



NCGA PACE OF PLAY POLICY

Scorecards have printed on them the **MAXIMUM** allowable time to complete the play of each hole based on a group's scheduled starting time. These times are established based on the difficulty of the course and the ability of the field. They include time to search for balls and deal with other common occurrences encountered during play. **A normal speed of play should result in completing play FASTER than the time indicated on the scorecard.** If a group falls behind, they must play efficient golf and make up the lost time. In stroke play, playing "ready golf" is encouraged and suggested for helping with pace of play.

It is the PLAYERS' RESPONSIBILITY to know their group's position relative to the published Pace of Play and to ensure they play within the published limits. Failure to play within the Pace of Play guidelines will result in penalty. The Rules Committee may communicate with groups throughout the round regarding their pace of play position, but are not required to do so. **THERE ARE NO OFFICIAL WARNINGS UNDER THIS POLICY.**

In Position

Groups are expected to remain in position throughout the round. Being in position means:

- Reaching the teeing area of a par-3 before the group ahead has teed off on the next hole.
- Reaching the teeing area of a par-4 before the group ahead leaves the putting green of that hole.
- Reaching the teeing area of a par-5 before the group ahead gets to the putting green of that hole.

Warnings, Checkpoints, & Penalties

If a group is over its maximum allowable time and out of position, a rules official may issue the group a warning and provide a checkpoint by when the group must regain its position (e.g., within the next two or three holes). If a group receives a warning, it will be monitored by a Rules Official to observe its pace of play.

- If a group successfully regains its position by the established checkpoint, there will be no penalty to any player. If the group falls out of position again later in the round, a Rules Official may provide another checkpoint by when the group must be in position.
- If a group fails to regain its position by an established checkpoint, all players in the group will be informed that the checkpoint was missed and that one or more players in the group will be liable to receive a one-stroke penalty. The Rules Official will then provide another checkpoint by when the group must regain its position. If the group fails to regain its position a second time, one or more players in the group will be liable to receive the general penalty (loss of hole in match play or two penalty strokes in stroke play).
- If the Committee identifies that a player (or players) in the group is the cause of the group failing to maintain pace of play and determines other players are playing within the requirements of this policy, those meeting the requirements of this policy may be absolved from penalty while others may not.

UNREASONABLE DELAY: In addition to the foregoing, if a player unreasonably delays play, they may be subject to penalty as outlined in Rule 5.6a. If a Rules Official determines that a player's slow play amounts to serious misconduct, a penalty of disqualification may be imposed in the first instance. (Rule 1.2a.) Penalties for unreasonable delay are independent of penalties issued under the above pace of play policy (see Rule 5.6a).

The Committee reserves the right to review all penalty situations.