

Rule 5.6, *Unreasonable Delay; Prompt Pace of Play* states: "A round of golf is meant to be played at a prompt pace. Each player should recognize that his or her pace of play is likely to affect how long it will take other players to play their rounds, including both those in the player's own group and those in following groups... To encourage and enforce prompt play, the Committee should adopt a Local Rule setting a Pace of Play Policy.

## GUIDELINES

**Allotted Time:** Groups will be allotted a specified amount of time to complete play of eighteen holes at a pace in accordance with the pace matrix described in the Notice to Players or printed on the official scorecard. When a group falls behind, whatever the reason, it must regain its position. Time for ball searches, rulings and the like is included in the allotted time.

**Definition of "Out of Position":** The first groups will be considered out of position, if at any time during the round, the group is not playing within the allotted time. Any following group will be considered out of position if it (a) takes more than the allotted time to play and (b) reaches the tee of a par 3 hole and the preceding group has cleared the next tee; reaches the tee of a par 4 hole and the putting green is clear; or reaches the tee of a par 5 hole when the preceding group is on the putting green. Both (a) and (b) must apply for a group to be out of position.

**Group Out of Position:** If a group is out of position, the players in that group may be monitored and timed. Anytime a group is to be monitored and timed, they will be notified by the timing official that they are being timed.

**Timing:** When a group is being monitored and timed each player in the group is expected to make any stroke within 40 seconds after timing of the player's stroke begins.

Other than on the putting green, the timing of a player's stroke will begin when they have had a reasonable opportunity to reach their ball, it is their turn to play and they can play without interference or distraction. Time spent determining yardage, selecting a club, making practice swings, determining strategy and the like will count as time taken for the stroke.

On the putting green, timing starts when the player has had reasonable time to lift, clean and replace their ball, repair ball marks and remove loose impediments on their line of putt.

Timing ends with the stroke.

**Warnings:** The timing official will issue a warning to the player before a penalty stroke is given.

## PENALTIES

The following are the penalties for any player in a group being timed who takes more than 40 seconds to play a stroke (a "Bad Time") after timing of the player's stroke begins.

### Stroke Play

First Bad Time – Warning

Second Bad Time – One stroke penalty

Third Bad Time – An additional two-stroke penalty

Fourth Bad Time – Disqualification

### Match Play

First Bad Time – Warning

Second Bad Time – Loss of Hole

**Note 1:** If the group in question regains its proper position, any previous Bad Times will be carried over for the remainder of that round in the event that group requires additional monitoring and timing

**Note 2:** The Committee reserves the right at any time to assess a Bad Time to a player in a group which is out of position if the player delays play between strokes or makes no effort to help the group get back in position.

**Note 3:** The Tournament Director will determine the final status of all penalties.