



Pace of Play Policy

Players who compete in Weekend Net Tour events are subject to the **NCGA's Pace of Play Policy**. Generally, the maximum amount of time allotted to play 18 holes is between 4 hours and 30 minutes and 4 hours 55 minutes. That time is based on factors such as course difficulty, layout and restrictions, as well as field size. If a group misses its checkpoint, the group is subject to a two-stroke penalty to be added to each player's or side's 18th hole score. If a player or side takes the maximum score on the 18th hole, the maximum score will be applied as a player or side cannot exceed the maximum score set by the committee. (Rule 21.2c)

NCGA Weekend Net Tour Pace of Play Guidelines, FAQs & Tips

The following reasons will not absolve you from penalty:

- One player slowing down the rest of the group due to slow play
- Several lost ball searches that occurred prior to the 18th hole
- Playing in a group of four behind a group of three
- Waiting on the group in front of you earlier in the round
- Needing to adjust to a faster pace of play, after slow play earlier in the round
- A group with one or more high-handicap players
- Player(s) in a group choose to walk instead of riding in carts
- The course has Cart Path Only restrictions

FAQs

Q: *Why am I penalized for the slow play of a fellow-competitor?*

A: Unless you made the culprit aware of his/her slow play during the round, the group as a whole is held responsible for missing its checkpoint.

Q: *What ways can I avoid receiving a penalty due to the slow play of a fellow-competitor?*

A: Once slow play is identified, tell the culprit that he/she needs to play faster or "pick up the pace." If the player's slow play continues you can try to find an NCGA Official and tell him/her to monitor/time the player. If that resource is not available, you should do your best to time the player and have one of your fellow-competitor's in the group corroborate when bringing forth information to the committee.

Q: *Why are we penalized when our group lost several balls during the round?*

A: The allotted amount of time given, accounts for potential ball searches throughout the round, therefore no additional time should be added to the allotted time. Remember that the Rules of Golf allow only three minutes to find your ball before it is considered lost.



Q: We're a group of four playing behind a group of three, why is that not considered for missing our checkpoint?

A: The allotted time is for what it should take a group of four to complete in 18 holes, so your group shouldn't finish over the allotted time and more than 14 minutes behind the group in front of you.

Q: We were waiting (at various points) during the round, why is that not taken into consideration?

A: It is you and your fellow-competitors' responsibility to adjust to the ebb and flow of the golf round. Players should remain cognizant of changing paces throughout the round.

Q: Why were we not warned by an NCGA official that we were out of position?

A: While an NCGA official may warn your group if it's out of position, he/she is not required to and may not be able to due to available staffing. Ultimately, it is the players' responsibility to know their group's position relative to the published Pace of Play on the scorecard.

TIPS

- Play ready golf
 - Don't worry too much about order of play, if your fellow-competitor is still contemplating his/her shot or has hit a shot where he/she is still away, offer to go ahead and play your next stroke if ready.
 - Without distracting the player hitting his/her shot, use this time to take practice swings, make club selection, get yardages, determine wind direction, read putts, etc.
 - If riding in a cart, have one player dropped off, so the driver can go to his/her ball. If walking, go directly to your ball unless you are in a fellow-competitor's line of play.
- Take advantage of 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 as follows rather than proceeding under stroke and distance. For two-penalty strokes, the player may take relief by dropping the original ball or another ball in the relief area as prescribed under the Rule.
 - If you hit a bad shot where you think Model Local Rule E-5 would not be beneficial for where your ball was potentially lost, be sure to hit a provisional ball instead.
- Check the time printed on the bottom of your scorecard. When electronic scorecards are being used, make note of the overall time to finish 18 holes (consider using a phone notification).
- Don't lose sight of the group in front of you, if you are unable to see the group in front of you on a par 4 or par 5, you are most likely out of position.
- Use the max score as needed, if you are having a bad hole and have reached the maximum score please pick up.
- Call ahead if ordering food between nines.
- Don't chat with your fellow-competitors when a golf shot can be played.