

# Golf Saskatchewan Pace of Play Policy (POP)

The Golf Saskatchewan (Golf SK) has instituted the following Pace of Play (POP) policy, leaving the **responsibility** for maintaining the pace of play where it belongs, **with the player**. All subsequent groups **must** finish the checkpoints within the parameters listed below.



## Allotted Time:

There are two things to keep in mind:

1. Each group is responsible for monitoring its own pace, and
2. Players are not entitled to receive warnings, as it is the responsibility of each player to know her/his/their position on the golf course.

**NOTE:** Our referees may warn and/or penalize players under Rule 5.6 for Unreasonable Delay; Prompt Pace of Play.

The **Allotted Time** is the time within which all groups must play each nine holes. An **Allotted Time** will be given for the front nine and back nine, for example the **Allotted Time** for the 1<sup>st</sup> nine might be 2:15 and for the 2<sup>nd</sup> nine 2:15 \*, with an additional 5 minutes at the turn.

**When a group falls behind whatever the reason, the group must regain its position.** Time for ball searches, rulings and walking time between holes is included in the Allotted Time. Bad play, on its own merit, is not a considerable allowance under the Pace of Play.

*\* Time may vary depending on the golf course and weather conditions (Pace of Play Times will be posted at each Championship site).*

Each group's starting time will be recorded on her/his/their scorecard at the start of each round and with the Starter. If your group falls behind, they are expected to play efficient golf and get back into position. This means playing ready golf and/or continuous putting. Both actions are allowable in stroke play. The group's time will be verified via a time clock when the flagstick is replaced at the end of each 9 holes (or when the ball is retrieved from the hole). If the group is within the Allotted Time and less than 14 minutes (**14:59**) behind the group in front, the group is not in breach of the pace of play policy. A successful time means no action will be taken although the group may be advised if they are failing to keep up with the group ahead. The Checkpoint Officials will monitor and track all competitor times.

## Position of First Group(s) Off Either Tee:

If the lead group is behind its Allotted Time after completing the first 9 holes of the round, players will be notified, and are expected to make up the time over the final 9 holes. (Your group is holding up the entire Championship). If the group passes the second checkpoint behind their allotted time, each player is subject to a **TWO-STROKE PENALTY** to their score for their 18<sup>th</sup> hole played. (One for the front 9 missed and back 9 holes missed). A group may appeal the penalty in the scoring area before returning the scorecards to the Committee.

*\* See Players Concerns, Appealing a Decision and/or Questions Section*

## Position of Subsequent Groups:

If any subsequent group passes their first checkpoint behind its **Allotted Time** AND more than 14 minutes (**14:59**) behind the preceding group, players will be notified, and are required to make up the time over the final 9 holes. If they pass the second checkpoint behind their **Allotted Time** AND more than 14 minutes (**14:59**) after the preceding group, each player shall apply the Penalties Summary listed below.

**To avoid penalty, groups must complete each checkpoint hole:**

1. under the allotted time on the scorecard, AND/OR
2. not exceeding 14 minutes (**14:59**) of the group ahead.

Checkpoints are on holes #9 / #18, unless otherwise indicated. All players in a group in breach of the pace of play regulation at any checkpoint are subject to penalty.

**Penalties Summary:** Group is out of position upon completion of:

1. first 9 hole checkpoint = **Players in the group are subject to a 1 stroke penalty**
2. second 9 hole checkpoint = **1 Penalty Stroke to each player in the group**
3. Group missed both checkpoints upon completion of the stipulated round = **1 Stroke Penalty for first 9 holes and 1 stroke penalty for the second 9 holes (Total of 2 strokes). 1 penalty stroke will be added to last hole on each 9 played.**

4. If the group misses the first 9-hole checkpoint but is under time on the second 9-hole checkpoint, **there may be no penalty assessed.**
5. The Committee may be satisfied that the group has made up the time and has finished the round under the established Pace of Play.

### Notification(s):

- Any group completing a checkpoint hole in breach of the pace of play regulation will be verbally notified by a Checkpoint Volunteer and/or Referee.
- Checkpoint Volunteers, Referees and/or Staff at checkpoints **must not** be confronted by a player or the group.
  - Reminder about the Code of Conduct and the Zero Tolerance clause.

### Additional Pace of Play Notifications and Penalties:

**NOTE 1:** The Committee reserves the right, at any time, to monitor or time a group when it deems it necessary.

**NOTE 2:** A Committee may monitor play and assess penalties under Rule 5.6.

### Players Concerns | Appealing a Decision | Questions:

A player concerned about a slow player(s) in a group should first remind the player about the Pace of Play Policy and encourage them to play more efficiently. The concerned player may, before or after warnings/penalties are assessed, request a Referee to monitor the group. If a player is identified as holding up the pace of the group, penalties may be applied to that player and rescinded from the others.

Review and application of the penalty will occur in the scoring area or other predetermined location, not during the stipulated round as any discussion of the situation with the Checkpoint Volunteer and/or Referee will only cause further delay of the group. If a group misses one or more checkpoints, a player(s) may request a review before signing and returning her or his scorecard.

A review will be **successful only** if there is evidence the player/group was:

1. delayed by the Committee or waiting on a member of the Committee; or
2. delayed because of a circumstance beyond control of the player and/or group; or
3. delayed because of another player in the group (a slow golfer).

**NOTE 1:** If the answers to the above statements are NO, the penalty/penalties stand.

**NOTE 2:** If the answer to one of the statements above is YES, then a meeting with the group will take place as soon as possible at a location other than the scoring tent at the time set by the Golf Saskatchewan Pace of Play Committee.

**NOTE 3:** The physical scorecards, whether signed or unsigned, at this point are now considered to be Returned and property of the Committee.

After the fact, a Pace of Play penalty or penalties for Slow Play may be appealed to the Golf Saskatchewan Pace of Play Committee. The appeal must be in writing and must be based on facts relevant to the reason Pace of Play was not maintained. A Pace of Play Appeal form will be made available at the player(s) request and must be submitted to the Golf Saskatchewan Tournament Director within 1 hour of the play, on the day the infraction occurred. The Golf Saskatchewan Pace of Play Committee may review the information and render its decision by the end of the day. The decision of the Golf Saskatchewan Pace of Play Committee is final.

### Definitions:

**Allotted Time** – The “allotted time” is the maximum time allowed to complete play of the course or the holes between checkpoints. The allotted time is predetermined by the Golf Saskatchewan Rules & Championships Committee and may be adjusted between rounds. Time for ball searches, rulings, and walking or travel time between holes is included in the allotted time. The allotted time for each hole and golf course being played will be posted on each player’s scorecard and posted at the event.

**Timing** – A group’s completion time at each checkpoint is measured when the flagstick is replaced in the hole once all players in the group have holed out, or in the case of a player or group leaving the flagstick in while putting, when the last player has removed her/his/their ball from the hole.

**Rule 5.6 Unreasonable Delay; Prompt Pace of Play:** see Rule 5.6