

APPENDIX A – Code of Conduct & Pace of Play

Code of Conduct

2019 Rule: Under Rule 1.2b, a committee will be allowed to adopt a “Code of Conduct” that:

Sets the Committee’s own standards for how players should conduct themselves, and

May set penalties less than disqualification (such as a one-stroke penalty or a two-stroke penalty/loss of hole penalty) for a player’s breach of those standards.

The Committee will also still be able to disqualify a player for serious misconduct that is contrary to the spirit of the game, as emphasized in new Rule 1.2a (see Explanation for Proposed Rule Change - Expected Standards of Player Conduct).

All players are expected to play in the spirit of the game by:

Acting with integrity – for example, by following the Rules, applying all penalties, and being

honest in all aspects of play.

Showing consideration to others – for example, by playing at a prompt pace, looking out for the

safety of others, respecting the staff / fellow competitors and not distracting the play of another

player.

Taking good care of the course – for example, by replacing divots, smoothing bunkers, repairing

ball-marks, and not causing unnecessary damage to the course.

Penalties for breach of rule:

1st Offense- Verbal warning regarding behavior in question.

2nd Offense- 2 Stroke Penalty (General Penalty) / Loss of Hole (Match Play)

3rd Offense- Disqualification

Pace of Play Rule

Rule 5.6 will encourage prompt pace of play by recommending that:

Players should recognize that their pace of play affects others and they should play promptly throughout the round (such as by preparing in advance for each stroke and moving promptly between strokes and in going to the next tee),

A player should make a stroke in no more than 40 seconds (and usually in less time) after the player is able to play without interference or distraction, and

Committees should adopt a Pace of Play Policy (rather than only say they may do so).

In addition, new Rule 6.4 will expressly allow playing out of turn in match play by agreement, and for stroke play, will affirmatively allow and encourage players to play out of turn in a safe and responsible way to save time or for convenience (also known as “ready golf”).

Definition of Out of Position

The first group to start will be considered "out of position" if, at any time during the round, the group's cumulative time exceeds the time allowed for the number of holes played.

Any following group will be considered out of position if it

- (a) Reaches the tee on a par 3 and the preceding group has cleared the next tee,
- (b) Reaches the tee of a par 4 hole after the preceding group clears the putting Green.
- (c) Reaches the teeing ground of par 5 hole when the preceding group is on the putting green and made a stroke position.

A group out of position will be notified that they are out of position and will be subject to individual timing

Procedure When Group is Out of Position

The Golf Professionals will monitor pace of play and decide whether a group that is "out of position" should be timed. An assessment of whether there are any recent mitigating circumstances, e.g. a lengthy ruling, lost ball, unplayable ball, etc. will be made.

If a decision is made to time the players, each player in the group will be subject to individual timing and a referee will advise each player that they are "out of position" and they are being timed.

In exceptional circumstances, an individual player, or two players within a group of three, may be timed instead of the entire group.

The maximum time allocated per stroke is 40 seconds. [10 extra seconds are allowed for the first player to play: a) a tee shot on a par 3 hole; b) an approach shot to the green; and c) a chip or putt.]

- A player is considered to have made a bad time only when the player exceeds 40 seconds, plus an additional 10 percent timing margin. A player will be informed of a bad time as soon as possible.

The timing will start when a player has had sufficient time to reach the ball, it is his or her turn to play and he or she is able to play without interference or distraction. Time taken to determine distance and select a club will count as time taken for the next stroke.

On the putting green, timing will start when the player has had a reasonable amount of time to lift, clean and replace the ball, repair damage that interferes with the line of play and move loose impediments on the line of play. Time spent looking at the line of play from beyond the hole and/or behind the ball will count as part of the time taken for the next stroke.

Timings will be taken from the moment it is decided by the referee that it is the player's turn to play and he or she is able to play without interference or distraction.

Timing ceases when a group is back in position and players will be advised accordingly.

Penalty for Breach of Local Rule:

1st Offense- Verbal warning regarding the position of the group in question.

2nd Offense: One-Stroke Penalty will be applied after players have been timed and found to be taking longer than the time allotted.

3rd Offense: Two-Stroke General Penalty will be applied in addition to the penalty for the first breach.

4th Offense- Disqualification