

## **Stroke Play – as of January 1, 2009**

**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.”

### **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 been determined to be out of position 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:

Check-points will be on completion (flagstick in the hole) of either the, 4<sup>th</sup>, 9<sup>th</sup>, 13<sup>th</sup> and 18<sup>th</sup> holes. Players will be notified of checkpoint locations on the first tee.

- 1st breach\* – warning
- 2nd breach – liable to a one stroke penalty
- 3rd breach – liable to a two stroke penalty
- 4th breach – liable to disqualification

\* If a group clears the 3rd check-point without any potential breaches, but is out of position at the 4th check-point the potential penalty for each player in the group is one stroke.

### **Allotted Time**

Maximum times to play will be determined for each day of the championship by the on-site Championship Committee. Maximum times to play each hole will be printed on each competitor's scorecard, and competitors will be additionally advised of that day's maximum time to play prior to starting. It is the group's responsibility to finish each checkpoint within the times outlined on the scorecard or within position of the group directly in front of them. When a group falls behind – regardless of the reason – it must regain its position. Time for ball searches, rulings, and walking time between holes is included in the allotted time.

### **Definition “Out of Position” – Stroke Play**

First Group: The first group is out of position if it takes more than the allotted time to finish a check-point hole (see below checkpoint time table).

**Following Groups:** A following group is violating Pace of Play Guidelines if it

- (a) takes more than the allotted time to finish a check point hole and
- (b) is out of position with the group in front of them.

### **Group Out of Position**

When a group is out of position at a check-point, they will be notified by a Check-Point Official that the group is potentially in breach of the pace of play guidelines. When a group has been notified of its first potential breach, that group is expected to regain its position before reaching the next check-point. 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 is subject to being monitored by a Rules Rover.

**A player concerned about a non-responsive fellow-competitor in his/her group should request a Rules Rover to monitor the group in case the group is or becomes liable to penalty under these guidelines.**

### **Final Determination Regarding Breach / Review Process**

Before returning his/her score card, a player who was out of position during his/her round may consult with the Pace of Play Committee to determine if he/she has incurred a penalty under these guidelines. The Pace of Play 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 the 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 Pace of Play Committee to determine whether he was in breach of these guidelines is considered to have been in breach of these guidelines and to have incurred a penalty or penalties according to the above schedule of penalties.

If a group is liable to penalty, all penalties will be applied to the check-point hole where the breach occurred.