

Pace of Play Policy

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

Allotted Time

When play is in groups of three (stroke play), groups will be required to play at no more than a 4-hour and 35-minute pace for the 18-hole round. When play is in groups of two (match play), groups will be required to play at no more than a 3-hour and 58-minute pace for the 18-hole round.

Definition of "Out of Position"

The first group(s) to start will be considered out of position if, at any time during the round, the group is behind the prescribed schedule as detailed on the attached Pace of Play Time Chart.

Any following group will be considered out of position if it (a) is taking more than the allotted time to play and (b) reaches the teeing ground of a par-3 hole and the preceding group has cleared the next tee; reaches the teeing ground of a par-4 hole and the putting green is clear; or reaches the teeing ground 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 or Match Out of Position

If a group/match is out of position, the players in that group/match may be monitored and timed. Anytime a group/match is to be monitored and timed the players will be notified of such timing by a Rules Rover. The notification by the Rules Rover will be made immediately after all players complete their tee shots on the hole where monitoring will begin.

Timing

When a group/match is being monitored and timed each player in the group/match is expected to play 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 he has had reasonable opportunity to reach his ball, it is his turn to play and he can play without interference or distraction. Time

spent determining yardage will count as part of the time taken for the next stroke.

On the putting green, timing will begin after a player has been allowed a reasonable amount of time to lift, clean and replace his ball, repair his ball mark and other ball marks on his line of putt and remove loose impediments on his line of putt. Time spent looking at the line from beyond the hole and/or behind the ball will count as part of the time taken for the next stroke.

NOTE: A player is permitted 40 seconds to play a stroke. An extra 10 seconds (for a total of 50 seconds) will be allowed for:

- a. the first player to play a stroke on a par--3 hole
- b. the first player to play a second stroke on a par--4 or par--5 hole
- c. the first player to play a third stroke on a par--5 hole
- d. the first player to play a stroke around the putting green
- e. the first player to play a stroke on the putting green

NOTE: The Committee reserves the right, at any time, to time a group when the Committee deems it necessary. Players should also be aware that the Committee may assess a "bad time" to a player in a group which is out of position if the player makes no effort to help his group get back in position. An example of this would be a player who delays play between shots.

Pace of Play Penalties

Turn in your scorecard no later than 20 minutes behind the group in front of you. Example: players on hole 18 turn in scorecard at 1:02 PM. Group on 17 must turn in scorecards by 1:22 pm. No foul. Players on hole 16 turn in scorecards at 1:43. Penalty.

Penalties are as follows: 20-24 minutes behind, 1 stroke added to score.
 25-29 minutes behind, 2 strokes added to score
 30-35 minutes behind, 3 strokes added to score
 36+ minutes behind, DQ

If it is a team tournament same rules, penalty added to team score.

Special notes: 1) If the group in front of your group is a threesome a 25-minute guideline will apply to the group behind the threesome.

The following are the penalties, in sequence, for any player in a group or match being timed who takes more than the allotted time to play a stroke after timing of the player's stroke begins:

Stroke Play

One bad timing exceeding the allotted time --- warning
 A second bad timing --- 1 stroke penalty
 A third bad timing --- Additional 2 stroke penalty
 A fourth bad timing --- Disqualification

Match Play

One bad timing exceeding the allotted time --- warning
 A second bad timing --- loss of hole
 A third bad timing --- warning
 A fourth bad timing --- Disqualification

NOTE: If the group/match in question regains its proper position, any previous timing of more than the allotted time will be carried over for the remainder of that round/match in the event that the group/match requires additional monitoring.

Rulings or Other Incidents

If a ruling or some other legitimate delay occurs which causes the group/match in question to lose its position, that group/match is expected to regain its position within a reasonable time.