

TEAM – Pace of Play

Last year we had improved pace of play, usually finishing within the 4 hour 30 minute guideline. Our goal is still to complete team matches in 4 hours and 30 minutes.

District Team Chair Margaret Farrell and Assistant Team Chair Carol Bloss will attempt to maintain a reasonable pace of play with help from the local Professional and his/her staff. Players who demonstrate a pattern of slow play will have their play monitored in future events and penalized if deemed necessary.

Penalties

Penalties can be assessed to one team or both teams if a single offender is not evident.

A team may consist of one or two players.

A marshal will determine if an individual/team is out of position. A marshal is a rules official, an Executive Board member, or a golf professional that is monitoring Pace of Play.

As a reminder, a foursome is determined to be **out of position** when:

- Taking more than 15 minutes per hole, resulting in more than 2 hours 15 minutes to play 9 holes and more than 4 hours 30 minutes to play 18 holes.

AND

- Reaching any place on the course where there is an open par 3 or par 4, or when the preceding group is on the putting green of a par 5 when the foursome arrives at the tee box.

Penalties assessed to one team:

- An individual/team will receive a **warning** for the first occurrence.
- If slow play continues, the individual/team will incur a loss of hole for the second occurrence.
- A third occurrence of slow play will result in loss of hole.
- A fourth occurrence will result in disqualification.

Penalties assessed to both teams:

- When a single offender is not evident, both teams will be given a **warning**.
- With a second occurrence the teams will be told to “split the hole” (both gross and net) with each team scoring ½ point and to proceed to the next tee box without completing the hole.

District's Team Chair and Assistant Team Chair will notify the Executive Committee of slow players and teams, and the Committee will consider their standing in future Team events.