

## 5. Pace of Play (section from EBG Handbook)

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EBG is committed to improving the pace of play experience for all members and fellow golfers. The following policy and guidelines are in effect for all EBG rounds. The pace of play policy was implemented starting June 2, 2024. The EC and TC may adjust completion times if course, weather, or other conditions warrant a change.

### 5.1 Completion Time & Being in Position

- a. Total time allowed to complete 18 holes is 4 hours 35 minutes, which includes a 5-minute break after 9 holes.
- b. Each group will be provided with paper scorecards showing the MAXIMUM allowable time to complete each hole based on the group's scheduled starting time. This is called the hole completion time and is defined as the time when the last player in the group walks off the green.
- c. Each hole's maximum allowable time includes time to search for balls and other common occurrences. Normally the hole should be completed faster than the time on the scorecard. Ready golf and making up lost time on the next hole are highly encouraged.

### Staying with the Group Ahead — Being in Position

- d. Each group is required to stay "in position" of the group ahead. Being in position is defined as:
  - i. Reaching the teeing area of a par-3 before the group ahead has teed off on the next hole.
  - ii. Reaching the teeing area of a par-4 before the group ahead leaves the putting green of that hole.
  - iii. Reaching the teeing area of a par-5 before the group ahead gets to the putting green of that hole.

### 5.2 Checkpoints and Time Recording

- a. EBG will implement the 9th and 18th holes as checkpoint holes within an 18-hole round.
- b. Each group is required to record actual hole completion time for checkpoint holes only. Failure to record time will result in a 1 or 2 stroke penalty.
- c. Recording hole completion time for other holes is optional but highly encouraged for future policy improvements.
- d. Recording in-position status on the scorecard for each hole (whether the group was in position of the group ahead) is optional.
- e. It is each player's responsibility to be aware of their group's position relative to the published hole completion time.

### 5.3 Pace of Play (PoP) Penalties

- a. A group whose hole completion time exceeds the maximum allowable time at any checkpoint hole will be assigned one stroke Pace of Play (PoP) penalty per member, unless the group was in position and finished the checkpoint hole within 15 minutes of the group ahead. A maximum of two PoP penalties may be assigned per player over 18 holes.
  - i. If the Committee determines that one or more players in a group caused the group's failure to maintain pace of play, any player who complied with this policy may be exempted from penalty, while the player(s) responsible may still be penalized.
- b. One member of the group will be designated to monitor and record hole completion time and in-position status. This member is responsible for informing others in the group if they are falling behind.
- c. Scorecard Pace of Play (PoP) time penalties may be applied by the Tournament Committee (TC) after scorecard submission, per Section 4.2.

### Unreasonable Delay

- a. In addition to the foregoing, any players must **not** unreasonably delay play, either when playing or between holes, may be subject to penalty in accordance with USGA Rule 5.6(a) – Penalty for Breach of Rule. Penalties are: one stroke for the first breach, the general penalty (two strokes in stroke play, loss of hole in match play) for the second, and disqualification for the third breach.
- b. If the Tournament Committee (and/or Executive Committee) determines that a player's slow pace of play constitutes serious misconduct, penalties will be applied in accordance with USGA Rule 5.6(a).
- c. Penalties assessed for unreasonable delay of play are separate from, and may be imposed in addition to, any penalties issued under the EBG Pace of Play (PoP) policy.

## 5.4 General Pace of Play Guidelines

- a. All players are expected to follow proper etiquette and adhere to the pace of play guidelines recommended by the golf course. The course marshal will enforce pace of play. Players are urged not to argue with the marshal.
- b. Your pre-shot routine should be less than 40 seconds after placing your ball on the ground/tee.
- c. Total time to look for a lost ball is 3 minutes or less. During this time, other players in the group should continue with their shots. Play ready golf.
- d. If your ball lies in a very difficult spot, consider taking a drop rather than playing from a poor lie.
- e. Always carry one or more required clubs and an extra ball when walking away from your cart.

## Marshal Instructions

If the marshal instructs a player or group to pick up their ball and/or skip a hole, the following will apply:

- i. Subject to time and course conditions, player(s) may be permitted to return and replay the skipped hole(s) without penalty. Approval to replay must be obtained from the course prior to doing so, and all arrangements are the responsibility of the affected player(s).

If the skipped hole(s) are **not** replayed for any reason, including course unavailability or the player's decision **not** to replay, the following scoring procedures will apply:

- ii. In stroke play: the player will receive a gross Penta score, defined as +5 strokes over par for the hole: 8 on a par 3, 9 on a par 4, and 10 on a par 5.
- iii. In match play: the hole is considered halved.

## 5.5 Scorecard Time Tracking

Scorecards include start and end round times, as well as guidance on the maximum minutes per hole each foursome should target to maintain proper pace. It is each individual player's responsibility within the foursome to play ready golf and keep pace. Course marshals may direct groups to skip holes if they determine the group is not maintaining adequate pace. Foursome completion times will be tracked and compiled over the course of the tournament season.

## 5.6 Maximum Scores Per Hole

In an effort to improve pace of play, a gross Penta score (+5 from par) will be applied for all tournaments. Once a player has reached the maximum stroke count for a hole, they must pick up their ball and record that score:

- a. Par 3 — Maximum score: 8
- b. Par 4 — Maximum score: 9
- c. Par 5 — Maximum score: 10

## 5.7 Out of Bounds — Model Local Rule E-5

Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds: When a player's ball has not been found, or is known or virtually certain to be out of bounds, the player may proceed under Model Local Rule E-5 rather than stroke and distance. For a two-stroke penalty, the player may drop a ball in the fairway near where the ball went out of bounds.

- a. If you hit a shot where Local Rule E-5 would not be beneficial given the ball's likely location, play a provisional ball immediately.

## 5.8 Searching for a Lost Ball

- a. Limit the search for a lost ball to 2–3 minutes maximum.
- b. If you are confident the ball is lost in deep rough or thick vegetation, take the lost ball penalty and proceed.

*Hint: If you locate your ball in an extremely difficult lie, consider that taking an unplayable lie penalty or lost ball penalty may result in fewer total strokes than attempting to play from that position.*