

PACE OF PLAY POLICY

Principles

Rule 5.6b(3): Committee Pace of Play. To encourage and enforce prompt pace of play, the Committee has adopted the following Policy:

Rule 6.4b(2): Playing Out of Turn in a Safe and Responsible Way ("Ready Golf"). Players are expected to be ready to play when it is their turn to play and otherwise play "Ready Golf", and the guidelines below apply to all strokes.

A. Maximum Allowable Time

The maximum time the Committee considers necessary for a group to complete its round.

- i. The time begins at a player's assigned tee time, or if the tee time is delayed, at the adjusted tee time.
- ii. All time associated with playing the game, including course difficulty is included in the maximum allowable time.

The Committee will determine the maximum allowable time for the round at each tournament, for play in both 3-balls and 2-balls. The time allowed for the round will be divided up into 18 individual hole times using the following guidelines as a starting point:

	3-ball base schedule	2-ball base schedule
Par 3 holes	11 minutes	9 minutes
Par 4 holes	14 minutes	12 minutes
Par 5 holes	18 minutes	15 minutes

Additional time will be added to holes where buggies may need to be parked in a certain location, resulting in a longer walk which will be considered in the time given for each hole. Time will also be added for particularly difficult or long holes. Time will not be added to holes for waiting when they are likely to be reachable in fewer strokes than 'regulation', i.e. reachable par 4's and 5's, however this wait time is considered by the Committee in applying the policy.

A full breakdown of the maximum allowable time, (the timing schedule), will be displayed on the Information Portal.

B. Definition of "Out of Position"

A group is out of position when it has completed play of a hole (meaning that the ball of the last player to hole out has been removed from the hole) later than the maximum allowable time given, **and**, for groups other than the first group in each session of starting times, it has not maintained the starting interval with the group ahead of it.

While the above is the strict definition, for additional guidance a group will likely be out of position if it:

- i. Reaches a Par-3 that is clear of play and all players in the group ahead have played their strokes from the teeing area of the next hole.
- ii. Reaches a Par-4 that becomes clear of play before all players in the group have played their strokes from the teeing area.
- iii. Is approximately 100 yards (or less) off the tee when the group ahead clears play of the hole on a reachable Par-5.
- iv. Has not reached their tee shots when the group ahead clears play of the hole on an unreachable Par-5.

If a ruling, ball search or another legitimate delay occurs, that group is expected to regain its position within a reasonable time.

C. Excessive Stroke Time (EST)

Excessive stroke times apply when a player exceeds:

- i. 80 seconds for the first player in a group to play a stroke,
- ii. 70 seconds for subsequent players in a group to play a stroke.

At any time, if a player is observed by the Committee to take more than the above times (plus a 5-second tolerance) to play a stroke without a valid reason, they will be notified of the excessive stroke time. The player will be informed as soon as practicable by the referee and may be timed individually regardless of the group's position. Excessive stroke times must be observed by a referee on-course and in-person. However, the Committee may choose to confirm the excessive stroke time with the assistance of video footage.

D. Official Warning and Timing

If the Committee determines that a group is falling behind, or is out of position, the group (or a specific player(s)) will normally receive an "official warning" and are expected to improve their pace of play and regain position on the course. If this is not achieved, the Committee will begin timing the group or any specific player.

At the discretion of the referee, timing may be suspended temporarily (such as on a reachable Par 5). If the group is not in position on completion of that hole or when leaving the teeing area of the next hole, the session will continue.

The Committee will inform players that they are being timed at the start of a session but will not usually inform players that they have regained position and are no longer being timed.

E. When the Clock Starts and Time Limits for the Stroke

Provided the player is acting in accordance with Rule 5.6b(1) Pace of Play Recommendations:

Except on the putting green, the timing of a player's stroke will start when it is the player's turn to play, and the player can play without interference or distraction. Players will be allowed reasonable time to calculate their yardage. Time spent interpreting yardage, determining club and other conditions (such as wind) will count as time taken for the next stroke.

On the putting green, the timing of a player's stroke will start when it is their turn to play, they are able to play without interference or distraction and they have had reasonable time to complete the actions allowed under Rule 13.1. Time spent surveying the line of play from any angle or position will count as time taken for the next stroke.

A player is permitted a maximum of 40 seconds to play a stroke. An additional 10 seconds (for a total of 50 seconds) will be permitted for the first player in the group to play:

- i. A stroke on a par-3;
- ii. A second stroke on a par-4 or par-5;
- iii. A third stroke on a par-5;
- iv. Around the putting green;
- v. On the putting green.

During timing an additional 5-second tolerance will be given to the above times allowed. The committee will also show discretion if a shot is particularly difficult to access and additional time is required to take a player's stance or additional time may be needed for a player to prepare for a stroke, for example to position an assistive mobility device.

F. Pace of Play Penalties and Bad Times

If a player, while being timed, is observed by a referee to take more than the above times to play a stroke (See section E), they will incur a bad time. The player will be notified as soon as practicable by the referee and cannot receive a second bad time before being notified of the first.

Bad times are carried forward for the remainder of the tournament. For example, a player who gets a bad time in round one will get a one stroke penalty if they get a second bad time either later in round one or during any subsequent round of that competition.

A player who records three individual stroke timings during the round that exceed the time allowed to make a stroke but are within the additional 5-second tolerance, will be assessed a bad time. Following a bad time, the 5-second tolerance count resets to zero.

The following are the penalties for bad times, in sequence under the “Hard Card”, DPWTLR 17:

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| i. First bad time during the tournament | No Penalty |
| ii. Second bad time during the tournament | One stroke penalty |
| iii. Third bad time during the tournament | Additional two stroke penalty |
| iv. Fourth bad time during the tournament | Disqualification |

Note: When timed, if a player exceeds the times associated with an excessive stroke time (See section C), they will immediately incur a one-stroke penalty, in addition to those above.

The G4D Open Committee
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