

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 their pace of play is likely to affect how long it takes other players to play their rounds, including both those in the player’s own group and those in following groups.

GUIDELINES

Allotted Time: Groups will be allotted a specified amount of time to complete their round. This is expressed in a per-hole and aggregate time format, in accordance with the pace matrix described in the Notice to Players or on the printed 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. The hole is completed when the last player in the group removes their ball from the hole.

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 and the preceding group has cleared the next tee; reaches the tee of a par 4 and the putting green is clear; or reaches the tee of a par 5 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: When a group is out of position, the group may either receive a warning or be monitored and timed immediately; the players will be notified by a referee. When warned the group is expected to regain its position as soon as possible. If the group does not make up time or regain position, the group will be put on the clock and informed by a referee.

Timing: When a group is being timed each player is expected to make a stroke within 40 seconds after timing of the player’s stroke begins. An extra 10 seconds (for a total of 50 seconds) will be permitted for the first player to play: a stroke on a par 3, a second stroke on a par 4 or 5, a third stroke on a par 5, a stroke around the putting green, a stroke on the putting green. A player is considered to have incurred a “bad time” when they exceed this permitted time.

Other than on the putting green, the timing of a player’s stroke begins when it is the player’s turn to play without interference or distraction. Time spent determining yardage and strategy, selecting a club, making practice swings and the like will count as time taken for the stroke.

On the putting green, actions allowed under Rule 13.1 such as marking, lifting, cleaning and replacing the ball, repairing ball marks and the like, are not included in the timing of the players stroke, provided they are not unreasonably delaying play. Time spent surveying the line of play from any angle will count as time taken for the stroke.

Bad Time: Any player in a group who incurs a bad time will be informed as soon as possible. If the group in question regains its proper position, any previous bad times will be carried forward for the remainder of that round.

PENALTIES

The following is the penalty structure for a player who receives a bad time while on the clock:

BAD TIME	STROKE PLAY	MATCH PLAY
First Bad Time	Warning	Warning
Second Bad Time	One Stroke Penalty	Loss of Hole
Third Bad Time	Additional Two Stroke Penalty	Additional Loss of Hole
Fourth Bad Time	Disqualification	Disqualification

Note 1: While on the clock, the Committee may assess a bad time to a player who delays play between shots or holes or makes no effort to help the group get back in position.

Note 2: Regardless of position, if the Committee determines that a player(s) in the group is delaying play of their own or any subsequent group, or the competition in general, the group or individual player may be warned and/or placed on the clock by a referee at any time. Penalty for breach of Rule 5.6a may be applied.

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