



STROKE PLAY PACE OF PLAY POLICY

The Tournament committee at each competition will determine the maximum allowable time each group is permitted to play the round. This time will be posted on each player's scorecard, and on the Notice to Players and players are expected to maintain a pace faster than the maximum allowable time. The following Pace of Play policy will be in effect at all HSJGA Championships and qualifiers.

Summary

When a group is **out of position** at any checkpoint the players in the group are liable to penalty under these guidelines. Players in a group that has missed one or more checkpoints will be liable to penalty according to the following schedule of penalties pending final determination of whether a breach or breaches of the Pace of Play guidelines have occurred:

Checkpoints will be on completion (flagstick in the hole) of the 4th, 9th, 13th and 18th holes

1st missed checkpoint*- warning

2nd missed checkpoint- liable to a one stroke penalty

3rd missed checkpoint- liable to a two-stroke penalty

4th missed checkpoint- liable to disqualification

*Please note that if a group clears the 3rd check-point and has not missed any other check-points, but is out of position at the 4th check-point, each player in the group is liable for a one stroke penalty if in the Committee's view no effort was made by the players to complete their round within the allotted time for the final check-point.

Maximum Allowable Time

When play is in groups of three, each group will be expected to complete 18 holes in no more than a **4 hour and XX minute** pace at **xyz Golf Club** and at a pace in accordance with the attached time chart. When a group fall behind – regardless of the reason – it must regain its position. Time for ball searches, rulings and walking time between hole is included in all maximum allowable times.

Definition of "Out of Position" – Stroke Play

First Group: The first group(s) to start will be considered **out of position** if, at any time during the round, it takes more than the maximum allowable time to finish a checkpoint hole.

Following Groups: A following group is **out of position** if it,

- (a) Takes more than the maximum allowable time to finish a checkpoint hole **and**
- (b) Completes play of a checkpoint hole more than 14 minutes after the preceding group completed play of that hole

Group out of Position

When a group is **out of position** at a checkpoint, it will be notified by a Checkpoint Official and each player will be issued a Red warning card. When a group is notified of a missed checkpoint they are expected to regain its position before reaching the next checkpoint. If that group reaches the next checkpoint out of position each player in the group may incur the applicable penalty for a breach of these guidelines.

Any group **out of position** may be monitored by a Rules Official

A player concerned about a non-responsive (slow) fellow-competitor in his/her group who is delaying play should request a Rules Official to monitor the group in case the group is or becomes liable to penalty under these guidelines.

Final Determination Regarding Breach/Review Process

Before returning his/her scorecard, a player who is liable for penalty during their round may consult with the Tournament Committee to determine if he/she has incurred a penalty under these guidelines. The Tournament Committee will determine that a player who has been found out of position is not in breach of these guidelines only if:

- (a) The player was delayed by the Committee, or
- (b) The player was delayed by a circumstance beyond control of the player or the group, or
- (c) The player was delayed by another player in the group

The player who was **out of position** during his/her round and who elects not to consult with the Committee to determine whether he/she was in breach of these guidelines is deemed to be in breach of these guidelines and incurs a penalty, or penalties according to the above schedule of penalties.

If a player or a group incurs a penalty, penalties are to be applied to the checkpoint hole where the breach occurred.

Example Pace of Play Chart at XYZ Golf Club

HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Par	4	5	4	3	4	5	4	3	5	4	4	4	4	3	4	4	3	5
Time Allotted	: 14	: 16	: 14	: 12	: 14	: 16	: 14	: 13	: 16	: 15	: 14	: 14	: 14	: 13	: 14	: 15	: 13	: 15
Total Time	0:14	0:30	0:44	0:56	1:10	1:26	1:40	1:53	2:09	2:24	2:38	2:52	3:06	3:19	3:33	3:48	4:01	4:16