result in further action being taken by the board. Upon a direction being given towards a player or group of players, it is to be considered that you and/or your group are on notice, or “on the clock”, and as such, you and/or your group are now at risk of being penalised.
 - First direction is considered a warning
 - Failing to rectify the first direction, the second infraction will result in a one (1) shot penalty towards a player and/or the entire group.
 - A third infraction will result in a two (2) stroke penalty towards a player or the entire group.

- A fourth infraction will result in immediate disqualification of a player or the entire group and they will be directed to halt their round and remove themselves from the course.