

The Rules of Golf require that a player shall, at all times, play without undue delay (Rule 6-7). **To be in violation of this rule, the group must be out-of-position and over the allotted time shown on the scorecard.** Each group is expected to maintain its starting interval. On a par four (4) or par five (5), a group is out-of-position if they arrive at a teeing ground and the green in front is clear. On par three's (3), a group is out-of-position when they arrive at a teeing ground and the group in front has departed the next teeing ground. If a group is out-of-position and over the allotted time, they can speed up by using the Faster Play Measures listed below. The allotted pace-of-play times are shown on the scorecard.

Faster Play Measures

(Applicable for Stroke Play)

We fully realize that the procedures below are not in accordance with traditional golf etiquette but neither is slow play. The EMGA advocates the following measures in order to help everyone play faster and make the day more enjoyable for all.

1. Play "ready golf". Ignore "Honors". The first person to the teeing ground hits.
2. Watch each player's shot and mentally mark the ball's path with a landmark so it is easier to find (i.e., tree, bush, rock, etc).
3. Always play a provisional ball when your ball could be lost outside of a water hazard.
4. When riding a cart, avoid stopping at each rider's ball and waiting for the ball to be played. When practical, drop one rider off at his ball while the other rider drives to his ball.
5. Play your shot as soon as you reach your ball provided it is safe to do so.
6. The five-minute rule for a lost ball must be observed. Other players in the group should play their shot before helping to look for a potentially lost ball. When five-minutes are up, all players must abandon the search without waiting for the player of the lost ball to declare it lost. The player should play his previously hit provisional ball.
7. Once you have started putting, continue until your ball is holed unless doing so would interfere with another player's line.
8. Drop extra clubs carried to the green on the putting surface in the direction of the next hole so they can be easily seen and less likely left behind.
9. Do not invite a following group to play through. This will slow up the entire course. Just keep up.

Accelerated Faster Play Measure when your group is falling behind:

10. The first person to hole-out should go directly to the next tee and play without waiting for others to finish putting. The other players should follow in the same manner.

Penalty for Slow Play

In the name of good sportsmanship and in consideration for fellow competitors, all participants in EMGA events should do their part in maintaining the proper pace-of-play as defined in the first paragraph of this policy. The Eisenhower Golf Club is responsible for enforcing pace-of-play on the golf course. A group that falls behind may be asked by the course monitor to regain their proper position within two holes. If the group has not regained their position within two holes, they will be required to pick up their balls and move forward to their proper position on the golf course. If this should happen during an EMGA event, the group will be disqualified for the competition because they will not have completed the stipulated round specified for the event.

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