

SMGA PACE OF PLAY POLICY

VIII. Pace of Play

“A round of golf is meant to be played at a prompt pace.” USGA Golf Rule 5.6b.

That means members should:

- Prepare in advance for each stroke and be ready to play when it is your turn.
 - Move from one place to another between strokes.
 - Do not sit in the cart until it is your turn to hit. Get out of the cart and walk reasonable distances to your ball, carrying extra clubs so you will not have to return to the cart for a different club. Also take your putter when you are near the green.
 - If you are ready to hit and no one is in the way, and it will not interfere with the play of others in your group, play “ready golf” and hit away. (Golf Rule 5.6b(2)).
 - If you cannot improve on your team score, or are out of a hole in match play, pick up and take your “most likely” or maximum score for that hole.
 - Use continuous putting, and do not mark your ball after your first putt.
 - Do not practice putt on a green during a hole.
 - After you finish a hole, drive to the next tee before you mark your scorecard and return your clubs to your bag.

Expected Pace of Play

The expected pace of play for each hole in SMGA events will be printed on the tournament cards, for 18 holes approximately 4 hours and 6 minutes, this includes time at the turn.

Members who do not complete our events within the above time limits are needlessly delaying other participants in our events and compromising other golfers’ access to the courses.

Groups Out of Position

Out of Position shall mean not keeping up with the group in front or exceeding the posted times to complete play on each hole. Players will be expected to keep up with the group in front of them and not exceed the posted times on the cards. All Players must be within the Pace of Play.

Procedure When a Group is Out of Position and exceeding posted time limits

1. If a marshal sees that a group is out of position, the marshal shall notify the group that it is out of position, that it must close the gap with the group ahead, and that its pace of play may be timed.
2. A group that is out of position must play their next holes within the time specified on the tournament card for those holes and must make every reasonable effort to close the gap with the group ahead.

Timing ceases when a group is back in position and players will be advised accordingly.

If the marshal decides that the group has not played the subsequent holes within the time allotted for those holes on the score card, the marshal shall advise the group that it will be penalized as set out below, subject to any recent mitigating circumstances, e.g., lost ball, unplayable ball, lengthy discussion over a rule, etc.

Any penalty assessed under this rule may be appealed to the head pro (or the assistant pro in their absence), and the Tournament Chair or Assistant Tournament Chair.

Penalty for Breach:

- Penalty for first breach: Warning from marshal.
- Penalty for second breach: Players will be required to skip the next hole and take the maximum score (par 3- 6 strokes, par 4- 7 strokes, par 5- 8 strokes.

Refusing to follow the ranger's instructions, and or showing disrespect to the ranger will result in 30-day suspension from all SMGA events.

Procedure When Again Out of Position During Same Round

If a group is *out of position* more than once during a round, the above procedure will apply on each occasion.

Remedial Action

The SMGA Board may require any member who is repeatedly out of position or does not play at an acceptable pace of play to participate in a Pace of Play class conducted by the Golf Professionals as a condition for participation in future SMGA events