



PGA

Southern California Section

SOUTHERN CALIFORNIA PGA **Pace of Play Policy**

Rule 6-7 states, in part: “The player shall play without undue delay and 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.

Allotted Time: When play is in groups of three (stroke play), groups will be required to play at a 4 hour and 15 minute pace for the 18-hole round. When play is in groups of four (stroke play), groups will be required to play at a 4 hour and 35 minute pace for the 18-hole round. Times will be adjusted per golf course.

Definition of “Out of Position”: The first group 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 Pace of Play Time Chart.

Any following group will be considered out of position if it (a) is taking more than the allotted time to play and (b) fails to play from the tee of a par 4 hole before the preceding group clears the putting green, or arrives at the teeing ground of a par 5 hole when the preceding group is on the putting green. **Both (a) and (b) must apply for a group to be out of position.**

Group Out of Position: If a group is out of position, an SCPGA official will monitor them and notify the players of this as soon as possible.

Timing: A group may be monitored or timed for compliance with this pace of play guideline if it is “out of position.” When a group is “out of position” a player in the group is expected to play any stroke within **30 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. ***A Player who is first to play from an area (Tee, Fairway, Green, etc...) receives an additional 20 seconds to play their shot.

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. 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 ball marks on his line of putt and remove loose impediments from his line of putt. 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.

*****The Rules Committee and Tournament Director reserve the right to time an individual who is found to be excessively slow even if the group is not out of position and over time par.**

Pace of Play Penalties

The following are the Stroke Play penalties, in sequence, for any player in a group out of position who takes more than the allotted time to play a stroke when it is his turn to play:

Stroke Play

- One bad time – Warning
- Second bad time – 1 stroke penalty
- Third bad time – Additional 2 stroke penalty
- Fourth bad time – Disqualification

NOTE: If the group in question regains its proper position, any previous timings for a player of more than 30 seconds will be carried over for the remainder of that round in the event that the group 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.

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Monitoring

Stroke Play

Any player in a group out of position who takes more than the allotted time to play a stroke on one occasion will be informed as soon as practicable that he has one bad time. If he exceeds the allotted time on one more occasion (a total of two timings exceeding the allotted time), he will be informed as soon as practicable that he has been penalized **one stroke**. If he exceeds the allotted time on one more occasion (a total of three timings exceeding the allotted time), he will be informed as soon as practicable that he has been penalized an additional **two strokes**. Any player who takes more than the allotted time to play a stroke on one more occasion (a total of four timings exceeding the allotted time), will be informed as soon as practicable that he has been **disqualified**.

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SCPGA PROCEDURE FOR TIMING PLAYERS

STEP 1:

- ◆ At the pre-tournament meeting, the Rules Chairman shall appoint rules officials, in addition to himself, who will be responsible for timing.

STEP 2:

- ◆ All individuals working the tournament have a responsibility to communicate with the tournament committee if a group appears to be out of position and shall not communicate with the players unless directed to do so. Support information should be provided to the tournament committee. EXAMPLES: “The 9:10 group had two lost balls on the fifth hole which has put them behind.” “The 9:50 group off Tee #10 has a hole open. It appears there is a very slow player in this group.”

STEP 3:

- ◆ Determine the position of the group(s) ahead of the group in question.
- ◆ Upon direction of the Rules Chairman, notify and begin timing the individual players in the group in question. The individual player only is notified of bad times (over 30 seconds). In the case of a first bad time, notify the player of the policy and subsequent penalties if he has any additional bad times.
- ◆ Continue timing until the group regains position in the field.
- ◆ Advise the Rules Chairman of a second bad timing of a player and that you are about to assess a penalty in accordance with the SCPGA Pace of Play Guidelines. When a penalty is to be assessed at any time, every effort shall be made to notify the Rules Chairman in advance, or if not possible, as soon thereafter as practical.
- ◆ Cease timing when the group is back in position and leave the area.