## LVMGC PACE OF PLAY REGULATIONS

## This document serves to define:

- 1. The time limit for play
- 2. How we will measure the pace of play
- 3. How to speed up the playing pace.
- 4. The penalty for slow play
- 1. The Pace of Play shall be defined as finishing any hole within 10 minutes of the group ahead of you at all points on the golf course. Particularly at the 9th and 18th holes.
  - Our club needs to set the example for minimal pace of play at Los Verdes. We will be having two club marshals for each tournament keeping time and putting pairings on the clock.
- 2. We will have a tournament volunteer stationed at Hole #9 to record finish times for the front 9.

Those pairings that exceed the 14-minute separation period on Hole #9 will be recorded and placed into the last pairings for the following 3 months. Those pairings that exceed 20-minute separation will be placed into the last pairings for the next 12 months.

The Hole #18 Time is registered at the scoring table and is the official finish time. Finish your round and immediately get your scorecard time registered.

Those pairings that exceed the 14-minute separation period on Hole #18 will be recorded and placed into the last pairings for the following 3 months. Those pairings that exceed 20-minute separation will be placed into the last pairings for the next 12 months.

- 3. At this moment in time, we will be requiring all players to ride.
- 4. On the tee box, you have one opportunity to hit a provisional ball. You have to call the provisional and hit the provisional ball. There will be no going back to the tee box. The local rule directs you to take the line of flight and drop to the nearest point in the fairway, you are now hitting 3.

## Tips on how to play faster.

a. **REMINDER**: Under Rule 18.2, the time to search for a ball has been reduced from 5 minutes to 3 minutes. Upon 3 minutes, the ball becomes **lost and play resumes**.

- Additionally, LV Local rule allows for a drop in the fairway with the player laying 3 from the fairway. You are not allowed to go back to the tee and hit another tee shot.
- b. On the tee watch each player's ball and verbally identify a location for each player's ball. If ball location in doubt, hit a provisional.
- c. Then each cart pair spreads out and goes to their known ball locations. Prepare to hit your ball when you arrive at it, providing there is no other player in your line of ball flight.
- d. Know your limits, if you cannot hit the ball 200 yards with your tee shot then you should hit your second shot if you are out further than 200 yards.
- e. On the green, if you are behind, putt your ball and go to the tee box and hit your next tee shot.
- f. Hole #12 is a point where groups fall behind. Have 2 players put out and go directly to the next tee and hit your tee shot.
- g. **Ready golf** will speed up your groups pace of play. Forget honors and order of play.

We will have all pairings waive groups up on all par-3 holes, including Hole #17 if the group behind is on the tee awaiting their tee shot.

- 5. Suspension penalties will be imposed on all teams that fail to meet these pace of play regulations as defined above, including being disqualified during the course of play
  - a. Each player in the group will be subject to a 2-month tournament suspension. This includes being disqualified from all satellite tournaments as schedules will not be accommodated for your suspension.
  - b. A player can reduce this suspension to 1 month by volunteering as a marshal and helping to enforce the Pace of Play regulations in the following tournament.
- 6. Immediately, any group that posts over a 14 minute differential for the 9<sup>th</sup> or 18<sup>th</sup> hole will forfeit their payouts for that month. Also, all members of that group will be placed into the last groups of tournaments for tournaments going forward.

The Pace of Play committee has discretion on the necessary steps going forward.

Signed: The Pace of Play Committee, on June 20,2023

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