

PACE OF PLAY POLICY

As recommended by **Rule 5.6b(3)** in the Official Guide to the Rules of Golf the following policy is set forth for SCJG tournaments and generally follows the guidelines of Model Rule 8K-2. It is designed to ensure that competition is played at a prompt pace of play for the course and conditions under which the competition is being conducted.

The tournament committee or their representative will establish a set length of time for each hole to be played. For the first group of the event exceeding their cumulative time at any hole will render them out of position.

Play ready golf throughout the entire round.

The first player to hole out should go toward the next tee and be the first to tee off. The second player to finish should replace the flagstick.

Out of Position:

First Group: At any time during the round they (a) exceed the allotted time to play.

Subsequent Groups: At any time during the round, they (a) exceed the allotted time to play and (b) reach a par-3 hole that is open and free of play, reach a par-4 hole and have not played a stroke from the teeing ground before the hole is open and free of play, or reach a par-5 hole and all players in the group have not played a stroke from the teeing ground before the hole is open and free of play.

Timing:

When on the clock each player is expected to make his/her stroke within **40 seconds +10 seconds for the 1st player to select the club, determine yardage, etc. (50 seconds total for 1st player)**

Once they have had a reasonable opportunity to reach their ball, determine it is their turn to play, and can do so without interference or distraction.

Time taken to select a club and to determine yardages will count as part of the time taken for the next stroke only for the 2nd Timing will start on the putting green when a player has had a reasonable amount of time to lift, clean and replace their ball, repair their own ball mark, and repair damage and remove loose impediments that interfere with their line of play.

The first player to play a stroke on a par 3 hole; a second stroke on a par 4 or par 5 hole; a third stroke on a par 5 hole; a stroke around the putting green; a stroke on the putting green; and trouble shots that may entail more effort to determine a course of action.

Timing stops when the group is back in position, and they will be so advised.

The notice to the group that it is out of position is considered a warning, therefore, if the group is put on the clock after not making progress within three holes the following penalties will apply to each player:

First breach (bad time) – one stroke penalty.

Second breach (bad time) – general penalty (two-strokes/loss of hole);

Third breach (bad time) – Disqualification.

The penalty for slow play is cumulative.

Appeals:

Any appeal must be referred to the on-site Tournament Director immediately upon completion of the player in question's round. The Tournament Director's decision shall be final. If the player in question does not appeal immediately upon conclusion of his round, any penalties and fines shall stand.