



PACE OF PLAY POLICY

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Rule 5.6 states, in part: "The player shall play without unreasonable delay 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:

Definition of "Out of Position"

The **first group** (each side; both morning and afternoon "waves") 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 players scorecard and/or the addendum to the rules of play sheet.

Any **subsequent group** will be considered out of position if it is (a) behind the prescribed schedule **and** (b) reaches a **par-3** hole that is clear of all play and all players in the preceding group have played from the next teeing ground or reaches a **par-4** or **par-5** hole and all players have not made a stroke from the teeing ground before the hole is open and free of play. Both (a) and (b) must apply for a group to be out of position.

Group Out of Position

If a group (stroke play) or match (match play) is out of position, a GSGA Rover will monitor it. **A group or match will be notified when they are being timed.**

Timing

A group or match may be monitored or timed for compliance with this pace of play guideline if it is "out of position." When a group or match is "out of position" a player in the group or match is expected to play a stroke within 40 seconds. *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.*

Except on the putting green, if a player has reached his ball, it is his turn to play, and there are no distractions, timing will begin after he has had **reasonable** time to select his club. Time spent walking backward or forward for determining yardages 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 damage and remove loose impediments on his line of play. 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.

Pace of Play Penalties

The following are the Stroke and Match Play penalties, in sequence, for any players in a group out of position who take more than 40 seconds to play a stroke when it is his turn to play:

Stroke Play

- One bad timing of more than 40 seconds - warning
- A second bad timing - 1-stroke penalty
- A third bad timing - Additional warning and 2-stroke penalty
- A fourth bad timing - Disqualification

Match Play

- One bad timing of more than 40 seconds - Warning
- A second bad timing - Loss of hole
- A third bad timing - Additional warning and loss of hole
- A fourth bad timing - Disqualification

NOTE: If the group or match in question regains its proper position, any previous timings of more than 40 seconds will be carried over for the remainder of that round or match in the event that the group or match requires additional monitoring.

Rulings or Other Incidents

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