

Pace of Play Policy – 2 Checkpoint

The Championship Committee has established the following **Group Based, Checkpoint** guidelines regarding Pace of Play for all events:

Players will be provided with the Pace of Play Policy on their 1st Tee, 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.

The GAP Pace of Play Policy utilizes a two checkpoint system.

- Each group is responsible for monitoring their own pace.
- Checkpoints will be on holes #9 and #18, unless otherwise indicated.
- To avoid penalty, groups must complete each checkpoint hole:
 1. Under the allotted time, or
 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) 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.

PENALTIES

First Breach - Groups who are OUT OF POSITION after their 9th hole will receive an OUT OF POSITION WARNING. The group is liable for a PENALTY OF TWO STROKES if they are subsequently OUT OF POSITION after their 18th Hole.

Second Breach - Groups who are in position after their 9th Hole, but are subsequently OUT OF POSITION after their 18th Hole are liable for a PENALTY OF ONE STROKE.

It is the player's responsibility to record and include any penalties assessed on their scorecards. Penalties are to be added to the checkpoint hole where the breach occurred. (Usually 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 Checkpoint Official.

CONCERNED PLAYERS AND APPEALS

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. The concerned player may, before or after penalties are assessed, request an Official to monitor the group.

Appeal Process: The Pace of Play Committee will consist of up to three officials, including the Official(s)-in-Charge. The player must appeal the penalty at the Scoring Area before the score card is signed and returned. **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 Pace of Play Committee.

DEFINITION

First Group – The first group scheduled to begin play. In a two-tee start this includes the first group off each tee used to begin play. In a two-tee start with both morning and afternoon starting times, this also includes the first groups off each tee in the afternoon round.

Subsequent Groups – Any group other than the First Group.

Out of Position, First Groups Only – A group that has not completed play on their 9th or 18th hole within their Time Limit. (Note: In a two tee start, if the First Group reaches a group ahead, the rules for Subsequent Groups apply.)

Out of Position, Subsequent Groups – A group that has not completed play on their 9th or 18th hole within their Time Limit **AND** is more than 14 minutes behind the preceding group.

Allotted Time – The time indicated on the Official Scorecard for completion of the 9th or 18th hole. 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.

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."