



## **PACE OF PLAY**

According to Rule 6-7 in the Rules of Golf, “The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish.” Note 2 states, “The Committee may establish pace of play guidelines which include maximum periods of time to complete a stipulated round, a hole or a stroke.”

### **Allotted time**

For a threesome, the base time for a round is 4:12

Par 3: 12 minutes    Par 4: 14 minutes    Par 5: 16 minutes

For a foursome, the base time for a round is 4:30

Par 3: 13 minutes    Par 4: 15 minutes    Par 5: 17 minutes

The Allotted Time does not take into account ball searches or rulings. Additional time may be added to take into account difficulty of course or long walks.

### **Out of position**

Failure to complete the hole being played in less than the Allotted Time after the group immediately ahead put the flagstick in on that hole. For example, on a Par 4 a group has 14:00:00 to complete the hole once the group in front of them has replaced the flagstick. Times are measured flagstick to flagstick.

### **Bad times**

When a group has fallen out of position a group is expected to play any 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. Timing begins after the player has had reasonable time to select his club. On the putting green, time spent examining the line from beyond the hole and/or behind the ball will count as part of the time for the next stroke.

### **Penalty for breach**

1<sup>st</sup> Offense: Verbal warning to group for being out of position and behind pace.

2<sup>nd</sup> Offense: Verbal warning to group; will be told they are on the clock and individual times will be taken.

3<sup>rd</sup> Offense: One stroke to group or individual for bad times.

4<sup>th</sup> Offense: Two strokes to group or individual for bad times.

5<sup>th</sup> Offense: Disqualification to group or individual for bad times.

\*Players will be notified of breaches following the completion of a hole as to not interrupt play.

## **SUGGESTIONS FOR FASTER PLAY**

There are three reasons for slow play; walking slowly, not being prepared to hit when it is a player’s turn and time spent on the green.

### **WALKING SLOWLY**

Once you are able to walk safely and without interrupting another player, walk with a sense of purpose. Competitive golf is not a leisurely stroll in the park. Time spent walking to your ball means less time to prepare for playing the shot.

### **BEING PREPARED TO HIT**

Unless a player is in the direct line of play of a fellow competitor, other players may be preparing (measuring yardages, taking practice swings, etc.) simultaneously. Also, use time spent walking to prepare for your next shot. When it is your turn to play, **BE READY**.

### **ON THE GREEN**

Be reading the green and lining up putts as soon as you reach the green. When it is your turn, step right up and putt. Finish out putting whenever possible. Do not mark putts inside of three feet unless it interferes with a fellow competitor's line of putt. The first player may leave the green when they have finished putting and begin walking to the next hole. The other players should leave the green quickly so the group behind can play.

### **OTHER PACE OF PLAY TIPS**

These will make our tournaments more enjoyable for everyone and could prevent you from getting penalty strokes for slow play:

- Get your yardage before it is your turn to play.
- Recognize when a fellow competitor will need the flag tended or your ball marked.
- Do not walk in packs. Each player should walk directly to his/her ball without delay.
- Be aware of who is away. If that player is not ready to play, play **READY**

### **GOLF.**

- Keep pace with the group ahead. If you don't know where they are, your group needs to pick up their pace.
- If your ball may be lost outside of a water hazard or out of bounds, play a provisional ball (Rule 27-2).
- If you are unsure how to proceed under a rule, play a second ball under Rule 3-3 and continue play. You must report the facts to a member of the SCPGA staff regardless of score.
- When arriving at the green, position your bag so it is on the way to the next tee to avoid holding up the group behind.

*The SCPGA Junior Tour reserves the right to adjust the Pace of Play policy at any time.*