



## 2016 PACE OF PLAY POLICY – STROKE PLAY

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Pace of Play will continue to be a point of emphasis for the NJSGA in 2016. Players are expected to understand and abide by this policy which is in effect at all 2016 NJSGA stroke play competitions.

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**RULE 6-7 – Undue Delay; Slow Play** states: ‘The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish. Between completion of a hole and playing from the next teeing ground, the player must not unduly delay play.’

### **Definition of “Out of Position”:**

**First Group of the wave:** The first group of a wave is *out of position* if it is behind the prescribed time after completing a checkpoint hole. Timing guidelines are indicated on the official scorecard.

**Following Groups:** Any following group is *out of position* after completing a “checkpoint hole” if it:

- a. is behind the time allocated, as indicated on the official scorecard, AND
- b. has finished the checkpoint hole 14 minutes or more after the group ahead.

### **Checkpoint Holes:**

Players beginning on Hole #1: After Holes 4, 9, 13, 18.\*

Players beginning on Hole #10: After Holes 13, 18, 4, 9.\*

*\*-checkpoint holes may be modified by the committee depending on competition course.*

### **Allotted Time:**

Pace of Play guidelines are indicated on each player’s official scorecard. When a group falls behind, regardless of the reason, it must regain its position. **TIME FOR BALL SEARCHES, RULINGS, AND WALKING DISTANCE IS FACTORED INTO THE TIMING GUIDELINES.**

**Penalty Schedule:** When a group is out of position at any check-point, the group will be informed that it is in breach of this policy. The group will be monitored by a timing official who will also time each player individually. Each player is **SUBJECT** to the following penalty schedule when it is out of position:

- 1<sup>st</sup> Breach – Warning
- 2<sup>nd</sup> Breach – One stroke penalty
- 3<sup>rd</sup> Breach – Two stroke penalty
- 4<sup>th</sup> Breach – Disqualification

### **Timing Procedure**

When groups are being timed, players are allotted a maximum of forty (40) seconds to make a stroke from anywhere on the course (including the putting green). The timing procedure is as follows:

- Other than on the putting green, the timing of a player’s stroke will begin when it is the player’s turn to play and the player can do so without interference or distraction. Time spent gauging yardage and other conditions (i.e. wind), as well as walking ahead will count as time taken for the next stroke.

- On the putting green, the timing of a player's stroke will begin after a player has been allowed a reasonable amount of time to mark, lift, clean and replace the ball, repair ball marks and remove loose impediments on the line of putt. Time spent looking at the line from beyond the hole or to the side of and/or behind the ball will count as part of the time taken for the next stroke.

Any player who exceeds the maximum allowable time to play a stroke will be informed as soon as practicable by a timing official. Undue delay between shots or holes will be factored in when assessing penalties, and any player who makes minimal or no effort to regain his/her position will be identified. **Note: A player concerned about a non-responsive fellow-competitor in his group should request a timing official to monitor the group in case penalties are incurred and appealed.**

### **Penalty Procedure & Appeals**

**NO PACE OF PLAY PENALTIES WILL BE ASSESSED DURING THE ROUND.** Players will only be informed that they are SUBJECT to penalty during the round; any penalty will be applied at the scoring table at the conclusion of a round. If a penalty is assessed, it may be appealed and will only be considered if:

- a. the player was delayed by the Committee, or
- b. the player was delayed by a circumstance beyond the control of him/herself or the group, or
- c. the player was delayed by another player in his/her group (i.e., a fellow-competitor in the group has accrued a bad time / times, or visibly makes minimal/no effort to help regain the group's position) .

**Discussion / appeals to the committee regarding Pace of Play breaches during the round are not permitted and may result in further 'Undue Delay' penalties.**

**NOTE: The Committee may, at any time, monitor or time a group.** The Committee may assess a 'bad time' to a player in a group out of position if the player makes no effort to regain position.

**NOTE: When a group in breach regains its position, but subsequently incurs another breach, the penalty schedule will resume at the point when it incurred its most recent breach. (In other words, breaches remain in effect for the duration of the round.)**

### **Tips for Avoiding Penalties:**

- Many slow play issues arise on the putting green. Therefore, continuous putting is encouraged.
- Plan your shot while walking briskly to your ball, or while others are playing.
- Be ready to play when it is your turn.
- Walk directly to your golf ball; do not follow others unless assisting in a search.
- Do not step off yardage for every golf shot; develop an 'eye' for distance.
- Carry multiple clubs with you in the event you elect to change clubs prior to a stroke.
- Be efficient with pre-shot routine; take only one practice swing.
- Play a provisional ball if you think the original may be lost or out of bounds.

**We ask for your cooperation and close attention to all pace of play guidelines. These guidelines are in place for the benefit of all competitors. Questions or requests for clarification regarding this policy should be brought to the NJSGA prior to the beginning of play.**