



# Stoke By Nayland Golf Club

## CODE OF CONDUCT

### 1. **Objective:**

Stoke By Nayland Golf Club is committed to:

- (a) Providing an environment that is free of discrimination, harassment and intimidation for its members and their guests and
- (b) Ensuring that its members and their guests respect the rights of staff and other guests of the various facilities within the Stoke by Nayland Resort complex and all employees working within and visitors to the complex.

### 2. **General Standards of Behaviour**

Members are reminded that an acceptable standard of behaviour is expected at all times not only on the golf courses and within the Clubhouse areas but in all areas of the complex.

Members are reminded that the 'acceptable standard of behaviour' clause mentioned above extends to the use of 'Social Media' (the internet, social networking sites, blogs etc.). Members are also reminded of their responsibility to act appropriately and civilly at all times when using these sites to discuss Club matters, and advise that you consider carefully whether what you say is appropriate. Where members decide to use these sites, they must not display or knowingly allow to be displayed on social media any information which could be considered to be confidential to the Club.

### 3. **Responsibility for the Behaviour of Guests**

Members are responsible for ensuring that their guests exercise the same standard of behaviour as is expected of members and Members may be held responsible for any breach of this Code committed by a guest.

### 4. **Conduct on the Courses**

- (a) Members and their guests are required at all times to comply with both the Rules of Golf as laid down by the R&A and the Club's local rules.
- (b) Members are reminded that Rule 1.2(a) requires that all players must play in the spirit of the game by:
  - Acting with integrity
  - Showing consideration to others and
  - Taking good care of the course

### 5. **Specific Examples of Required Behaviour**

The following are specific examples of required behaviour:

- The dress code published by the Club is to be complied with at all times
- Members are required to demonstrate fair play and respect towards others both on and off the course
- Members are required to treat all members of staff with respect at all times.
- Etiquette concerning the course is to be observed at all times, including repair of pitchmarks; replacing of divots and raking of bunkers
- Mobile phones are to be switched to silent setting on the course
- No shouting (other than "fore" or another similar warning when appropriate), misuse or throwing of clubs or other equipment or aggressive behaviour of any kind is permitted
- Members are required to conduct themselves in a sportsmanlike manner at all times and not knowingly cheat or disrespect other players, officials or employees
  
- The taking of performance enhancing drugs is prohibited, unless under a prescription issued by an appropriately qualified medical practitioner.

## **6. Inappropriate language or comments**

This Code of Conduct is not intended to create a bureaucratic, regulatory environment, but rather to promote and enhance our Club's values. Whilst fully acknowledging that adult "banter" contributes to creating a healthy atmosphere amongst Members, these rules are designed to safeguard others who find such banter offensive or intimidating. Therefore Members should ensure that such "banter" is audible only to those persons within their immediate circle they know will not be offended or intimidated by it.

## **7. Pace of Play Policy \*\***

Rules of Golf - Rule 5.6b. Prompt pace of play.

A round of golf is meant to be played at a prompt pace. Your pace of play is likely to affect how long it will take other players to play their rounds, including both those in your group and those in following groups. You should play at a prompt pace throughout the round, including the time taken to:

- Prepare for and make each stroke,
- Move from one place to another between strokes, and
- Move to the next teeing area after completing a hole.
- You should prepare in advance for your next stroke and be ready to play when it is your turn.

\*\*Full policy can be found in the appendix of this document.

## **8. Reporting of Misconduct**

It is in the best interests of both the Club and the game of golf that any behaviour by a Member – or the guest of a Member – which is in breach of this Code is reported, and all Members have a duty and are encouraged to report such behaviour. Initially, any such report should be made - either verbally or in writing - either direct to the Membership Manager (MM) or to any member of the Club's Management Board or a Sectional Captain (Men's, Ladies or Seniors) - whichever the reporter considers appropriate.

In the case of behaviour in breach of this code by someone other than a Member or the guest of a Member, it should be reported direct to the MM.

## **9. Disciplinary Action**

In the case of a breach of this code which is admitted by the Member concerned and is of a minor nature the MM (in their absolute discretion) may determine that the appropriate action is for the matter to be referred to the Club's Management Board or a Sectional Captain for a warning to be issued to the Member as to his/her future conduct. A record of every warning issued shall be maintained by both the MM and the Captain concerned. The person(s) making a report in such a case shall be advised of the outcome by the MM.

In all other cases, the MM shall handle the complaint or report in accordance with the Club's Disciplinary regulations.

## Appendix

### **Rules of Golf - Rule 5.6b. Prompt pace of play.**

A round of golf is meant to be played at a prompt pace.

Your pace of play is likely to affect how long it will take other players to play their rounds, including both those in your group and those in following groups. All members of the playing group are collectively responsible for managing the time taken to complete their rounds.

### **Pace of Play Recommendations.**

You should play at a prompt pace throughout the round, including the time taken to:

- Prepare for and make each stroke,
- Move from one place to another between strokes, and
- Move to the next teeing area after completing a hole.
- You should prepare in advance for your next stroke and be ready to play when it is your turn.

### **Playing Out of Turn to Help Pace of Play (Ready Golf).**

In stroke play, play "ready golf" in a safe and responsible way.

In match play, you and your opponent may agree that one of you will play out of turn to save time

### **General Play**

- Leading matches have a responsibility to set the pace for the rest of the field.
- Make up ground on the match in front of you after playing a short hole.
- Leave the halfway hut as soon as the 10th tee is clear, if necessary taking your refreshments with you.

### **On the Tee**

- Be ready to play without delay as soon as the match ahead have played their shots and are out of range.
- All members of the group to take a clear, careful line on wayward balls.
- If a wayward ball is clearly in trouble, play a provisional ball.

### **Looking for a Ball**

- Walk directly to your own wayward ball before assisting with other ball searches.
- If, during the search for a wayward ball, the match behind is seen to be waiting, then invite them to come through immediately.
- Maximum ball search is 3 minutes, after this the ball is lost and you must play the provisional ball.
- When called through, make sure you catch up with the match in front.

### **From the Fairway**

- Avoid continually changing club selection and keep practice swings to a minimum before playing your shot and no practice swings afterwards.
- Do not stand admiring your shot but walk briskly after the ball.
- Think ahead to where you can most conveniently place your trolley or bag for exit from the green to the next tee and take such clubs as are necessary to complete the hole.
- Take a clear, careful line on wayward balls and if a wayward ball is clearly in trouble, play a provisional.

## **On the Green**

- Judge the line of your putt at the same time as other player(s).
- You can elect to leave the pin in the hole when putting on the green.
- In medal play, if your putt finishes close to the hole, follow up and tap in (with permission).
- When the first player has putt out, he should collect the pin ready to put back, after the other players(s) have completed the hole.
- After putting, leave the green promptly and proceed to the next tee.
- Mark your card when you get to the next tee, whilst ensuring that you are ready to take your turn to tee off.

## **Discipline**

- Help and encourage other players who you judge to be unduly slow in their play, if they ignore your advice to improve their pace of play, then report them to your relevant section Captain.
- Each Captain is empowered to penalise players who fail to achieve a prompt pace of play, order of discipline will be as follows:
  1. Marshal Contact during the round
  2. Verbal warning by the Captain
  3. Written warning by the Captain
  4. Appropriate Penalty applied as either the Captain or the Management Board sees fit