



SLOW PLAY GUIDELINES

Slow Play

The lowest Handicapped or equal lowest Handicapped Members of the playing group is/are deemed to be the 'Captain' of that playing group, and responsible for the overall cohesion of play for that playing group.

Each group will satisfactorily hold its place in the field by being (safely and not harassing) as close as possible to the group in front.

Move quickly between shots.

- a) The prevention of slow play is the absolute responsibility of all members.
- b) It is considered that it would be reasonable for a group of four players to not exceed an average of 15 minutes per hole – that is four hours and thirty minutes maximum for the round.
- c) Be ready (in advance) to play your ball. Limit the amount of practice swings and address time.
- d) Move quickly from greens. Do not loiter to mark cards.
- e) Members who fall behind and have a clear hole ahead (for a typical par 4 hole) in a field of players should call the following group of players through.
- f) Players searching for a lost ball should signal the players behind them to play through, as soon as it becomes apparent that the ball will not easily be found. Act before 3 minutes has lapsed.
- g) A provisional ball should be played as soon as it is apparent that a ball may be lost, or out of bounds.
- h) With exception of Match Play; the player first on the tee and ready, may tee-off, if the group in front cannot be reached, or the longest hitters may tee-off last.
- i) A Member need not continue to play when the ball has no bearing on a result and all scoring shots have been completed.
- j) Where slow play occurs a Match/Competition Committee member may issue a warning to the playing group for the first offence, a 2-stroke penalty will be incurred for all members of the playing group for the second and any subsequent offences.