



PACE OF PLAY POLICY

Championships & Matches

1. Time Allowed for Round

Each hole is given a maximum completion time, primarily based upon its length and difficulty. The maximum time allotted for the completion of 18 holes will be available prior to play.

2. Out of Position

The first group and any group after a starter's gap will be considered to be "out of position" if, at any time during the round, the group's cumulative time exceeds the time allowed for the number of holes completed. Any following group will be considered "out of position" if it is more than the starting interval behind the group in front.

3. Procedure when Group is Out of Position

- i) A Group "Out of Position" will be asked by the referee to get back into position within a specified time. Failure to do so may lead to players being individually timed.
- ii) If a decision is taken to time a group, each player in the group will be informed the group is out of position. At the referee's discretion, each or any player will be subject to individual timings.

4. Time Allowed for a Stroke

- i) The maximum time allocated per shot is 40 seconds. 10 extra seconds are allowed for the first player to play:
 - a) a tee shot on a par three hole
 - b) an approach shot to the green
 - c) a chip or putt
- ii) The time will start when the player has had sufficient time to reach his or her ball, it is his or her turn to play and they are able to play without interference or distraction.
- iii) The time allowed includes any yardage assessment, any walking forwards or backwards and any pre-shot routine, including practice swings.
- iv) On the putting green, timing will start when the player has had a reasonable amount of time to lift, clean and replace his or her ball, repair pitch marks and move loose impediments on his or her line of putt. Time spent looking at the line from beyond the hole and / or behind the ball is included in the time allowed for the stroke.

5. Timing Ceases

Timing ceases when a group is back in position. Players will be advised accordingly.



6. **Penalty for Breach of Local Rule**

Stroke Play

1 Bad Time	One Stroke Penalty Stableford: Deduct 1 Point from Total
2 Bad Times	Additional Two Penalty Strokes Stableford: Deduct 2 further Points from Total
3 Bad Times	Disqualification Stableford: Disqualification

Match Play

1 Bad Time	One stroke penalty
2 Bad Times	Loss of hole
3 Bad Times	Disqualification

7. **Procedure When Again Out of Position During Same Round**

If a group is subsequently out of position during a round, the above procedure will apply on each occasion. Previous bad times and penalties applied in the round will be carried forward until the round is completed.

8. **Individual Timings Without Warning**

In addition to the above a player without notice may be individually timed (whether "In Position" or not). If his or her time exceeds 60 seconds the player will incur a warning. Any future bad times will result in penalties being imposed as highlighted in clause 6 above.