

## **PACE of PLAY POLICY**

**EFFECTIVE JANUARY 1, 2011**

Slow Play is a perplexing problem in the game of golf. A slow player can ruin the day for all the competitors. It also disrupts club members who are playing behind a tournament. Out of respect for others, all players have a responsibility to play at a reasonable pace.

Rule 6-7 states, in part: "The player must play without undue delay and in accordance with any Pace of Play guidelines that the Committee may establish, and thereafter prescribes penalties for slow play. In order to prevent any such penalty we suggest that you carefully review the following guidelines.

### **ALLOTTED TIME**

All Players are required to play at no more than the Allotted Time (time par) set out for each event.

### **DEFINITION OF "OUT OF POSITION"**

All groups will be considered "Out of Position" if, at any time during the round, the group has lost more than its starting interval or in the case of the first group has taken, in the opinion of the Head Rules Official an unacceptable amount of time to play any part of the golf course.

### **GROUP OUT OF POSITION**

If a group is out of position, the players in that group are subject to being timed. When that group is back in position, timing will cease. The Rules Officials are not required to advise the players, however a player may ask for this information.

### **TIMING**

If a group is out of position, it may be monitored or timed for failing to comply with this pace of play guideline. When a group is out of position each player is expected to play any stroke within 40 seconds after timing of the player's stroke begins.

### **THE TIMING OF A PLAYER'S STROKE WILL BEGIN WHEN:**

- The player has had a reasonable opportunity to reach their ball; players and caddies are expected to walk to their ball in a brisk manner. Rules Officials will begin timing at their discretion when a player is not proceeding in a timely manner in this regard.
- It is the player's turn to play
- The player can play without interference or distraction
- Time spent determining yardage will count as time taken for the next stroke.

### **ON THE PUTTING GREEN, TIMING WILL BEGIN:**

- After a player has been allowed a reasonable time to lift, clean and replace the ball
- repair their ball mark and other ball marks on the line of putt
- remove loose impediments on the line of putt
- Time spent looking at the line of putt will count as time taken for the next stroke.

Any player in a group being timed, who exceeds the applicable time to play a stroke, will be advised as soon as possible.

### **PACE OF PLAY PENALTIES**

The following are the penalties, in sequence, for any player in a group being timed who takes more than the applicable time to play a stroke:

- One bad timing – Stroke Play - one stroke penalty / Match Play – a one stroke penalty
  - A second bad timing – Stroke Play - 2 stroke penalty / Match Play – Loss of hole
  - A third bad timing – Stroke Play - disqualification / Match Play – Forfeiture of Match
- Any bad timing incurred carries over for the remainder of that stipulated round.

### **RULINGS OR OTHER INCIDENTS**

If a ruling or some other legitimate delay occurs (e.g. looking for a lost ball) which causes the group in question to lose its position, that group is expected to regain its position within a maximum of 2 holes.