



WESTERN PENNSYLVANIA GOLF ASSOCIATION

PACE OF PLAY POLICY

The following conditions and policies shall govern regulation of the pace of play by the Western Pennsylvania Golf Association Rules Committee. The Championship Committee has established the following **Group Based, Checkpoint** guidelines regarding Pace of Play for all WPGA conducted Championships and Qualifiers:

In order to prevent any such penalty, we suggest that you carefully review the following guidelines:

Rule 6-7 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 shall not unduly delay play.”***

Players will be provided the Pace of Play Policy on the Notice to Players, and are expected to adhere to the time limits as indicated on the Official Scorecard. Time limits may be adjusted based on factors specific to the golf course being played. Any adjustments will be reflected on the Official Score Card or on a player’s starting tee.

At any time during the stipulated round, the Committee reserves the right to individually time a group or player.

The WPGA Pace of Play Policy when a **FOUR checkpoint system** is place

- Each group is responsible for monitoring their own pace.
- Checkpoints will be on #4 green, #9 green, #13 green and #18 green, unless otherwise indicated.
- To avoid penalty, groups must complete each checkpoint hole:
 - 1.) **Under the allotted time**
 - 2.) **Within 14 minutes of the group ahead.**
- **First Group(s) off Either Tee** – The first group(s) will be in breach of the pace of play policy if they take more than the allotted time to finish a checkpoint hole until they reach (within 14 minutes, meaning 14:59) of any group ahead. After they reach a group ahead, both conditions must be met to be in breach of the pace of play policy.
- All players in a group in breach of the pace of play policy at any checkpoint are subject to penalty.
- Players are responsible for knowing their position on the course relative to their Time Limit. Players should monitor and speak to individuals causing slow play. Players may ask that the group be monitored by an Official without identifying an individual causing slow play. Information obtained by that Official will be considered in applying penalties under this Rule.

The WPGA Pace of Play Policy when a **TWO checkpoint system** is place

- Each group is responsible for monitoring their own pace.
- Checkpoints will be on #9 green and #18 green, unless otherwise indicated.
- To avoid penalty, groups must complete each checkpoint hole:
 - 3.) **Under the allotted time**
 - 4.) **Within 14 minutes of the group ahead.**
- **First Group(s) off Either Tee** – The first group(s) will be in breach of the pace of play policy if they take more than the allotted time to finish a checkpoint hole until they reach (within 14 minutes, meaning 14:59) of any group ahead. After they reach a group ahead, both conditions must be met to be in breach of the pace of play policy.
- All players in a group in breach of the pace of play policy at any checkpoint are subject to penalty.
- Players are responsible for knowing their position on the course relative to their Time Limit. Players should monitor and speak to individuals causing slow play. Players may ask that the group be monitored by an Official without identifying an individual causing slow play. Information obtained by that Official will be considered in applying penalties under this Rule.

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 have missed one or more checkpoints 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:

PENALTIES (4 Point Check-point)

1st check-point: Official Warning *

2nd missed check-point: liable to a one stroke penalty

3rd missed check-point: liable to a two stroke penalty (three total)

4th missed check-point: liable to disqualification

*If a group clears 3 checkpoints, but is out of position and over time at the 4th checkpoint, each player in the group is liable for a one stroke penalty if, in the Committee's view, a reasonable effort was not made to complete the round within the allotted time for the final check-point. Penalties are to be added to the check-point hole where the breach occurred. (Holes #4, #9, #13 or #18)

PENALTIES (2 Point Check-point)

1st missed checkpoint: Official Warning*

2nd missed checkpoint: liable to a two stroke penalty

*If a group clears the 1st check-point, but is out of position at the 2nd check-point, each player in the group is liable for a one stroke penalty if, in the Committee's view, a reasonable effort was not made by the players to complete their round within the allotted time for the final check-point. It is the player's responsibility to record and include any penalties assessed on their scorecards. Penalties are to be added to the check-point hole where the breach occurred. (Holes #9 or #18)

NOTIFICATION

Any group that completes a checkpoint hole in breach of the pace of play policy 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 checkpoint. 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.

At any time during the stipulated round, the Committee reserves the right to individually time a group or player. When being timed, a player will have fifty (50) seconds to play the first shot from a new position on the course, while other players will have forty (40) seconds to play from that position. The timing of a player's stroke will begin when the player has had reasonable opportunity to reach their ball, it is their turn to play and can play without interference or distraction.

- Time spent determining yardage will count as part of the time taken for the next stroke.
- Time spent looking at the line from beyond the hole and/or behind the ball will count as part of the time taken for next stroke.

CONCERNED PLAYERS AND REVIEW PROCESS

A player concerned about slow players in a group should first remind that player of the pace of play policy and encourage them to play more efficiently. A player concerned about a non-responsive (slow) fellow-competitor in his group, who is delaying play, should request an official to monitor the group in the case the group is, or becomes, liable to penalty under these guidelines.

Review Process: The player must appeal the penalty at the Scoring Area before the score card is signed and returned to the Rules Committee. Lost balls, bad play, and time waiting for a ruling are not viable excuses for slow play. In order for an appeal to be considered, there must have been circumstances or situations beyond the player's control. Information from other Rules Officials assigned to the event may be considered in reviewing the appeal and in determining penalties. The final decision rests with the Rules Committee.

Before returning his score card, a player who is liable for penalty during his round may consult with the Official-in-Charge to determine if he has incurred a penalty under these guidelines. The 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 Committee to determine whether he was in breach of these guidelines prior to returning his score card is deemed to be in breach of these guidelines and incurs a penalty or penalties according to the above schedule of penalties.

DEFINITION OF OUT OF POSITION

FIRST GROUP (off the 1st and 10th holes, both morning and afternoon waves): The first group is **out of position** if it takes more than the allotted time to finish a check-point hole.

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 and 59 seconds after the preceding group completed play of that hole.

ALLOTTED TIME: The time indicated on the Official Scorecard for completion of a given hole or checkpoint(s). The Allotted Time is based on the scheduled Starting Time. If the group is unable to begin play at its scheduled time, the Starter will advise the players of their new Official Starting Time and the Allotted Limit will be adjusted accordingly. The Official Starting Time will be when the Starter clears the first competitor to play.

COMPLETED PLAY: Groups have completed play when all players have holed out and the flagstick has been returned to the hole.