



# Golf Saskatchewan

## Pace of Play Policy (POP)

- 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(s)**.
- All subsequent groups **must** finish the checkpoints within the parameters listed below.
- **Allotted Time** – The "allotted time" is the maximum time allowed to complete play of the course or the holes between checkpoints (2:15 + 5 + 2.15 = 4:35). It is a predetermined length of time, may be adjusted between rounds, and includes time for ball searches, rulings, and walking between holes.
- **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

### Allotted Time: There are three things to keep in mind:

1. Each group is responsible for monitoring its own pace and position on the golf course, and
2. Players may not receive warnings, and are subject to individual timings, if deemed necessary.
3. Referees monitor and assess players under Rule 5.6 Unreasonable Delay; Prompt Pace of Play.

### Notification(s) to Group/Players:

- Any group completing a checkpoint in breach of the pace of play regulation will be verbally notified by a Checkpoint Volunteer, Referee and/or Tournament Director.
- Players/Groups (including spectators) **must not** confront Checkpoint Volunteers, Referees or Staff.
  - **Reminder:** The **Participant Code of Conduct** and **Zero Tolerance clause** is in place.
- Time spent on ball searches, rulings and walking 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 and communicated at each Championship site.*
- Each group's starting time will be recorded on her/his/their scorecard at the start of each round.
- If your group falls behind, you 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 timing device 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.
  - **NOTE:** 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.
- A group may appeal the penalty in the scoring area to the Committee.
  - \* *See Players Concerns | Conditions for a Successful Review | Appeal After the Round*

### Position of Subsequent Groups:

- If any subsequent group passes its first checkpoint behind its **Allotted Time AND** more than 14 minutes (**14:59**) behind the preceding group, players will be notified.



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- The group is required and expected 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/penalties groups must complete each checkpoint:**
  - under the allotted time on the scorecard, AND/OR
  - not exceeding 14 minutes **(14:59)** of the group ahead.
- **Checkpoint Locations:**
  - Located on holes #9 / #18, unless otherwise indicated.
  - All players in a group in breach of the POP policy, at any checkpoint, are subject to penalty.

### Penalty/Penalties Summary:

If the 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:
  - **Total of 2 penalty strokes (PS) → 1 (PS) for 1<sup>st</sup> - 9 holes and 1 (PS) for the 2<sup>nd</sup> - 9 holes.**
4. If the group misses the 1<sup>st</sup> checkpoint but is under time on the 2<sup>nd</sup> checkpoint, **no penalty assessed.**
5. The Committee may be satisfied the group has:
  - made up the time, (they have made a conscious effort to improve their pace of play), and
  - finished the round under the established Pace of Play (Time Par).

### Players Concern | Conditions for a Successful Review | Appeal After the Round:

- A **Player Concerned** about a slow player(s) in a group should first remind the players in the group about the Pace of Play Policy and encourage them to play more efficiently.
- A concerned player may request a Referee to monitor their group, after the play of at least one hole. (This cannot be done retroactively to a prior event or previous round).
- If a player is identified as holding up the pace of the group, penalties may be applied to the player and/or rescinded from the other players, or the Referee or The Committee may use Rule 5.6.
- If a group misses one or more checkpoints, a player(s) may request a review before signing and returning her/his/their scorecard in the scoring area/tent.

**Conditions for a Successful Review** - A review will be successful **only** if there is clear evidence the player or group was delayed due to one or more of the following:

1. delayed by the Committee, or waiting for a member of the Committee; or
2. delayed because of a circumstance beyond the control of the player or group; or
3. delayed by another player within the group (i.e., a slow player).

- **NOTE 1:** If none of the above conditions apply, the penalty/penalties will stand.
- **NOTE 2:** If one or more conditions apply, a meeting with the group will be arranged as soon as possible, at a location other than the scoring tent, at a time determined by The Committee.
- **NOTE 3:** The scorecards, whether signed or unsigned, are considered returned to The Committee.
- **Appeal After the Round → but within 1 hour of play being completed by the group.**
  - A POP penalty may be appealed to the Golf Saskatchewan POP Committee.
  - Appeals must be submitted in writing (including paper, email, or text message), **and** based on factual evidence explaining why the POP was not maintained.
- **Final Decision:**
  - The Golf SK POP Committee may review the information and render its final decision.