

LVMGC
PACE OF PLAY & POSITION ON THE GOLF COURSE REGULATIONS FOR LVMC TOURNAMENTS
This document serves to define:

1. The pace of play and position on the golf course
2. How we will measure the pace of play and position on the golf course
3. How to speed up the playing pace.
4. The penalty for slow play or out of position on the golf course

1. The Pace of Play and Position on The Golf Course shall be defined as finishing any hole within 15 minutes (total round within 4 ½ hours) or the position on the golf course relative to the group in front of you at all points on the golf course (particularly at the 9th and 18th holes). We may ask tournament participants to “speed up” if they are not within the 15 minutes and/or out of position on the golf course. **Example: rabbit groups first twelve tee times will set the pace of finishing 4 hours 10 minutes, the next set of tee times 13 through 24 tee times will set the pace to finish in 4 hours and 20 minutes. The next set of times 25 through the last tee time will set the pace to finish in 4 1/2.**

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 track of time and/or position on the golf course.

2. We will have a tournament volunteer stationed at Hole #9 to record finish times for the front 9. Those pairings that exceed the 15-minute separation period on Hole #9 will be put on the clock. This includes an automatic, implied warning (No marshal or LV member needs to explicitly give you a warning for you to be “Put on the clock”). A marshal then follows your group and time each player. Being put on the clock 40 seconds Each player is permitted a maximum of 40 seconds to make a stroke from the time that player arrives at their ball. A player is considered to have made a bad time only when the player exceeds 40 seconds, plus an additional 10 percent timing margin. (44 seconds). Players with a time exceeding 15 minutes per hole will be assessed penalties as follows:

- 1st occurrence - 1 stroke penalty
- 2nd occurrence - 2 stroke penalty
- 3rd occurrence – player DQ-ed and asked to leave the course.

Pairings that do not trim the Pace of Play gap within 3 holes will be asked to leave the course ending

their rounds with an immediate DQ and are subject to a 2-month suspension.

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 **within 15 minutes of finishing.**

3. At this moment in time, we will be requiring all players to ride unless identified as a “rabbit group” in advance (the rabbit groups are expected to set the pace of play for the tournament).

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.