

Undue Delay; Slow Play (6-7)

The player must play without undue delay and in accordance with any pace of play guidelines that the committee may establish. Between completion of a hole and playing from the next teeing ground, the player must not unduly delay play.

A player may enter the clubhouse without penalty provided he does not unduly delay either his own play or that of his opponent or any other competitor.

If a player has to return to the club or previous tee to retrieve his club and this delays play, he is subject to penalty.

It is the group's responsibility to keep up with the group in front.

If a group lose a clear hole and are holding up the players behind, they must call them through. This is irrespective of the number of players in that group.

Where a group have not lost a clear hole but it is apparent that the group behind can play faster, it should invite the faster group to play through.

Players should be ready to play as soon as it is their turn to play.

If a player believes his ball may be lost outside a water hazard or is out of bounds, to save time, he should play a provisional ball.

Players searching for a ball should signal the players in the group behind to play through as soon as it becomes apparent that the ball may not be easily found. They should not search for five minutes before doing so.

Unless deemed otherwise by the committee, priority on the course is deemed by a group's pace of play and not by the number of players in the group. No player should play until the players ahead are out of range.

Any group playing a whole round is entitled to pass a group playing a shorter round.

The term "group" includes a single player.

Remember don't just take my word for it, consult your rule book. Rule 6-7 and the etiquette section.

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