

## Updates to AAWGA Website regarding Pace of Play

Updated: March 21, 2024

AAWGA Rules regarding Pace of Play: (in addition to any applicable local rules)

### 1. PERSONAL READINESS (PLAY READY GOLF):

- a. Be warmed up and know your starting hole prior to any announcements made by the Host Course. All host club announcements should be completed no later than 15 minutes before the shotgun starts to allow everyone to arrive timely at their respective holes.
- b. The first person who is ready should hit, both from the tee box and off the fairway. In the fairway, it may not be the person who is the furthest out, as long as the shot may be taken safely based on where others are located.
- c. Plan your shot before you get to your ball. Know where and how far you want to hit the ball when it's your turn to swing. After your shot, hang onto your club in your hand while you plan the next shot, and then re-bag the club and select a new one when you arrive at the next shot.
- d. Don't wait in the cart for your partner. Drop her off, go to your ball and get ready for your shot, or take a couple of clubs and walk to your ball while your cart mate hits.
- e. Avoid walking back to the cart as much as possible. Carry an extra ball in your pocket and any potential clubs you may need for your shot, especially around the green. If

you remove your glove on the green, have it back on before it is your time to play the next hole.

f. Be helpful to others in your group:

- i. Any player with local course knowledge should share helpful tips about the course with her opponents. Although sharing the "club to use" on any given hole is inappropriate, it is good sportsmanship to share information regarding sloping holes, hidden hazards, or distances, both those that can and cannot easily be determined with GPS devices.
- ii. Watch the flight path of everyone in your group's shots to avoid lost balls. If a ball cannot be found within three (3) minutes, the maximum allotted time to look for a lost ball, the player must drop her ball in an agreed-upon location that most likely represents where her ball landed, take a one-stroke penalty, and continue playing. This rule applies to both balls that may have crossed into a penalty area and balls that cannot be located due to tall grass or other course conditions.
- iii. Volunteer to fill in a divot, rake a bunker or attend the flagstick for others.

## 2. RULES TO SPEED UP PLAY:

- a. A provisional ball may be hit across a penalty area (yellow or red markers) before determining if the previous ball is playable.
- b. After hitting a shot into a penalty area (other than a bunker), the player proceeds with one of two options: re-hit from the same spot or proceed to a drop zone located before the hazard (if one exists). Under either option, the player takes a penalty stroke before the next

hit. If the player hits a second ball into the penalty area, the player takes the appropriate penalty stroke and carries her ball around to the drop zone on the other side of the penalty area. The player has now taken 2 penalty strokes in addition to the 2 actual hits. The carrying around of the 2<sup>nd</sup> ball to a spot past the penalty area does not count as a stroke itself. If the player chooses, she may announce that she is carrying the ball around after the first ball hit into the penalty area (to avoid a second lost ball) but must take a 3-stroke penalty (i.e., the equivalent score that would have been taken if a second ball had been hit into the penalty area.) **(NOTE: The carry around rule does not apply during the Eclectic and the Championship.)**

- c. If a player knows or believes that she has hit a ball out of bounds (OB), she should call a “provisional” and re-hit the ball from the initial location. In the event a player only subsequently determines that her ball is OB upon driving forward to the spot where it landed, the player shall take a plus two- (+2) stroke penalty and move the ball into the fairway for the next shot and should not return to the spot of the original shot. This is the AAWGA rule, regardless of whether the host club has adopted this as a local rule or not.

- d. Be efficient on the putting green:

- i. Mark your ball and lift and clean it when you arrive at the putting green so you will be ready when it is your turn to putt. Once you start putting, don’t mark every putt that is close to the hole. If you have a putt that is “inside the leather” or close to that, use the continuous putting rule and continue until you knock the ball into the hole. No need to

rush your shot, but continuous putting will speed up play.

- ii. Fill out the scorecard on the next tee box, not beside the green you just completed.
- e. There is a ten (10) stroke maximum gross score on any hole. If you have reached the maximum gross score, pick up your ball and move on to the next hole. **(NOTE: The maximum gross score rule does not apply to the Eclectic and the Championship.)**

Submitted by the Rules Committee,  
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