



Pacific Northwest Golf Association

Guardians of the Game Since 1899

PNGA PACE OF PLAY GUIDELINES

STROKE PLAY - *Revised 2018*

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 subject to penalty under these guidelines.

Check-points will be on completion (flagstick in the hole) of either the 4th, 9th, 13th and 18th holes, or the 5th, 9th, 14th and 18th holes. Exact checkpoint locations will be determined prior to the start of each event. Players will be notified of checkpoint locations on the starting tee.

Allotted Time: Flagstick in the Hole

Maximum times to play will be determined for each day of the championship by the on-site Championship Committee. Maximum times to complete each hole will be printed on each competitor’s scorecard. Competitors will be advised, prior to starting, of that day’s maximum time to complete the round. It is the group’s responsibility to finish each check-point 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 Only: The first group is out of position if it takes more than the allotted time to complete a check-point hole (see check-point time on scorecard).

All Following Groups:

A following group is out of position if it:

- (a) Takes more than the allotted time to complete a check-point hole and
- (b) Completes play of a check-point hole more than 14 minutes after the preceding group completed play of that hole.

Group Out of Position

The first time a group is out of position at a check-point hole they will be issued a warning. When a group has been notified of its first breach, that group is expected to regain its position before reaching the next check-point. If that group is out of position at the next or any subsequent check-point, the group **may** incur the following penalties:

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

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

Any group that is out of position is subject to being monitored by a Rules Rover.

Player's Rights

Any player may appeal the penalty at scoring.

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 subject to penalty under these guidelines.

Final Determination Regarding Breach / Review Process

All breaches will be reviewed at scoring by the Pace of Play Committee. If the player/group appeals the penalty, the Pace of Play Committee will consider only the following in an appeal:

- (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/her round and who elects not to consult with the Pace of Play Committee to determine whether he/she 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 subject to penalty, all penalties will be applied to the check-point hole where the breach occurred.