



PACE OF PLAY POLICY

Rule 6-7 provides that "The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish," and thereafter prescribes penalties for slow play. Below are the guidelines:

MAXIMUM ALLOWABLE TIME

Maximum allowable time is the MAXIMUM time deemed necessary by the Committee for a group to complete its stipulated round. This is expressed in a per-hole and aggregate time format on the chart provided to the players.

A group's maximum allowable time begins at its assigned starting time, or if the starting time is delayed, at the adjusted starting time. Time associated with playing the game, e.g., for rulings and walking times between holes, is included in all maximum allowable times.

OUT OF POSITION

A group is out of position when it completes play of a hole (replaces the flagstick) later than the maximum allowable time given AND:

- a) Reaches a par-3 hole that is clear of all play
- b) Reaches a par-4 or par-5 hole which is clear of all play, or which is not clear of all play but which becomes clear of all play before all players in the group have played their strokes from the teeing ground.

TIMING/GROUP OUT OF POSITION MONITORED BY RULES ROVER

If a ruling or some other legitimate delay occurs which causes the group in question to be out of position, that group is expected to regain its position within a reasonable time. If no such legitimate delay occurs the group will be placed on the clock immediately.

When a member of the Committee determines that a group is out of position, all players (or a specified individual) in the group will be timed by a Rules Rover. A player(s) concerned about a non-responsive (slow) fellow competitor(s) in the group should request a Rules Rover to monitor the group in case it may become or is liable to penalty. Information gathered at any time by a Rules Rover or another member of the Committee may be used by the Committee during the review process to determine whether a group or player(s) is in breach of these guidelines.

Other than on the putting green, the timing of a player's stroke will begin when it is his turn to play and he can play without interference or distraction. Time spent determining yardage and other conditions (such as wind) will count as time taken for the next stroke.

On the putting green, the timing of a player's stroke will begin after he has been allowed a reasonable amount of time to mark, lift, clean and replace his ball, repair ball marks and remove loose impediments on his line of putt. Time spent looking at the line from beyond the hole or to the side of and/or behind the ball will count as part of the time taken for the next stroke.

A player is permitted a maximum of 40 seconds to play a stroke. (Note: This 40-second time limit includes the first player to play from the teeing ground, fairway, or near or on the putting green.)

Any player in a group being timed who exceeds the maximum allowable time to play a stroke will be informed as soon as practicable by the Rules Rover.

Note: The Committee reserves the right, at any time, to time a group when deemed necessary. Further, if the Committee determines a player to be unreasonably slow, he may be timed individually at the Committee's discretion regardless of whether his group is out of position. Players should also be aware that the Committee may assess a "bad time" to a player in a group which is out of position if the player makes no effort to help his group get back in position. An example of this would be a player who delays play between shots or holes.

PENALTIES

The following are the penalties, in sequence, for any player in a group being timed who takes more than the maximum allowable time to play a stroke after timing of the player's stroke begins:

1st bad timing exceeding the allotted time – Warning

2nd bad timing – 1 stroke penalty

3rd bad timing – Additional 2 stroke penalty

4th bad timing – Disqualification

Note: If a group being timed regains its proper position, any previous "bad times" will be carried over for the remainder of that round in the event that group requires additional monitoring. Any player who has a bad time(s) will be reminded of the bad time(s) if he or his group requires additional timing during the round.