



Women's Public Links Golf Association of Southern California  
2026 Team Play Competition

## PACE OF PLAY POLICY & BEST PRACTICES

### TIME MANAGEMENT

Four-ball matches are expected to be played in not more than 4 hours and 30 minutes for an 18-hole match. To ensure your match is in or ahead of position, divide the allotted 4 hours and 30 minutes into three 1.5 hours segments for each 6 holes played (average 15 mins per hole). A player is permitted a maximum of 40 seconds to play a stroke. This 40-second time limit includes from the teeing ground, fairway or on the putting green.

### OUT OF POSITION

A match is out of position under the following circumstances:

- Reaches a par-3 that is clear of play and all players in the match ahead have played from the next tee.
- Reaches a par-4 that becomes clear of play before any player plays a stroke from the teeing area.
- Reaches a par-5 after any player in the match ahead has made a stroke on the putting green.

Note: If a ruling (e.g. ball search) or some other good reason (e.g. cart breaks down) delays play of a match and it becomes out of position, that match is expected to regain its position **within two holes**.

### WHO IS AUTHORIZED TO ISSUE A PACE OF PLAY WARNING:

***Captains are responsible for instructing players and monitoring pace of play policy and best practices.***

To enforce Pace of Play, any group that exceeds its Maximum Allowable Time is out of position may be warned by Golf Course personnel or any member of any Team on the course, based on the definition of "out of position" as outlined above. All players must take immediate measures to regain their position with the group in front of them. A first occurrence will be considered a "Warning to the Side" as stated in the Pace of Play penalty structure.

### PACE OF PLAY PENALTIES – FOUR-BALL

The following is the penalty structure sequence for Sides who continue to be out of position:

- 1st occurrence by either player on the Side – Warning to the side(s)
- 2nd occurrence by either player on the Side – The side loses the hole
- 3rd occurrence by either player on the Side – The side is disqualified

If a match is out of position and regains its proper position, any previous "warnings" will be carried forward through the remainder of that match.

The Team Play Committee will consider all complaints and warnings issued regarding Pace of Play and will apply penalties as warranted. A Side or both Sides could be disqualified from the match for violations of Rule 5.6b.

***Captains may be required not to field players who have valid Pace of Play complaints and/or warnings.***

**The WPLGASC Team Play Committee will be responsible for the review of all Pace of Play matters.**

### UNREASONABLE DELAY

If a match is over their Maximum Allowable Time and has fallen **more than one hole** behind the players in the match ahead, you may be told to pick up and move on. If your group is required to skip a hole to get back into position and balls have been played, pick up the balls in play and skip that hole. If play of a hole has not started, skip that hole completely. The result is a Loss of Hole Penalty to each Side and no points are awarded for that hole for either team. ***Golf Course Personnel or a Member of another Match may tell you to do this.***

In addition to the foregoing, if a player unreasonably delays play, they may be subject to penalty as outlined in Rule 5.6a. If the Team Play Committee determines that a player's slow play amounts to serious misconduct, a penalty of disqualification may be imposed in the first instance. (Rule 1.2a.) Penalties for unreasonable delay are independent of penalties issued under the above Pace of Play policy (Rule 5.6a).

## PACE OF PLAY BEST PRACTICES:

- Always be ready to play as soon as it is your turn.
- In the interest of saving time, invite your opponent to play first. This must be agreed upon for each stroke played out of turn. Rule 6.4a(2) Exception
- Avoid needless or lengthy discussion between partners.
- Concessions are a part of match play and conceding short putts, in most circumstances, will improve pace of play. Staying focused saves time and will help with the Pace of Play.
- If your score will not be used, pick up and move on. Do not putt out.
- If both players on a side have had trouble and it is obvious that they will lose the hole, that side should concede the hole. All players should pick up their balls and move to the next tee.
- When falling behind and out of position, a match may use the following option, but at least one player must make a stroke to begin the hole. Rule 3.2a(2)
  - a. Both sides agree to treat the hole as tied and halve the hole
  - b. However, one player from a Side must tee off to start the hole
  - c. The hole is treated as halved (tied).
  - d. Pick up any balls played and move to the next tee.
  - e. Both gross and net hole points are halved, no matter strokes.
  - f. Record ½ point gross and ½ point net for both sides for the hole.
  - g. For score posting purposes on the hole:
    - For any player who has started the hole, record their most likely score or Net Double Bogey, whichever is lower. This score must be preceded by an X.
    - Players who have not started the hole should leave that hole blank on the scorecard, and when posting their score using GHIN, select hole-by-hole posting and leave that hole blank. Rule 3.2b
  - h. The above procedure may be done multiple holes to regain position with the match in front of you.
  - i. When your match is back in position, focus on efficient use of time for the remainder of play.

### **Direct all Questions regarding Pace of Play Policy to the Team Play Committee**

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***All decisions of the WPLGASC Team Play Committee will be final and will be communicated to the Team Captains involved.***