

Pace of Play Guidelines

Four hours and 15 minutes is our allowed time for each group. This is the pace of play the rangers use to determine if you are within the allotted timeframe.

1. Before your rounds, ensure your GPS is set to the correct course and within reach, tees, a provisional ball, flat ball maker and a green repair tool in your pocket.
2. Pay attention to your fellow competitor's drives/shots. If they lose sight of their ball, you can help direct them.
3. A round of golf is meant to be played at a prompt pace. Your pace of play affects how long it will take others to play their rounds, both those in your group and those in the following groups.
4. Keep up with the group in front of you.
5. Always be ready to play when it is your turn by grabbing your club(s) and walking to your ball.
6. Review the pace of play printed on the official scorecards and keep the group updated on their play time. If the pace of play is not recorded on the scorecards use 2 hours for each nine holes as a guide.
7. **If you are told by the rangers that you are behind, be more efficient and ready to play so that you increase your pace of play (for example, no practice swings) to catch up to the group in front of you. If you are warned a second time, your group may be asked to skip a hole, which might result in disqualification from the tournament.**
8. One member of each group should be the timekeeper if searching for a ball is required. Do not exceed the 3-minute search time limit. Before you assist in the search, play your ball first if reasonable to do so. Remember, you may play a provisional ball or invoke MLR E-5.
9. Keep socializing to a minimum. Save for after the round.
10. Make a stroke in no more than 40 seconds. Players are usually able to play more quickly than that and are encouraged to do so. No more honors except as required in Match Play. Shorter hitters can hit first from the teeing area and in the fairways when you have longer hitters who might hit into the group ahead.
11. Plan ahead. It's okay to follow your lag putt immediately putting your next stroke if you can avoid another player's line and you are not playing Match Play.
12. Bunker Assistance-Don't hesitate to assist your fellow golfer in raking a bunker.
13. **When allowed in weekly games you may pick up and record a "Double Par". Double Par is the MAX allowed for any hole. If you are playing a partner game and do not need to hole out, and pick up prior to reaching your "Double Par" record and "X" Double Par.**
14. Park your cart and place any clubs you may have carried to the green in a position that you exit to the back of the green. Use common sense here.
15. Record your score when safely stopped at the next tee – not at the green.
16. It is each golfer's responsibility to know the rules of the game and assist their fellow competitors if necessary. Carry our Rule Guidelines by Hole.

Updated 3/31/25