

Pace of Play Rules

Pace of Play

Each member's responsibility is to know and understand these important LTMGC rules. Therefore, please familiarize yourself with the rules below.

1. You are expected to play the front 9 in 2 hours and 15 minutes or finish the front 9 no more than 15 minutes behind the group in front of you.
2. You are expected to play the back 9 in 2 hours and 20 minutes or finish the back 9 no more than 15 minutes behind the group in front of you. The extra 5 minutes allow walkers to get from 18 to the clubhouse.
3. You are expected to always remain within a reasonable distance of the group in front of you. If an entire hole is open in front of you, this is not an acceptable distance.
4. After the 9th and 18th holes, you are required to time-stamp a scorecard for your group with the time clock with at least one scorecard within the foursome. After you have completed your round, please leave one scorecard in the basket/box by the starter or in the pro shop.

Pace of Play Penalty

1. Any group that falls out of position a **full hole behind** the group they are following you will be warned and have 1 hole to catch back up. You *could* be penalized **1-stroke for each offense if you are still behind.** If a member of the Board of Directors or member of the Pro Shop comes out to ask your group to speed up play, you are expected to do so within the next 2 holes. If one of those two groups comes out a second time, the entire group will be assessed a 1 stroke penalty.
2. Any group that turns in a scorecard more than the allotted times listed above will be assessed a **1-stroke for each offense.** So, if you are slow on the front and back, you will receive a 2-stroke penalty for each player in the group.
3. Failure to turn in a time-stamped scorecard may result in 1 stroke penalty for each member in the group if that group was noticed to be behind the group ahead of them.

Speed of Play Suggestions

1. Keep up with the group in front of you

Your correct position on the course is immediately behind the group in front of you. Arrive at your next shot just before the group in front leaves the area in front of you.

2. If a Group is Out of Position

If at any time during a tournament round you observe another group "out of position," i.e., not keeping within a reasonable distance of the group in front of them, call the Pro Shop to request them to send someone out to push that group.

3. Keep your pre-shot routine short

Pick your line of play once and trust yourself. Try to take no more than one practice swing, then set up to the ball and play your shot. Most importantly, be ready to hit when it is your turn.

4. Aim to play in 20 seconds

From club selection to pre-shot routine to execution, strive to hit your shot in 20 seconds when it is your turn to play. Help keep play moving at a brisk pace.

5. Be helpful to others in your group

Follow the flight of all tee shots, not just your own. Help others look for their ball if you already know your location of your own ball.

6. Be efficient on the putting green

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. Leave your clubs on the side of the putting green closest to the next tee and leave the green promptly after holing out.

7. Play READY GOLF in stroke play tournaments

If you arrive at your ball or drop your riding companion at their ball, whoever is ready to hit, should hit. Do NOT WAIT to play your shot, if the coast is clear.

8. Practice continuous putting strategies

Continue putting once you play your first putt until you have holed out! Do NOT mark your ball and wait until you have Honors. Finish putting and move aside in stroke-play events.

9. Par 3 playthrough

We will place a sign on ALL par 3 Greens to allow the group behind you to hit up onto the green if they are on the box waiting. Then the group on the green putts out and moves on. Exception, if the group in front of you is more than ½ hole ahead of you, than don't allow the group on the box to play through.