

## **Slow Play - Procedures in Club Games, to be trialled in 2019**

### **Play in a break**

If a player feels their adversary is playing too slowly, particularly, but not exclusively, in timed games then they should:

- Time the adversary over any 7 stroke sequence, from the moment the first ball is struck to the moment all balls come to rest after the seventh stroke.
- If this is more than 3 minutes for 7 strokes they should forestall play after the 7<sup>th</sup> stroke and inform the player that they are playing too slowly and that they will be timed over further 7 stroke sequences.
- If a timing, at any later stage, not necessarily immediately after the first timing, is over 3 minutes then they should immediately forestall play, as soon as the 3 minute limit is reached. The striker may then play one more stroke which will end their turn, they must leave the lawn and may not continue by using a bisque.
- This last action may be repeated as often as the adversary wishes.

### **First Stroke of a Turn**

If a player feels their adversary is taking too long playing the first stroke of a turn, particularly, but not exclusively, in timed games then they should:

- Time the adversary taking the first stroke of a turn, from the moment they are entitled to play until they strike a ball. (N.B. taking a bisque starts a turn, and its own first stroke)
- If this is more than 1 minute they should forestall play and inform the player that they are taking too long to play the first stroke of a turn and that they will be timed in future turns.
- If a timing, at any later stage, not necessarily immediately after the first timing, is over 1 minute then they should immediately forestall play. The player's turn ends without any stroke being played, they must leave the lawn and may not continue by using a bisque.
- This last action may be repeated as often as the opponent wishes.

**The two scenarios above are independent and exceeding the time in one cannot be used to invoke end of turn in the other.**

## **Summary of key points in Law 23 FORESTALLING PLAY**

A player forestalls play when, he issues a request to the striker to cease play in a manner capable of conveying the request to a striker with normal hearing.

A player should forestall between strokes, not while a stroke is being played.

If the striker continues to play after being forestalled and before the issue is settled, the stroke is cancelled and all balls replaced.