



2025 Rules Volunteer Training

Session 3



Josh Coates
Director



Kent Holubar
Assistant Director



Amanda Braun
Assistant Director



Amanda Kelley
Manager



Caleb McCall
Manager



Agenda

- VSGA Pace of Play Policy
- Timing
- Course Set-Up



Timing and Pace of Play

How We Spend Most of Our Time as Referees

- Manage the course
- Visibility
- Giving the message
- Stopwatch Timing – “On the Clock”





VSGA Pace of Play Policy



Allotted Time

The allotted time established by the Committee is the maximum amount of time a group should take to complete the play of each hole. This time is adjusted based on the difficulty of the course, travel time between holes, group size and ability of the field. A normal speed of play should result in completing play under the allotted time.

Definition of "Out of Position"

The first group will be considered out of position if, at any time during the round, the group takes more than the allotted time as detailed above.

Any following group will be considered out of position if it is taking more than the allotted time and:

- i. reaches a par 3 hole that is clear of all play and all players in the preceding group have played their strokes on the teeing area of the next hole; or
- ii. reaches a par 4 or 5 hole which is clear of all play.

Note: A group or player that is clearly playing at a pace that is slower than others in the field may be deemed by the Committee to be "Out of Position" even if the group is within the allotted time.

Communication with a Group that is Out of Position

Groups will be monitored throughout the round. If a group is out of position, the players in that group may be monitored more closely and timed. Prior to a group being timed, a referee will issue a verbal warning to the group between the play of two holes.

Timing

When a group is being timed, each player in the group is expected to play all strokes within 40 seconds. Timing begins when it is the player's turn to play and nothing is obstructing his/her play. An extra 20 seconds will be given to:

- i. the first player to play a stroke on a hole;
- ii. the first to play a second shot on a par 4 or par 5;
- iii. the first player to play a third stroke on a par 5 (provided it is not played from on or within 10 yards of the putting green); or
- iv. the first player to play a stroke from within 10 yards of or on the putting green.

Pace of Play Penalties

One bad time – *Warning*

A second bad time – *One stroke penalty*

A third bad time – *Additional two stroke penalty (three total)*

A fourth bad time – *Disqualification*

Note 1: Bad time(s) will remain with the player for the remainder of the round.

Note 2: A player is not exempt from penalty under Rule 5.6b simply because he/she takes less than the allotted time to complete a stroke, hole or round.

Rules or Other Incidents

If a ruling or some other legitimate delay occurs which causes the group in question to lose its position, that group is expected to regain its position within a reasonable time.

2024 VSGA Amateur/State Open of Virginia Qualifier | Hidden Valley CC | Thu, June 6

Hole	1	2	3	4	5	6	7	8	9
Par	4	4	3	4	4	4	3	4	5
Time	15	15	13	15	19	15	13	15	15

Turn Time

9 - 10:

18 - 1:

Hole	10	11	12	13	14	15	16	17	18
Par	5	4	4	4	3	5	3	4	3
Time	15	13	19	15	15	14	19	15	15

Tee Time	Players	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
8:00 AM - Hole 1	Crosswhite/Messenger/	8:15	8:30	8:43	8:58	9:17	9:32	9:45	10:00	10:15	10:30	10:43	11:02	11:17	11:32	11:46	12:05	12:20	12:35
8:10 AM - Hole 1	Miller/ /Hearp	8:25	8:40	8:53	9:08	9:27	9:42	9:55	10:10	10:25	10:40	10:53	11:12	11:27	11:42	11:56	12:15	12:30	12:45
8:20 AM - Hole 1	Scott II/Draughn/Fishwick	8:35	8:50	9:03	9:18	9:37	9:52	10:05	10:20	10:35	10:50	11:03	11:22	11:37	11:52	12:06	12:25	12:40	12:55
8:30 AM - Hole 1	Guzi/Gowen/Hall	8:45	9:00	9:13	9:28	9:47	10:02	10:15	10:30	10:45	11:00	11:13	11:32	11:47	12:02	12:16	12:35	12:50	1:05
8:40 AM - Hole 1	Ramazzini/Vandyke/Shuck	8:55	9:10	9:23	9:38	9:57	10:12	10:25	10:40	10:55	11:10	11:23	11:42	11:57	12:12	12:26	12:45	1:00	1:15
8:50 AM - Hole 1	Hodges/Regalla/Iroler	9:05	9:20	9:33	9:48	10:07	10:22	10:35	10:50	11:05	11:20	11:33	11:52	12:07	12:22	12:36	12:55	1:10	1:25
9:00 AM - Hole 1	Sayers/Bond/Bright	9:15	9:30	9:43	9:58	10:17	10:32	10:45	11:00	11:15	11:30	11:43	12:02	12:17	12:32	12:46	1:05	1:20	1:35
9:10 AM - Hole 1	Beck/Dull/Amaral	9:25	9:40	9:53	10:08	10:27	10:42	10:55	11:10	11:25	11:40	11:53	12:12	12:27	12:42	12:56	1:15	1:30	1:45
9:20 AM - Hole 1	Zehnder/Arney/Bain	9:35	9:50	10:03	10:18	10:37	10:52	11:05	11:20	11:35	11:50	12:03	12:22	12:37	12:52	1:06	1:25	1:40	1:55
9:30 AM - Hole 1	Bailey/Spangler/Orr	9:45	10:00	10:13	10:28	10:47	11:02	11:15	11:30	11:45	12:00	12:13	12:32	12:47	1:02	1:16	1:35	1:50	2:05
9:40 AM - Hole 1	Aliff/Zhang/Harper	9:55	10:10	10:23	10:38	10:57	11:12	11:25	11:40	11:55	12:10	12:23	12:42	12:57	1:12	1:26	1:45	2:00	2:15



Allotted Time

- The time established by the committee for a group to play each hole
- Time is based on course layout, group size, ability of field
- Normal speed of play should result in under the time par
- Check your raguzzi

Hole	1	2	3	4	5	6	7	8	9		<u>Turn Time</u>
Par	4	4	3	4	4	4	3	4	5		9 - 10:
Time	15	15	13	15	19	15	13	15	15		18 - 1:

Hole	10	11	12	13	14	15	16	17	18
Par	5	4	4	4	3	5	3	4	3
Time	15	13	19	15	15	14	19	15	15



Definition “Out of Position”

- A group is considered out of position
 - Group takes more than the allotted time for the hole
 - Reaches a par 3 hole that is clear of all play and all players in the preceding group have played their strokes on the teeing area of the next hole
 - Reaches a par 4 or 5 hole which is clear of all play
- A group or player that is clearly playing at a pace that is slower than others in the field may be deemed by the committee to be “Out of Position” even if the group is within the allotted time



Rules or Other Incidents

- If a ruling or some other legitimate delay occurs which causes the group in question to lose its position, that group is expected to regain its position within a reasonable time



Managing the Course

- Communicate with other officials
 - Why is the group out of position?
 - What's ahead?
 - How has that part of the course faired?
 - Previously involved with the group?
 - Do we keep eyes on, or deliver a warning?
 - Are there more pressing issues?
 - Follow up



Visible or Invisible?

- Watching a group – invisible unless called in
 - But also may use presence as incentive
- “On the clock” up front and visible



Communication with the Group

- All groups will be monitored throughout the round
- If a group is out of position, the players in that group may be monitored more closely and timed. Prior to a group being timed, a referee will issue a verbal warning to the group between the play of two holes or after tee shots
- Communicate with the SMIC
 - Ask for confirmation before putting the group on the clock



Questions





Timing

- When a group is on the clock, each player in the group is expected to play all strokes within 40 seconds
- Timing begins when it is the player's turn to play, and nothing is obstructing his/her play
- An extra 20 seconds will be given to
 - The first player to play a stroke on a hole
 - The first to play a second shot on a par 4 or par 5;
 - The first player to play a third stroke on a par 5 (provided it is not played from on or within 10 yards of the
 - putting green); or
 - The first player to play a stroke from within 10 yards of or on the putting green

Stopwatch Timing

- Club selection, yardage determinations and other judgements count and do not prevent starting the clock
- Extra time is given in certain situations to be fair
- Understanding pauses and interruptions
 - Certain kinds of distractions may pause the clock
 - Complete change in wind condition
 - Playing out of turn





Timing and Pace of Play

Giving the Message

- What to say? – stick to the facts
- When/where to say it? – depends on the situation
 - Warning vs. bad time
- How to say it?
 - Avoid generalities, "Do x and you'll be fine..."
 - Calm, clear, matter of fact
- Be prepared for follow up questions
 - Where's the group ahead?
 - Applicable part of the policy
 - Relevant time par facts



Pace of Play Penalties

- One bad time – warning
- A second bad time – one stroke penalty
- A third bad time – additional two stroke penalty (three total)
- A fourth bad time – disqualification
- Note 1: bad time(s) will remain with the player for the remainder of the round
- Note 2: A player is not exempt from penalty under Rule 5.6b simply because he/she takes less than the allotted time to complete a stroke, hole or round

Practice

- One timing situation in this video
- The putting green is clear as the player appears from the right of the screen
- This player is the first to play her second shot



Practice

- Six timing situations in this video
- First player to play is chipping and may play without distraction as video begins





Practice

- Three timing situations in this video
- The green is clear and the first player to arrive (dark slacks) has the honor





Questions





Course Marking/Setup Overview



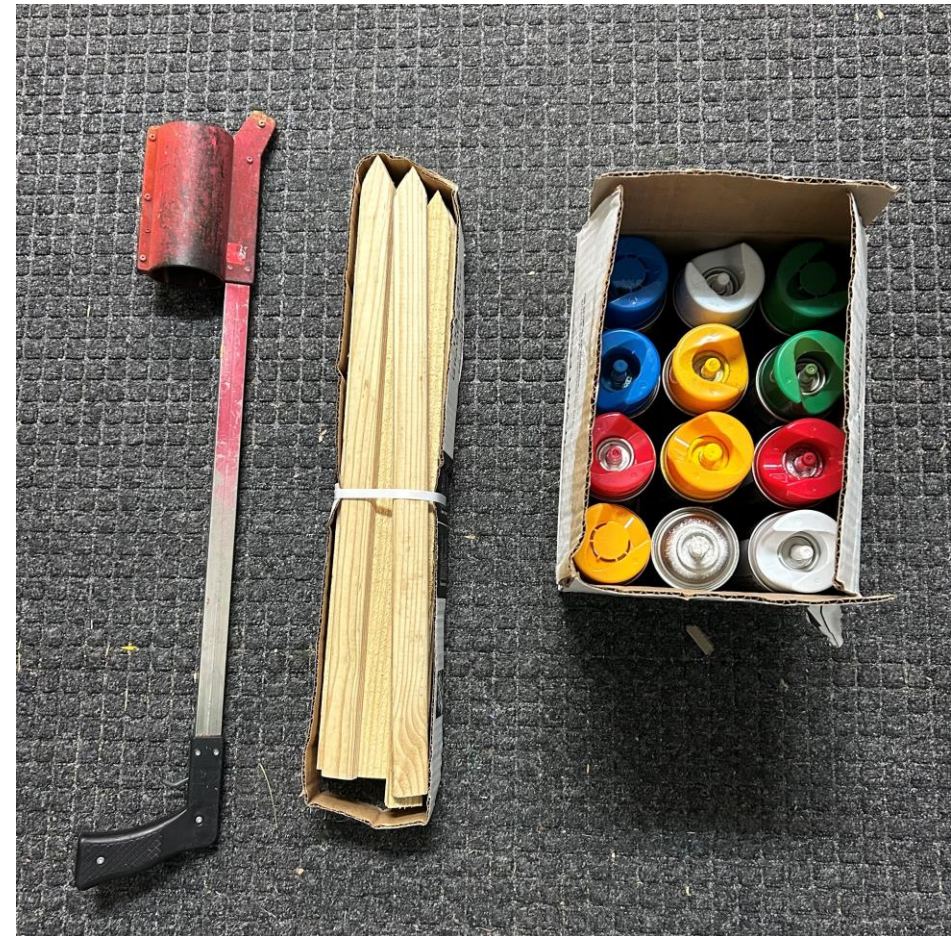
Course Marking/Setup

- 2024 survey results
 - 93% interested in course marking
- Typically, we do course marking the day before event/championship
- A well-marked course allows a player to play by the rules and helps eliminate confusion



Course Marking Items

- Early mornings
- Clothes you don't mind getting paint on!
 - Long pants (no shorts)
 - Old collared shirt
 - Waterproof shoes
- Rain gear if necessary
- Wooden stakes
- Mallet
- Paint gun
- Paint
 - Red, yellow, white, green



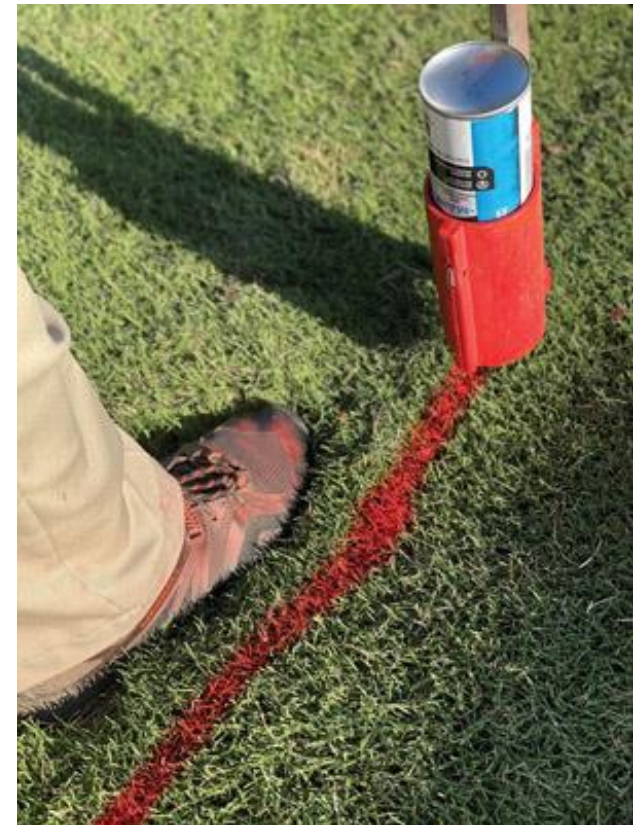
Out of Bounds

- Important to clearly identify and mark boundaries for players
- Ways to identify out of bounds
 - Stakes
 - Painted lines
 - Fences or walls
 - Permanent structures, roads
- Checking stakes
 - Should use white paint
 - Distance between stakes may vary
 - Do you see the next stake?



Penalty Areas

- Areas that contain water such as lakes, streams, rivers or ponds should be marked
- We may mark other areas such as
 - Dense vegetation
- Each course is different
 - Don't just put paint on the ground
 - Ask questions



Where to Mark Edge of Penalty Area?

- About a body width away from the natural edge
- Yellow penalty area
 - Marked with yellow lines and yellow stakes
 - Give the player two relief options (rules 17.1d(1) and (2))
 - Line can be closer
- Red penalty area
 - Marked with red lines and red stakes
 - Give the player an extra lateral relief option (Rule 17.1d(3)),
 - In addition to the two relief options available for yellow penalty areas
 - Allow plenty of room
 - Don't want players to stand in an awkward stance when taking relief
- Stakes
 - Just outside of the painted line
 - Highly visible and landing areas





Questions

We look forward to having a great 2025 season and seeing everyone soon!
