

Pace of Play Policy

- 1. All players/groups will still be required to “clear the green.” The 1st player that holes his/her putt is required to immediately leave the green, head directly to the next tee, and be the 1st player to tee off without delay.**
- 2. Only groups who are out of position and behind the published, event specific, Pace of Play time standard will be required to Continuously Putt.**

Pace of Play Policy/Guidelines Rule 6-7 of the USGA Rules of Golf states: "The player shall play without undue delay and in accordance with any pace of play guidelines which the Committee may establish. Between completion of a hole and playing from the next teeing ground, the player shall not unduly delay play."

The Prep Tour does not wish to apply penalties for undue delay. However, in the interest of all, we insist that the pace of play be reasonable. We believe that it would be reasonable for a group of four (4) players to take 14 minutes, on average, per hole. Therefore, an 18-hole round should be completed in less than 4 hours and 20 minutes (Boys) and 4 hours 25 minutes (Girls). Course specific pace of play event times will be announced in the starter's instructions.

A group/competitor is considered out of position if at any point in the round:

- Group has proportionally fallen behind the course specific pace of play time to make.
- Group falls 1 or more holes behind the group in front of them (Flagstick to Flagstick) and the group is playing slower than the allotted 14 minutes per hole pace.
- A player, playing in a group deemed out of position, is taking more than the allotted time to play a stroke (45 sec from the time you arrive at your ball).

When a group is out of position the following will occur:

1. If a group falls 1 (or more) hole(s) behind the group in front of them AND has fallen behind the course specific pace of play time, a PACE OF PLAY warning will be given. The group will then be given the opportunity to regain their position.
- 2. Groups that have been determined out of position must begin “Continuous Putting” until the group has regained position.**
3. If the group does not regain their position, a Prep Tour marshal will monitor the group to determine which player or players are causing the delay. The player or players deemed responsible for the tardiness of the group will have each shot timed until the group regains position. If that player(s) exceeds the 45 second time allotment, he/she could be subject to a 1 stroke penalty for each excessive time.
4. Excessive time penalties could result in disqualification (DQ) and repeat violations could result in suspension from the Tour.

The Prep Tour marshals will be monitoring the Pace of Play of all groups. We sincerely request your cooperation. If all competitors cooperate, each event will be a more pleasant experience for everyone.

Continuous Putting

The Prep Tour requires any group that is “out of position and behind the pace of play published standard” to continuously putt until the group has regained position .

Continuous putting was introduced to the USGA Rules of Golf as an optional Local Rule in 1966, became a USGA Rule in 1968, and was rescinded from the Rules in 1970. It applied to single stroke play only, and essentially provided that once a player has begun putting on a hole, they must continue putting until the ball is holed. Players were not allowed to fix those 1960's steel spike marks on the putting surface.

Now under 2019 Rule 13.1c “players may repair damage on the putting green without penalty by taking reasonable actions to restore the putting green as nearly as possible to its original condition.” Damage to the putting green is defined as ball marks or shoes damage, old hole plugs, animal tracks and damage caused by clubs or the flagstick. This rule is only permitted on the greens and not anywhere else on the course. The new rule eliminates most questions about what can and can't be fixed on the course and speeds up play.

The Prep Tour implemented a Continuous Putting Condition of the Competition Rule beginning in the 2020 season. The Prep Tour immediately noticed nearly a 20 minute per round pace of play reduction. An efficient pace of play benefits the overall player experience and helps The Prep Tour retain our wonderful host venues. **The updated Prep Tour Continuous Putting Policy will remain in effect.**

Summary of Continuous Putting:

Playing in 3somes: Once all 3 players' balls are on the putting surface, the player whose ball is furthest from the hole putts 1st. If Player A misses his/her 1st putting attempt, it is still Player A's turn to putt. Player A may still mark, lift, clean, and align his/her ball before attempting his/her 2nd putt. **Once Player A successfully holes his/her putt, Player A should immediately proceed to the next teeing ground and tee off on the next hole.** Player B then continuously putts. Once Player B holes his/her putt, Player B should gather his/her bag and witness the number of putts it takes Player C to complete the hole. Player B and C then proceed to the next teeing ground and record scores with Player A for the recently completed hole. Player B and C then tee off and play briskly continues.

Playing in 4somes: The procedure remains nearly the same. Player A and Player B continuously putt and then immediately leave for the next teeing ground. Player C putts and then audits Player D's putts. Players C & D join Players A and B on the next teeing ground to record scores for the entire group for the recently completed hole.

REMINDER: It is imperative for Player A to leave the putting surface and go tee off. Do Not Wait for the other players to arrive at the teeing ground before you put your tee ball into play!

Pace of Play Tips

Our goal is to educate and inform our players on ways to continually improve pace of play. We realize that there are many factors that can affect the pace of play on any given day, however the bottom line is that slow play affects not only the players in the tournament, but it also affects the Prep Tour Staff, the host facility and parents of the players.

- Play “ready” golf. This is where order of play is based on who is ready, not on whose ball is furthest away.
- Do not wait for the other players to play before using your range finder to determine your yardage. Remember, time spent using your rangefinder is considered part of your time to play. Your 45 seconds begins after the previous player completes his shot.
- Place your bag across from you, not behind you when you get to your next shot. This will keep you from constantly going back to your bag after each shot. Place your bag towards the next teeing ground as you approach each green.
- Members of a group should not travel as a pack, with all members walking together to the first ball, then the second, and so on. Each member of the group should walk directly (but safely to the side) and independently to his/her own ball.
- Walk athletically to your ball as if there was a collegiate scout watching you at all times. Use the time walking to your ball to think about the next shot - the yardage, club selection, etc.
- If you are unsure whether your ball has come to rest out of bounds, or may be lost in an area not considered a hazard, immediately declare and hit a provisional ball so that you won't have to return to the spot to replay the shot.
- Begin reading the green and lining up putts as soon as you reach the green. Don't wait until it's your turn to putt to start the process of reading the green. Do it as soon as you reach the green so that when it's your turn you can step right up and putt. Remember, your 45 seconds begins once the previous player completes his putt.
- After holing out, don't stand around the green chatting or take any practice putting strokes. Leave the green quickly, immediately heading for the next teeing ground.

