

# **SLOW PLAY**

## **. . . .and how to avoid it!!!**

Rule 6(7) of the Rules of Golf stipulate<sup>1</sup>:

“The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish. Between completion of a hole and playing from the next teeing ground, the player must not unduly delay play.”

**PENALTY FOR BREACH OF RULE 6-7:**

Match play – Loss of hole; Stroke play – Two strokes

Stableford - The Committee deducts two points from the total points scored for the round (Rule 32(Ib), Note 2). Repeated offenders will be disqualified (Rule 32(2a))

In addition, the following recommendations and rules in relation to the pace of play are applicable for all EUGC competitions.

### **Recommendations and tips to avoid slow play**

- Before you go to the 1st tee, prepare yourself, by getting your tees, pitch marker, ball markers, golf glove, golf bag with drinks etc. ready to go.
- Always carry a spare ball in your pocket.
- Be ready to play when it is your turn. Do not start selecting your club or put on your glove when it is your turn to play.
- Apply “Ready Golf” (Prêt Jouez). If you are ready to play before the player who has the honour or if you are a shorter hitter, propose to tee-off or to play first. However “Ready Golf” cannot apply in match play competitions.
- Watch your partners’ ball so you can indicate its position.
- Advance swiftly when walking up to your ball.
- When in doubt about where a ball has ended up or whether it can be found, a player must play a provisional ball before searching for the first ball. Have a second ball on you in case you need to play a provisional ball.
- A player should always play and/or start searching for his own ball before starting helping others.
- The Golf rules allow a player up to 5 minutes search before a ball must be declared lost. However, if the ball cannot be immediately found, the following flight should be asked to play through while the search continue.
- Before putting, all golf bags should be placed next to the green in the direction of the following tee box.
- If you left a putt just short of the hole do not mark it, ask whether you can putt out (not in match play!). If a short putt is given, pick up your ball (in match play).
- Study your line of putt while others are putting.

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<sup>1</sup> Rules of Golf, as approved by R&A Rules Limited and The United States Golf Association, 33rd Edition, 2015, (Effective January 2016)

- When you have completed a hole, players should move quickly to the next tee box where the scores of the previous hole should be marked. Do not discuss queries on the green.
- If you play in a buggy, drop your partner off at his ball and advance to yours.
- Avoid more than 2-3 practice swings (statistically, more practice swings are even counterproductive).
- Be familiar with and apply the Rules of Golf and the etiquette. There is a mutual responsibility of players to observe and respect the recommendations above.

**“Your position on the course is just behind the flight in front of you, and not just ahead of the flight following you!!”**

### **Internal Rules of the European Union Golf Club:**

- A flight is considered to be out of position:
  - On a par 3 when players are not on the tee box when the previous flight has already left the tee box of the following hole.
  - On a par 4 when players have not left the tee box when the previous flight has already left the green.
  - On a par 5 when players are not on the tee box when the previous flight has already reached the green.
- A maximum time allowed per shot is 40 seconds. The 40 seconds start when it is the player’s turn to play and he has had sufficient time to reach his ball and to be able to play without distraction or interference. On the green, the timing will start when the player has had a reasonable amount of time to lift, clean and replace his ball, repair ball marks and clear loose impediments on his Line of put. Time spent looking at the line in preparation of the putt counts as part of time taken for the next shot. The marker is invited to verify that this rule is observed.
- On average, a flight of 2 players should be allowed 3h36’ (average 12’ per hole), a flight of 3 players 4h12’ (average 14’ per hole) and a flight of 4 players 4h30’ (average 15’ per hole) to complete a round of 18 holes. A flight is considered out of time if after appropriate assessment of particular circumstances by the committee the flight has exceeded the maximum time indicated.
- All players are obliged to mark the time when he/she left the 18th green. Thereby the committee will be able to establish when and where slow play begun when reviewing and registering the scores.
- The committee may impose, once the competition is completed but not yet encoded, the following penalties for slow play in accordance with the Rules of Golf:
  1. First transgression of max. time: warning
  2. Second transgression of max. time: 1 penalty stroke
  3. Third transgression of max. time: 2 more penalty strokes
  4. Fourth excess of max. time: disqualification
- If the committee cannot identify the responsible player, the penalties will be applicable to all players of the flight causing the delay.

- Players declared “out of time” will not be able to receive any prizes or points in the context of individual competitions or series of competitions e.g. Astérix, Wintercup, etc. Their scores, however, remain valid vis-à-vis the Royal Belgian Golf Federation.