



## Gauteng North Golf Union

### Hole-by-Hole and Shot-by-Shot Pace of Play Policy

#### Maximum Allowable Time

The maximum allowable time is the maximum time considered necessary by the Committee for a group to complete its round. This is expressed in a per-hole and aggregate time format and includes all time associated with playing the game, e.g., for rulings and walking times between holes.

The following procedure applies only if a group is "out of position."

#### 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's cumulative time exceeds the time allowed for the number of holes played. Any following group will be considered out of position if it is more than a starting interval behind the group in front.

While the above is the strict definition of **Out of Position**, for additional guidance on whether a group is maintaining its position on the group ahead, it will not be doing so if it:

- Reaches a Par-3 hole that is clear of play and all players in the group ahead have played their strokes from the teeing area of the next hole.
- Reaches a Par-4 hole that is not clear of play but becomes clear of play before all players in the group have played their strokes from the teeing area.
- Is approximately 100 meters (or less) off the tee when the group ahead clears play of the hole on a reachable Par-5 hole.
- Reaches their tee shots when the group ahead clears play of the hole on an unreachable Par-5 hole.

If a ruling, ball search or some other legitimate delay occurs such as when a group is forced to wait for the group ahead to clear, and this causes the group to subsequently be **Out of Position**, that group is expected to regain its position within a reasonable time.

Players are both allowed to and encouraged to play out of turn ("Ready Golf") in a safe and responsible way under Rule 6.4b(2) at any time, but especially when their group is **Out of Position**.

#### Procedure When Group is Out of Position

1. Referees will monitor pace of play and decide whether a group that is "out of position" should be timed. An assessment of whether there are any recent mitigating circumstances, e.g. a lengthy ruling, lost ball, unplayable ball, etc. will be made.

If a decision is made to time the players, each player in the group will be subject to individual timing and a referee will advise each player that they are "out of position" and they are being timed.

In exceptional circumstances, an individual player, or two players within a group of three, may be timed instead of the entire group.

2. Players are expected to be ready to play when it is their turn to play and otherwise play "Ready Golf" as described in Rule 6.4b(2) of the Rules of Golf. The below guidelines apply to all strokes:

Stroke	Time Allowed
First to play Par-4 or Par-5 tee shot	90 seconds
First to play Par-3 tee shot	90 seconds
First to play approach shot, chip or putt	90 seconds
Second or third to play tee shot, approach shot, chip or putt	40 seconds

When being timed an additional allowance of up to 10% will only be given to strokes with a 40 second time allowed, known as the 10% allowance.

The timing will start when a player has had sufficient time to reach the ball, it is his or her turn to play and he or she is able to play without interference or distraction. Time taken to determine distance and select a club will count as time taken for the next stroke.

On the putting green, timing will start when the player has had a reasonable amount of time to lift, clean and replace the ball, repair damage that interferes with the line of play and move loose impediments on the line of play. Time spent looking at the line of play from beyond the hole and/or behind the ball will count as part of the time taken for the next stroke.

Timings will be taken from the moment it is decided by the referee that it is the player's turn to play and he or she is able to play without interference or distraction.

Timing ceases when a group is back in position and players will be advised accordingly. However, a player whose group is timed with a 'bad time' carried forward in the round even if the group subsequently arrives back in position or within time.

3. At the discretion of the referee or timing official, any group or individual player can be timed, without previously being warned.

**Penalty for Breach of Local Rule:**

- Penalty for 1 bad time: Verbal warning from referee and told that if he/she has a further bad time he/she will be penalized.
- Penalty for 2 bad times: One Stroke Penalty
- Penalty for 3 bad times: Additional Two Penalty Strokes
- Penalty for 4 bad times: Disqualification.

Until a player has been advised of a bad time, he or she cannot incur a further bad time.

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

If a group is "out of position" more than once during a round, the above procedure will apply on each occasion. Bad times and the application of penalties in the same round will be carried forward until the round is completed. A player will not be penalized if he or she has a second bad time before being advised of the earlier bad time.