



GROUP PACE OF PLAY POLICY

The Rules of Golf state that “A player must not unreasonably delay play, either when playing a hole or between two holes” (Rule 5.6a). Additionally, under Rule 5.6b(3), “To encourage and enforce prompt play, the Committee should adopt a Local Rule setting a Pace of Play Policy. This Policy may set a maximum time to complete a round, a hole or series of holes and a stroke, and it may set penalties for not following the Policy”. In accordance with Rule 5.6b(3), Golf Canada has adopted the following Group Pace of Play Policy.

Allotted Time:

- Each group is allotted a specific amount of time to complete each hole of the round in accordance with the applicable course’s Pace of Play Time Chart, referred to as the “Time Par”.
- Groups are expected to play at a pace that allows time for ball searches, rulings, and walking time between holes, which are all included in the allotted time.
- A Pace of Play Time Chart will be established at each course for groups of two, three or four players to indicate the required completion times for each hole of the round.
- Time Charts will be printed on the player scorecards and the hole location sheets.

Checkpoint Holes:

- Four holes of each round will be designated as checkpoint holes for pace of play timing purposes.
- Typically, holes #3, #7, #12 and #16 are selected as the checkpoint holes, which will be confirmed by the Tournament Director before the start of play based on the layout of the course.
- A group has completed a checkpoint hole when all players in the group have completed play of the hole and the last player’s ball is holed.

Definition of “Out of Position”:

- **The first groups** to start each draw (off the 1st and 10th holes, both morning and afternoon), or the first group after a Starter’s Time will be considered **out of position** if, at any time during the round, they exceed their allotted time to complete a checkpoint hole.

Note: The first groups to start off each tee (#1 and #10) or the first group following a Starter’s Time become a “following group” when they are delayed at any time by the last group to start from the opposite tee or the last group before a Starter’s Time.

- **A following group** is out of position if it takes more than the allotted time to complete a checkpoint hole **AND** completes play of a checkpoint hole more than 14 minutes after the preceding group completed play of that hole.
- When a group falls out of position, regardless of the reason, it must regain its position.

Penalties:

When a group is out of position at any checkpoint hole, all the players in the group are subject to the following penalty structure:

- First missed checkpoint – official warning;
- Second missed checkpoint – penalty of one stroke;
- Third missed checkpoint – general penalty in addition to the second missed checkpoint penalty;
- Fourth missed checkpoint – disqualification.

- All one-stroke and two-stroke penalties under the Group Pace of Play Policy will be applied to the checkpoint hole where the breach occurred. The decision of the Pace of Play Official or the Tournament Rules Chair on these penalties is final.

The Tournament Rules Committee may waive a penalty ONLY on the following grounds:

- The player was delayed by the Committee; **or**
- The player was delayed by circumstances beyond control of the player or the group; **or**
- The player was delayed by another player in the group, and it was impossible or impracticable for the player to meet their checkpoint time solely as a result of that delay.

Unreasonable Delay:

In circumstances where the Committee deems appropriate, players are subject to penalties for Unreasonable Delay under Rule 5.6a, even if a group is within their allotted time.

Examples include:

- Delaying other players by walking too slowly between strokes or between the play of two holes.
- Continuing to search for a lost ball after the 3-minute search time has expired.
- Stroke times well in-excess of 40 seconds.
- Not making an effort to keep up with the group in front after clearing the final checkpoint hole.

Appeals:

An appeal will only be considered for a penalty of **disqualification** and must be made prior to the player returning their scorecard. The Tournament Rules Committee's decision on any appeal is final.