

# Aldeen Men's Golf Association

## Pace of Play Supplementary Rules Sheet



Playing at a better pace is not about hurrying up or rushing around the course. It is simply about being more efficient with your valuable time, as well as everyone else's. Adopting this mindset will ultimately add enjoyment to your golf experience. Here are some recognized tips and Local Rules for improving pace of play:

- **Ready Golf**

“Hit when ready” – As referenced in the Management Practices section of the USGA, playing “ready golf” is permissible in stroke play and can improve pace of play. To play “ready golf”, the *Order of Play* and *Honors* are eliminated and acceptable while taking care not to distract other players or compromise safety.

- **Be Efficient on the Putting Green**

Players shall practice *Continuous Putting* in stroke play which can improve pace of play. This should be done at your discretion whenever practicable by putting out short putts without marking the ball. Mark your ball and lift and clean it when you arrive at the putting green so you will be ready to replace it when it is your turn to play. You can usually line up your putt while others are putting, without disturbing them.

- **“Tee It Forward”** unless you are consistently able to reach greens in regulation from the back tees. In other words, play from a set of tees that is comfortable for you – one where you are more likely to hit lofted irons into greens instead of hybrids or fairway woods. It is acceptable for players in the same group to play from different tees. (The World Handicap System™ (WHS) provides a formula for adjusting handicaps from different tees.)

- **Remember that Picking up Your Ball is Permitted by the WHS**

If not in an individual stroke play competition, it is generally OK to pick up your ball and move on to the next hole if you are “out” of a hole and want to maintain pace of play. This applies in match play and many forms of stroke play, including Stableford and best-ball play. When a player starts a hole but does not hole out for a valid reason, the player must record their *most likely score* or *net double bogey*, whichever is lower, as appropriate for the situation and depending on the format of play.

For example: Did You Know?

- Each player in a four-ball takes an average of 5 seconds less to play each shot
- Each player plays 80 shots
- 80 shots x 5 seconds x 4 players = 26 minutes and 40 seconds

That means that, ignoring all other variables, the four-ball would play in 26 minutes and 40 seconds less time simply by shaving off an average of 5 seconds per shot.

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- **Keep Your Pre-shot Routine Short**

From club selection to pre-shot routine to execution, strive to hit your shot in 20 seconds when it is your turn to play. Most importantly, be ready to hit when it is your turn. Be efficient after your shot too. Start moving toward your next shot promptly.

- **When Sharing a Cart, Use a Buddy System**

Don't wait in the cart while your cartmate hits and then drive to your ball. Get out and walk to your ball with a few clubs. Be ready to play when it is your turn and then let your cartmate pick you up. Or, drive to your ball after you drop your cartmate off and then pick him up after you hit.

- **Be Helpful to Others in Your Group**

Follow the flight of all tee shots, not just your own. If in the fairway, help others look for their ball if you already know the location of yours. When a player's ball has not been found (within 3 minutes) or is *known or virtually certain* to be *out of bounds*, or if a ball is estimated to be *lost* on the *course* or last crossed the edge of the *course* boundary short of the fairway the player must proceed with the Local Rule of *Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds*.

- **Keep up with the group in front of you**

The basic advice in this regard is that if a group keeps up with the group in front, the players in that group will rarely be accused of slow play. Your correct position on the course is immediately behind the group in front of you, not immediately in front of the group behind you. If ground has been lost on the group in front, then all of the players in the group should take responsibility for making up that ground as quickly as possible. It is inevitable that there will be holes that take longer to play than would normally be the case, either due to bad play or some other delay, but the key is for all the players in that group to ensure that the group gets back into position promptly. The self-assessed pace of play control system can assist in ensuring that players take responsibility for making up lost ground.