



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 SCAGA 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.

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 a group or individual will be timed, all players in the group or the specific individual will be informed.

Other than on the putting green, the timing of a player's stroke will begin when it is his turn, and he can play without interference and distraction. Time spent determining yardage counts in the time taken for the next stroke. On the putting green, timing begins after a player is allowed a reasonable amount of time to mark, lift, clean, and replace his ball, repair his ball mark and other ball marks on his line of putt and remove loose impediments on his line of putt. A player has 40 seconds to play a stroke, with an additional 10 seconds (total of 50) when first to play: (a) a stroke on a par-3, (b) a second stroke on a par-4 or par-5, (c) a third stroke on a par-5, (d) a stroke near putting green, or (e) a stroke on the putting green. Any player being timed, who exceeds the applicable time to play a stroke will be informed as soon as practicable.

Penalty Structure

First breach – No penalty

Second breach – One penalty stroke

Third breach – Two penalty strokes

Fourth breach – 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.