



*The Royal Calcutta Golf Club*  
*The Home of Golf in India since 1829*

## RCGC Pace of Play Policy

### Introduction

This Pace of Play Policy has been adopted and included in the RCGC Local Rules to ensure competition rounds and casual rounds are played in an appropriate interval of time to make golf more enjoyable for everyone, by:

- Ensuring players keep pace with the group ahead and not fall Out of Position.
- Establishing 4.40 hours as the target time for a 4-player group to complete an 18-hole casual and competition round from the White Tees
- Introducing, educating and enforcing Ready Golf standards
- Monitoring of play and enforcing Rule of Golf 5.6
- Highlighting timesaving hints

A group or player is considered 'Out of Position' if they are exceeding the Target Times as listed below and or in Table 1.

### Target Time – Course Pace Time 4.40 Hours as defined in Table 1

It is expected that all 4-ball competition rounds should be completed within 4.40 hours in line with the timings provided in Table 1. A significant responsibility lies with the group to ensure they 'lead' the field at a suitable pace to achieve the target time. From time to time circumstances may negatively influence the actual time taken; yet all efforts should be made to meet the target time of 4.40 hours and follow the timing allotted to each hole according to Table 1.

### Target Interval Time – 8 Minutes for Casual Round / 10 Minutes for Competitive Round (8/10)

The starting interval time between groups is typically 8/10 minutes. It is expected that all groups will maintain an interval time of 8/10 minutes with the group ahead throughout the round. From time to time because of the course condition and design of the course circumstances (e.g. Par 3 holes) may cause the interval time to exceed 8/10 minutes; yet all efforts should be made to catch up with the group in front.

### Target time to Make a Stroke – 40 seconds

It is recommended that a player make a stroke in no more than 40 seconds after s/he's turn commences and is (or should be) able to play without any interference or distraction. A player should be able to play more quickly than that and is encouraged to do so.

## Allotted Target Times per hole (4 Ball Group)

TABLE 1

Hole number	Par	Allotted Time (Mins)
1	4	14
2	3	13
3	4	15
4	5	18
5	4	14
6	4	15
7	4	15
8	4	14
9	4	15
10	4	15
11	4	14
12	4	14
13	3	13
14	4	14
15	5	17
16	4	14
17	4	14
18	4	15

The **Total Target Time is 4 hours and 40 minutes** and makes the below assumptions:

- reasonable time for a drink / snack break.
- Time taken to walk in between holes.
- Playing the round on foot and without the use of Golf Carts.

## Ready Golf (not applicable for Match Play Tournament format)

Rule 6.4b (2): Playing out of Turn in a Safe and Responsible Way (“Ready Golf”)

*Players are both allowed and encouraged to play out of turn in a safe and responsible way, but a player SHOULD NOT PLAY OUT OF TURN TO GAIN AN ADVANTAGE OVER OTHER PLAYERS.*

Also, if a group is not keeping pace with the group ahead, it is expected that they will adopt Ready Golf until they have ‘caught up’ with the players ahead.

Quite simply, Ready Golf is a common-sense approach to play the ball when ready:

- Dismiss all honours;
- Don’t wait for others before approaching the tee and hitting;
- Proceed to your ball as quickly as possible;
- Play the ball as soon as it is safe to do so.

Some golf rules and etiquette address the order of play and which player has the “honour”. Observance of the honour came about as a show of politeness to one’s playing partners. But out of politeness to ALL the golfers behind, the slow play problem requires that honours be abandoned if a group does not keep pace with the group ahead. Each player should play when ready, if doing so will not interfere with others, especially on the tee. Shorter hitters of the ball can often hit first, especially from the tee.

Please note that Ready Golf will not apply to Matchplay Competitions and is suitable for only Stroke Play Competition rounds and Casual Rounds.

## **Monitor & Enforce**

Authorised Course Officials or Representatives will be a Tournament / Golf Committee Member or Course Marshal or Referee. They have been empowered by the relevant Committee to monitor and enforce this Policy.

Competition players at the RCGC are required to report in at the Starter’s Desk before the start of their competition and to enter their score as soon as possible on finishing the competition or as determined by the relevant Committee. These times will be checked and monitored by the Course Official to identify excessive finishing intervals in the field.

A group’s start times (casual or competitive round) will have been recorded with the Starter.

From time to time, authorised Course Officials will conduct Pace of Play monitoring. Using a Timesheet and/or Group Monitoring Sheet, the Course Official will observe, calculate and record as much of the following information as possible for players or group which are Out of Position:

- Actual tee time.
- Actual finishing times of periodic holes and at the 18th hole.
- Names of every player observed in each group.
- Calculate the interval times between each group.
- Calculate the Actual Round Duration of each group.

It is considered a group / player’s responsibility to be attentive to their pace of play and not be caught Out of Position. Under no circumstances shall the player approach, confront or abuse the monitor.

The process for dealing with members or visitors who breach Rule 5.6 is as follows:

### **a) STAGE 1 – 1<sup>st</sup> Verbal Warning**

Each player or team in any group that is in violation of the recommended pace of play will be issued a verbal warning by the Course Official. The verbal warning will request the player’s or group’s co-operation to improve their pace of play by being aware of the situation and, if necessary, modifying their behaviour and/or their group’s behaviour. They will be informed that their pace of play is now being observed and that the player or group the first infraction has been recorded for being Out of Position.

### **b) STAGE 2 – Reprimand during Play**

If a player or group is identified to be in breach of the pace of play policy despite the verbal warning (Stage 1), they can now be penalised. At this stage the player or group is verbally informed that this breach of the policy (despite the Stage 1 warning) will lead to one or more of the below reprimands (this can be enforced during play):

1. The player will receive a 2-shot penalty (or a loss of hole in Matchplay, or a 2-point deduction in Stableford) in the competition of the day.
2. For a casual round, the offending player or group will be asked to skip a hole(s) to be bought back into position OR;
3. As an alternate option to the above point, for a casual round, the offending player or group will be asked to stop play and remove themselves from the course.
4. Multiple breaches could lead to multiple instances of the stated penalties and / or escalation to Stage 3 for further penalty and disciplinary action.

### **c) STAGE 3 – Serious Breach and Disciplinary action**

Gross misbehaviour and non-compliance with the Course Official, will allow the Course Official to now impose any of the below penalties for severe breach during play if the Players or Group refuses :

1. The player will not be able to book on the RCGC Online Booking System for two (2) months.
2. The player is also put on a twelve (12) week probationary period. One (1) further offences in this period will be penalised in accordance with Stage 3.
3. Suspension from Club Tournaments (including League Tournaments) for a period of 6 (six) months.
4. Escalation to the Club Disciplinary Committee as a **Grade 3 offense**.

The decision of the Committee or Course Official is final.

**TIME SAVER HINTS ON THE NEXT PAGE**

## Timesaver Hints

### Always be ready to play

- Be on the First tee 5 minutes before your allocated tee-time
- DO NOT Tee-off **BEFORE OR AFTER** your tee-time Rule 5.3a
- Proceed directly to your own ball.
- Plan your shot and select your club when approaching your ball.
- Only take one (1) practice swing and prepare yourself while others are hitting.
- When in doubt, notify your marker and hit a provisional ball.
- If necessary, encourage your playing partners to maintain a good pace of play.
- Know the Rules of Golf and RCGC Local Rules, including those about out of bounds, penalty areas and lost balls.

### Don't waste time

- Even if starting after a gap in the field.
- Never record scores on or near the green. Count strokes and write scores at the next tee.
- Don't leave a cart/bag in front of the green. Leave it to the side towards the next tee.
- Carry extra tees, balls and ball markers in your pocket.
- If safe to do so, encourage players on incorrect fairways to play through.
- Quickly purchase food/drink. If Out of Position, do not stop for a food break.
- Do not give lessons/instruction on the course. Reserve that for a practice session.

### On the tee

- The first player ready to play should do so as soon as it is safe.
- Encourage your playing partners to tee off as soon as they are ready. Except in Matchplay
- Other players should wait right next to the tee markers.
- All players should watch other shots to help pinpoint the position of the ball.
- After hitting, each player should return to their clubs and be ready to proceed to their ball.

### On the green

- Park clubs/cart beside the green in line with the next tee.
- Study the line, slope, grain, etc before it is your turn.
- Leave Flagstick in the hole.
- Encourage your playing partners to putt, if they are ready to do so. Except in Matchplay

- Follow continuous putting rules until holed out, unless restricted by another player's line.
- When the first player is finished putting, they should proceed to the next tee (without disturbing the other players yet to putt). There is no point three people standing around doing nothing when the group needs to catch up.