



## 2008 Women's Inter-Club Team Matches

### Pace of Play Policy

Captains, please make copies of the pace of play policy and the pace of play suggestions that follow for all members of your team. It would be advisable to review the information at a team meeting. If we all work together to improve pace of play, then everyone's experience on the golf course will be more enjoyable.

#### **Out of Position**

Any following group will be considered out of position if it (a) is taking more than the allotted time to play (2 hours and 15 minutes per nine) **and** (b) reaches the teeing ground of a par-3 hole and the preceding group has cleared the next tee; reaches the teeing ground of a par-4 hole **and** the putting green is clear; **or** reaches the teeing ground of a par-5 hole when the preceding group is on the putting green. Both (a) and (b) must apply for a group to be out of position.

**Note: Your goal is to try to keep up with the group in front of you.**

#### **Pace of Play Leader**

Home captains are requested to designate a "pace of play leader" in each group. This leader will remind players of the pace of play suggestions listed below if her group is out of position. All players should cooperate in implementing these suggestions.

#### **Skipping Holes**

If a group has fallen significantly out of position (two or more holes behind AND not playing on a two hour and 15 minute pace per nine holes), and enforcing all of the pace of play suggestions below does not help close the gap, then a club official has the authority to order that group to skip playing an entire hole or holes to close the gap and return to the correct pace. There will be no score for the skipped holes, and players may not return to play them at a later time. It is the captain's duty to inform the club of this policy, and the club's decision whether to implement it.



## 2008 Women's Inter-Club Team Matches

### Pace of Play Suggestions

1. Be ready to play when it's your turn. You should choose your club (or bring a selection) before it's your turn and walk to your ball. Try to analyze your lie and figure out the yardage while others are hitting so that you'll be ready to step up and hit when it's your turn.
2. Drop your partner at her ball and proceed to your own. She can catch you after her shot or you can pick her up.
3. Park your cart on the side of the putting green towards the next tee. This way others can hit up as soon as you clear the green.
4. The player closest to the pin should mark her ball and proceed immediately to the flagstick, which she will attend, if necessary, or remove. Be conscious of your shadow on the green--you should not cast a shadow on anyone's line of putt or over the hole when attending the flagstick. The first player to hole out replaces the flagstick after the last player holes out.
5. Leave the putting green quickly after holing out, and record scores on the next tee.
6. When a player is in her pre-shot routine, all other players should be still and quiet. No one should be standing behind the ball (to the right of a right-handed player) or behind the hole (on an extension of the line of putt).
7. Don't wait until it's your turn to putt to check the line and break from behind the hole. Most of your observations can be done while walking onto the green and waiting for others to putt.
8. Speed up your pre-shot routine. **ONE PRACTICE SWING** is sufficient!
9. If the group behind you is playing much faster, wave them through. Do the same if it looks like it will take more than a minute or two to find your ball. You are allowed five minutes to find a ball, but that doesn't mean the players behind you must stand around and wait while you are doing so. Note: You **MUST** abandon the search for a lost ball after five minutes.
10. If a player is searching for a lost ball, hit your ball first and then help her in her search.
11. If there is a possibility your ball is lost or out of bounds, hit a provisional ball. The home team players should advise an opponent to hit a provisional if their opponent's

shot warrants such a suggestion. They know their course and where the potential troubles lie.

12. When you have clearly lost a hole, concede it to your opponent and pick up your ball.

13. On any holes where you have a blind shot, send one team ahead to spot the balls.

14. If you lose more than one clear hole on the players in front, you should invite the following match to play through. Conversely, faster players may ask to play through. If you are in the last group and lose more than one clear hole on the players in front, implement as many of these suggestions as possible in an effort to catch up.

15. If one of the two matches and the better ball match have been decided, then the two players whose match is complete should stop playing if the group is out of position. (Please note that players who are out of the competition and still playing should always hit LAST on every shot, including putting, so as not to aid either player still playing a match in determining her choice of club or line of putt..)

16. There is no penalty in match play for playing out of turn. If you do so, your opponent may require you to cancel and replay your stroke. However, you may request permission to play out of turn (or your opponent may suggest it), and you should do so when appropriate. For example:

- a. You are ahead of your opponent, but you are in the woods and will be punching out onto the fairway.
- b. You are ahead of your opponent, but you are planning to lay up and your opponent is waiting to hit a longer shot.
- c. The players in front of you are out of your range, but not your opponent's.
- d. Your ball is just off the near side of the green, and your opponent has a long walk to her ball off the far side of the green.
- e. Your opponent is searching for a potentially lost ball.

17. There is no penalty in match play if your putt strikes another player's ball at rest on the putting green. Therefore, it is not crucial that every ball be marked on the putting green prior to putting.