

SSGOA Policy - Pace of Play

Overview: Pace of play is an important element to the enjoyment of a round of golf. Pace of play is currently the #1 complaint about SSGOA.

Expectations: **1. Expected Pace of Play is 4:20 or better for an 18 hole round, unless there is a severe weather delay. 2. Your tee group is expected to maintain a course position of no more than 2 full shots behind the group in front. 3. Your tee group is expected to tee off on the 5th hole of play no more than 60 minutes (1 hour) after teeing off on the 1st hole of play.** If you or your team does not think that you can play at a 4:20 or better pace or will feel rushed and will not enjoy the round, you can request to have your membership fee refunded.

Authority to monitor position of groups and pace of play, issue warnings, and assess penalties:

Designated SSGOA course rangers, which can include golf course personnel, will have the authority to monitor the pace of play, determine whether groups are out of position, issue warnings (Section 1-Warnings), and assess penalties (Section 2-Penalties).

SECTION 1-WARNINGS: warnings will be given verbally by the course ranger. The letter W and hole number where the warning was issued will be written on all official scorecards for the group.

- Pace of play warning will be issued only to the first tee group not reaching the tee box for the 5th hole in 60 minutes or less.
- Out of position warnings can be issued anywhere on the course but typically at a tee area.

SECTION 2-PENALTIES: penalties will only be assessed to tee groups that have already been warned as described above. Penalties can be assessed more than once to the same group.

- Skip a hole and record a double bogey for each player or team hole score, if still out of position more than 2 holes beyond their warning. Out of position examples: no other group on the hole when arriving at the tee for a par 4 or 5 or for a par 3, more than 1.5 holes behind the tee group in front.

Respect of Authority: SSGOA volunteers work for the benefit of all players on the course. They have sole discretion to make the call and their call is final, like referees or umpires in other sports. **Any disrespect of an SSGOA volunteer's authority including arguments, verbal or physical harassment, will not be tolerated, and will result in disqualification from the tournament for the specific competitor(s) and could result in removal from SSGOA.**

Early Tee Times: Playing in the first 5 tee groups for a tournament is a privilege granted by the Tournament Manager. The expected pace of play for these early groups is 4:00 or better, if the first group is not held up by public play. Not meeting 4:00 pace or better can result in the loss of early tee time privileges at the sole discretion of the Tournament Manager, even if the pace is better than 4:20.

SSGOA Pace of Play Tips

- **Always play ready golf, even on the greens**
- **1st player on team to reach the green should position the cart between the cup and the tee for the next hole. Never leave a cart in front of the green while putting.**
- **Point Quota events – pick up the ball if laying gross bogey anywhere on the course and record a score of double bogey. DO NOT CONTINUE TO PLAY OUT THE HOLE ! Assist your partner or fellow competitors by raking traps, tending the flag, bringing clubs to players, moving carts, etc.**
- **Limit searches for lost balls to 3 minutes. Hit your own ball before assisting in a search.**
- **Do not search for golf balls other than your own, your partner's or a fellow competitor's.**
- **Take multiple clubs when around the green to accommodate unexpected conditions or results.**
- **Before putting, leave extra clubs on the edge of the green or fringe in the direction of your cart.**
- **Move your cart away from green before marking scores**
- **Limit time at the turn to no more than 5 minutes; call ahead for food and beverages when available**
- **Emergency cell phone use only, unless using a golf app**