

Pace of Play Guidelines

The objective of The PGA EuroPro Tour Pace of Play policy is to achieve a consistent pace of play for all players in the field regardless of starting time. This document should serve as a guide for players and officials on the subject of administering pace of play.

Subject to the provisions of the PGA EuroPro Local Rules and Terms of Competition 2020 (Hard Card), each Tournament round will be given a maximum time allowed, for all 18 individual holes, and therefore the round as a whole.

Current guidelines for holes are as follows:

	Par 3	Par 4	Par 5
3 ball groups	11 minutes	14 minutes	17 minutes
2 ball groups	9 minutes	12 minutes	14 minutes

Based on these guidelines, a three ball group for a par 72 course would take 4 hours 12 minutes and a two ball group would take approximately 3 hours 32 minutes.

Additional time will be added to holes which are particularly difficult or are likely to cause delay for some other reason. Furthermore, time for walks between green and tee will also be added. Therefore, every course will be assessed individually.

At each event the Tournament Director will prepare a time allowed chart. It will be published to all players on the official notice board. Copies should also be published on the reverse side of the pin position chart (available on the first tee) and at the Tournament Office. This chart will list individual times allowed for each hole and the round. A player specific pace of play chart may also be included on the player's individual scorecard where possible.

1. 'Out Of Position'

If the first group, including any group behind a starter's gap, exceeds the time allowed, they will be considered '**Out of Position**'. Each subsequent group must remain within a starting interval behind the group ahead to avoid being '**Out of Position**'.

2. 'Monitoring'

A group which is found to be out of position, for any reason, may be monitored at any stage during a round. Monitoring of a group is the individual timing of all players' strokes in order to prevent players from exceeding the laid down limits to play a stroke (50 seconds for 1st to play in a series of strokes, 40 seconds for 2nd and 3rd to play).

- Any player exceeding the limit for a stroke whilst being monitored will be assessed a "Bad Time" and will thereafter be **officially timed**.
- If the monitored group regain position, the monitoring will cease.
- If the group fails to regain position, monitoring may continue or if any individuals within the group identified as being responsible for the delay will be officially timed.
- Any player who is seen to have taken more than 70 seconds or 85 seconds if first to play, will be assessed a "Monitoring Penalty" whether the player's group was in position or not.
- **Note:** a group which is considerably out of position may be timed immediately rather than monitored.
- All players will be notified by the Official when they are being monitored.

3. 'Officially Timed/On the Clock'

In the case where a player or group loses time having been monitored then they will subsequently be **Officially Timed** or put **"On the Clock"** thereafter. When a player or group are being officially timed then the penalties as per the PGA EuroPro Tour Hard Card will apply.

- A player taking longer than their allocated time will be assessed as a 'Bad Time'.
- Players in a group which has regained position after being timed, but subsequently has to be timed again in the same round, will have that count as a further session of timing.
- While being timed, if a player exceeds the maximum time allowed for an individual stroke by up to the otherwise permitted 10% on three separate occasions, will incur a 'Bad Time'.

4. Penalties

- The PGA EuroPro Tour Pace of Play Policy will apply on a per-tournament basis. Therefore two or more 'Bad Times' in the same tournament will be a breach and will be subject to the penalties outlined in the PGA EuroPro Tour Hard Card.
- All 'Bad Times' and instances of 'Timing' will also go towards a players season long record and subject to the cumulative penalties outlined in the PGA EuroPro Tour Regulations.
- A player that is 'Timed' on 4 or more occasions during the season will be subject to fixed penalty fines outlined in the PGA EuroPro Tour Regulations.
- Additionally a player having either two "monitoring penalties" or "bad times" or a combination of both during a tournament, will be fined £100 rising by £100 for each successive monitoring penalty or bad time.

5. Timing Guidelines

Individual timings will be taken by the Official for all players in the group. The way in which timings are taken (when the watch starts) is based on the following guidelines:

• Tee shots

Players will be given **sufficient time** to reach the teeing ground, the first player in the group to tee their ball, and a count of three seconds thereafter before the stopwatch starts.

• Approach Shots

The player whose turn it is to play will be given **sufficient time** to reach their ball and a count of three seconds thereafter, before the stopwatch starts. Should a player be distracted by their playing partners, caddies, or an outside influence during the preparation for their stroke, the stopwatch will be stopped and will not restart until the player has reached the point in their preparations at which they were previously distracted. Weather conditions such as wind and rain would not be regarded as an allowable distraction and the stopwatch will continue, even if club selection changes.

• Putting Green

Timing will start after a player whose turn it is to play has had the chance to replace their ball, all other balls have been marked (unless they are not going to be marked), the player has been given **sufficient time** to reach a position to start assessing their putt and a count of three seconds thereafter. On a putt of two meters or less, the timing will start as soon as the player stands up having replaced (or having had **sufficient time** to replace) their ball and a count of three seconds thereafter.

- **Sufficient time** means the time taken to walk at normal pace to either the teeing ground or ball in play. A player who walks slowly to their ball may have less time in which to assess and play their shot as the stopwatch will start when the official deems it has become their turn to play, irrespective of them having reached their ball. On the putting green, the time taken to repair ball marks or to remove loose impediments does not count in the timing of a stroke.

The maximum time allowed per stroke is **40 seconds**. 10 extra seconds are allowed for the **first** player in the group to play:

- A Par 3 tee shot;
- An approach shot; and
- A chip and/or putt.

• **Time Extension**

A player is entitled to one "Time Extension" per round. This "Time Extension" entitles a player to a further 40 seconds over the maximum time allowable for a given stroke. The extension must be very clearly communicated to the timing Official and can be requested at any point up **until the maximum time allowable for the given stroke has expired**.

Except on the putting green, the official should advise the player as soon as practicable that they have a 'Monitoring Penalty' or 'Bad Time'. A player will not be penalized for a second bad time **before** being informed of their first.

Please be aware that in exceptional circumstances, a Rules Official may time individual player(s) in a group should it be unnecessary to time the group as a whole. Timing of individual players may be implemented when the official considers that one or more individuals in the group are preventing the group as a whole to improve their pace of play or regain their position with the group in front. Should this policy be implemented by the official, players in the group will be advised who is/is not being timed. The same timing process as listed above still applies to an individual player(s) in a group.

6. Examples:

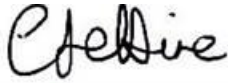
Group	Time allowed through hole 4	Time taken through hole 4 (to schedule)	Out of Position?	Monitored?	Time to schedule after hole 5	Timed?
1	57 mins	53 mins (-4)	No	No	-5 mins	No
2	57 mins	56 mins (-1)	Yes (3mins)	No	-2 mins	No
3	57 mins	56 mins (-1)	No	No	-1 mins	No
4	57 mins	58 mins (+1)	Yes (2 min)	Yes	0 mins	No
5	57 mins	60 mins (+3)	Yes (2 min)	Yes	+4 mins	Yes
6	57 mins	60 mins (+3)	No	No	+4 mins	No

- **Group 1** is the first group. They are under the time allowed.
- **Group 2** is 3 minutes '**Out of Position**' because they have taken 3 minutes more than group 1 to play through 4 holes. However, their total round time has not exceeded the Time Allowed and therefore they are not liable to be monitored or timed.
- **Group 3** is '**In Position**' since they have taken the same amount of time as Group 2 to play 4 holes, or in other words have maintained the starter's interval behind the group in front.
- **Group 4** is '**Out of Position**' since they have taken 2 minutes more than Group 3 to play through 4 holes. The players in this group are expected to be aware of this fact by reference to the time and the time allowed chart, and by visual reference to the group ahead. Because this two minutes puts them over the time allowed they are liable to be "Monitored".
- **Group 5** is a further 2 minutes '**Out of Position**' from Group 4 and a total of 3 minutes over the time allowed. "Monitoring" will commence immediately. At this time Group 6 will be informed that Group 5 is being "Monitored" and told that they must remain in position. If Group 5 fails to gain time then they are likely to be "Timed"
- **Group 6** is over the time allowed but due to the slow play of Group 5 it is impossible for them to play any faster. They are therefore 'In Position' and are not liable to be monitored or timed. Group 6 will be expected to maintain their position with Group 5 by speeding up themselves. Should this not happen, Group 6 will subsequently be liable to be Monitored even though they may have been 'held up' by Group 5 for the first 4 holes.

7. Things the player can do to help

- Be aware of your position with regard to the group **in front**;
- If you are in Match 1 check your position against the timing schedule regularly
- If you feel that your group is falling behind, advise your playing partners;
- If your group is behind, try and catch up **quickly**;
- Look at your own line of putt while your playing partners look at theirs (within the bounds of normal etiquette);
- In stroke play if it is safe to do so and within the bounds of normal etiquette it is ok to play out of turn.
- Do not wait until it is your turn to play before putting on your glove;
- Do not wait until it is your turn to play before calculating your yardage;
- Do not wait until it is your turn to play before assessing wind direction;
- Do not concern yourself with the group behind – they are the Officials responsibility.

Most importantly BE READY TO PLAY WHEN IT IS YOUR TURN TO PLAY.



Charles Hine

Head of National Tournaments

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