

## **USGA PACE OF PLAY POLICY**

### **Summary**

When a group is out of position at any check-point the players in the group are subject to penalty under the USGA Pace of Play Policy. Players in a group that has missed one or more check-points will be subject to penalty according to the following schedule of penalties pending final determination of whether a breach or breaches of this policy have occurred:

Check-points will be on completion (flagstick in the hole) of the 9<sup>th</sup> and 18<sup>th</sup> holes.

1<sup>st</sup> missed check-point – subject to one (1) penalty stroke

2<sup>nd</sup> missed check-point – subject to additional two (2) penalty strokes; total of three (3) penalty strokes for the round

### **Maximum Allowable Time**

Play is in groups of three (3). Each group is allotted 2 hours and 22 minutes to complete holes 1 through 9 and 2 hours and 25 minutes to complete holes 10 through 18, plus turn time (5 minutes for 9 to 10, and 18 to 1) at a pace in accordance with the time chart below. When a group falls behind – regardless of reason – it must regain its position. Time for ball searches, rulings and walking or shuttle time between holes is included in the allotted time.

### **Definition of “Out of Position” – Stroke Play**

**First Group:** The first group (off the 1<sup>st</sup> and 10<sup>th</sup> holes) is out of position if they take more than the allotted time to finish a check-point hole; see below check-point time table.

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

- a) take more than the allotted time to finish a check-point hole; and
- b) complete play of a check-point hole more than 14 minutes after the preceding group completed play of that hole.

Time charts outlining the time per hole, including the finish times for the check-point holes are below.

Check-points: Play of the hole must be completed in the following amount of time, groups of three (3):

<b>Check-points:</b>	<b>1<sup>st</sup> / 2<sup>nd</sup></b>
Hole 1 Start	2:22 / 4:47 total
Hole 10 Start	2:25 / 4:47 total

### **Group Out of Position**

When a group is out of position at a check-point, they will be notified by a member of the Rules Committee. When a group has been notified of a missed check-point, that group is expected to regain its position before reaching the next check-point. If that group reaches the next check-point out of position, each player in the group may incur the applicable penalty for a breach of this policy. Any group that is out of position may be monitored by a member of the Rules Committee.

A player concerned about a non-responsive (slow) player in their group, who is delaying play, may request a Rules Committee member to monitor the group in case the group is or becomes liable to penalty under these guidelines.

### **Final Determination Regarding Break and Review Process**

Before returning their scorecard, a player who is subject to penalty during their round may consult with the Rules Committee to determine if they have incurred a penalty under this policy. The Rules Committee will determine that a player who has been found to be out of position is not in breach of this policy only if:

- a) the player was delayed by the Rules Committee; or
- b) the player was delayed by a circumstance beyond the control of the player of their group; or
- c) the player was delayed by another player in the group.

A player who was out of position during their round and who elects not to consult with the Rules Committee to determine whether they were in breach of this policy is deemed to be in breach of this policy and incurs a penalty or penalties according to the above schedule of penalties. If a player or group incurs a penalty or penalties, they are applied to the check-point hole(s) where the breach occurred.