

## PACE OF PLAY GUIDELINES

### Indian Tree Men's Golf Club

**Summary:** When a group is **out of position** at any check-point the players in the group are liable to penalty under these guidelines. Players in a group that has missed one or more check-points will be liable to penalty according to the following schedule of penalties pending final determination of whether a breach or breaches of these guidelines have occurred. Check-points will be on completion (flagstick in the hole) of the 4th, 9th, 13<sup>th</sup>, and 18th holes. Penalty strokes will be assessed as follows:

- 1<sup>st</sup> missed check-point\* – warning
- 2<sup>nd</sup> missed check-point – liable to a one stroke penalty
- 3<sup>rd</sup> missed check-point – liable to a two stroke penalty
- 4<sup>th</sup> missed check-point – liable to disqualification

\* If a group clears the 3rd check-point and has not missed any other check-points, but is out of position at the 4th check-point, each player in the group is liable for a one stroke penalty if in the Committee's view no effort was made by the players to complete their round within the allotted time for the final check-point. (Note: Officials, see Decisions on Pace of Play Guidelines).

**Allotted Time:** When play is in groups of four, each group is allotted **4 hours and 30 minutes** to complete 18 holes at a pace in accordance with the attached time chart. When a group falls behind – regardless of the reason - it must regain its position. Time for ball searches, rulings, and walking time between holes is included in the allotted time.

**Definition of "Out of Position" – FIRST GROUP:** The first group is **out of position** if it takes more than the allotted time to finish a check-point hole (see below check-point time table).

**FOLLOWING GROUPS:** A following group is **out of position** if it **(a)** takes more than the allotted time to finish a check-point hole **and (b)** completes play of a check-point hole more than 14 minutes after the preceding group completed play of that hole. Time charts outlining the time per hole, including the finish times for the check-point holes, are attached.

**Check-Points:** Play of the hole must be completed in the following amount of time:  
Hole # 4-1:00hr; Hole #9-2:15; Hole #13-3:20; Hole #18-4:30

**Group Out of Position:** When a group is **out of position** at a check-point, it will be notified by a Check-Point Official. When a group has been notified of a missed check-point, that group is expected to regain its position before reaching the next check-point. If that group reaches the next check-point **out of position** each player in the group may incur the applicable penalty for a breach of these guidelines.

Any group that is **out of position** may be monitored by a Rules Rover.

A player concerned about a non-responsive (slow) fellow-competitor in his group, who is delaying play, should request a Rules Rover to monitor the group in case the group is or becomes liable to penalty under these guidelines.

**Final Determination Regarding Breach / Review Process:** Before returning his score card, a player who is liable for penalty during his round may consult with the Pace of Play Committee to determine if he has incurred a penalty under these guidelines. The Pace of Play Committee will determine that a player who has been found to be **out of position** is not in breach of these guidelines only if:

- (a) the player was delayed by the Committee; or
- (b) the player was delayed by a circumstance beyond control of the player or the group; or
- (c) the player was delayed by another player in the group.

A player who was **out of position** during his round and who elects not to consult with the Pace of Play Committee to determine whether he was in breach of these guidelines is deemed to be in breach of these guidelines and incurs a penalty or penalties according to the above schedule of penalties. If a player or group incurs a penalty, penalties are to be applied to the check-point hole where the breach occurred.