



PLAYING POLICY (PP)

All players are encouraged to familiarise themselves with this Policy.

Conditions of Play

1. A maximum of 4 players per playing group.
2. All players, including Gold members, **MUST** report to or phone the Pro Shop before teeing off. (This includes practicing and max. of 2 balls during practice unless permission is given by the Club Professional (or assistant) where they will provide details where and how many balls the Member can practice with).
3. Every player **MUST** carry and **USE** a sand bucket.
4. All players **MUST** fill in **ALL** divots through the green with sand, repair pitch marks on greens and rake bunkers after use.
5. Social players cannot play in the midst of a competition field unless the Pro Shop deems it can be done without disruption.
6. If the siren is sounded indicating severe weather, players must return to the Clubhouse without further play (marking their ball first if playing competition).
7. Green Staff and Course volunteers have right of way at all times.
8. Only alcohol purchased at the Club bar may be consumed on the Course.
9. In competitions, a player must have their card marked by another competitor or someone who has a current GA Handicap.

Players failing to comply with these rules may be asked to leave the Course.

Pace of Play

Slow play frustrates golfers, spoils their game, and causes operational problems for a busy club. Shoalhaven Heads Golf Club (SHGC) recognises the need to encourage a faster pace of play during competitions. A key aspect to achieving this goal is to communicate these expectations via a Playing Policy (PP). It is expected that the policy will find a balance point between unenjoyable slow play and unpleasant overly rushed play.

The SHGC Match Committee prefers that players acknowledge that the PP is for the good of the vast majority of members and visitors enjoying their competition round and adhere to the policy requirements. It is not the preferred option to discipline players, but those players who disregard the requirements are at risk of penalties and sanctions.

The Basics

An acceptable pace of play, in any conditions, should be achieved if all players:

- Turn up on time:
 - Report to the Pro Shop at least 15 minutes prior to tee time.
 - Be on your first tee at least 5 minutes prior to tee time.
- Maintain position in the field – just behind the group in front.
- Limit time in the Clubhouse after 9 holes – don't wait around for food/drink, order them well beforehand.
- Play READY GOLF – forget honours!
- Be mindful of the Target Time (4h 20m)

Target Time – 4 hours 20 minutes

Maximum Time – 4 hours 35 minutes under ideal conditions.

The “target time” for a round of golf at SHGC is 4 hours 20 minutes. Some players/groups may be able to complete their round in significantly less time, however, in the absence of exceptional circumstances, no round of golf at SHGC should exceed the target time of 4 hours 20 minutes.

Maximum time is 4 hours 35 minutes (except in the event of delays due to Severe Weather).

If you are found to be a consistent slow player, you may be relegated to the back of the field for future events by the Club Captain or Club Professional.

Note: The lowest marker in a playing group is responsible for etiquette and avoiding slow play.

Tips for Speeding up Play – Ready Golf

Below is a list of tips for speeding up play, most of which fall under the term “Ready Golf”. Players/groups struggling to maintain their pace of play should adhere closely to these tips.

- Be at your 1st tee minimum 5 minutes before your designated tee time.
- Dismiss all honours (except in Match Play).
- When 2 players have putted-out, move to the next tee immediately and tee-off.
- Each player should play when ready, as long as doing so will not interfere with others, especially on the tee.
- Shorter hitters can often hit first, especially on the tee.
- Proceed to your ball as quickly as possible.
- Play the ball as soon as it is safe to do so.

- Plan your shot while others are playing their shots.
- Ensure that you have located your ball before looking for any lost balls with your playing partners.
- If practicable, play your ball before assisting your partners to find any lost balls.
- When hitting an errant shot, watch the ball closely until it comes to rest.
- Play a provisional ball if you think your ball may have gone out-of-bounds.
- Do not search for balls that have entered no-play-areas, such as out-of-bounds and environmental protection areas.
- Do not search for any ball for more than 3 minutes.
- In Stableford and Par events, pick your ball up when you can no longer score points on a hole.
- Mark cards on the next tee, not on/near the green of the hole just played.
- Where practicable, leave carts/bags/buggies at the back of the green, towards the next tee.
- Order any food/hot drinks from the 9th or 18th tees – don't hold up the field by waiting for food/drinks at the Clubhouse. Better still, order your food/drinks before you play!
- Be mindful of the target time, especially after 9 holes – if you've taken more than 2 hours, you need to speed up play.

Enforcement

We don't want to penalise you... but we will if you fail to comply with the PP and your behaviour is affecting the enjoyment of other golfers. We hope to achieve a satisfactory pace of play by raising awareness and educating players.

The Match Committee and Designated Officials (Course Marshals, Match Committee members, Pro Shop staff) will use the Simple Golf software to monitor slow play. Marshals may be used on course when available, to monitor breaches of the PP and to assist and advise groups on how to speed up their play.

Only a Designated Official (DO) can give a warning or apply a penalty. At no time will verbal or physical abuse towards a DO be tolerated. Any reported instance of this occurring will be investigated in accordance with SHGC's Code of Conduct policy.

The R&A Rules of Golf, Rule 5.6a states: "A player must not unreasonably delay play, either when playing a hole or between two holes". Penalties apply.

When a Course Marshal is available, they may apply penalties immediately whilst on course if players fail to comply after receiving a warning and being advised that they are "On the Clock". Note that the entire group may be penalised.

The penalty for the first breach of Rule 5.6a is one penalty stroke and for a second breach, a general penalty (loss of hole in match play, two-stroke penalty in stroke play). If a player breaches the Rule for a third time, disqualification applies.

However, because the SHGC cannot afford to have Marshals on course most of the time, this scenario is most likely to occur only in a major event. Accordingly, slow play may be dealt with using historical data from the SHGC Pro Shop Data after players complete their rounds.

Etiquette

1. Distractions: No person should move, talk or stand close to or stand directly behind the hole or ball while a player is making a shot.
2. Safety: Wait until the group ahead is out of range.
3. Putting Surface: Carefully repair pitch and spike marks on the putting surface before leaving the green. Minimise damage to greens by not dragging feet.
4. Divots: Replace divots where possible. All divots to be filled with sand.
5. Bunkers: Before leaving bunkers, a player should carefully rake all disturbances therein and leave the rake in the centre flat part of the bunker, in the line of play.
6. Flagsticks: Players should ensure that, if dropping the flagstick, no damage is done to the green. The flagstick must be properly replaced in the hole before players leave the green.
7. Call Up: When playing social golf be aware of the players behind and call them through if you are holding them up.
8. Mobile phones: Must be switched to silent while on the golf course.

Dress Code

Clothing: Neat and clean clothing is to be worn in all areas of the Club. No offensive prints or logos. Golf specific apparel is expected for all competition play – no football jerseys.

Footwear: Golf shoes (no metal spikes), joggers or flat soled shoes to worn whilst playing golf. Thongs/sandals are not to be worn whilst playing golf. Bare feet are not acceptable in the Clubhouse or on the Course.