



## CJGA PACE OF PLAY POLICY

*This policy is designed to put the responsibility on the players for keeping pace. It is the player's responsibility under Rule 6-7 that, "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."*

When a group is "out of position" at any checkpoint for the round, the players in the group are subject to penalty according to the schedule of penalties. An individual player may also be subject to penalty for delay of play.

Checkpoints for the groups by default will be on completion of the 9th and 18th holes of their stipulated round, unless additional or alternative checkpoints have been identified by the CJGA Tournament Committee for the specified event and posted/provided to the field.

### SCHEDULE OF PENALTIES

#### **Stroke Play – (Default 9 & 18 Check-Points) - Group is behind time on arrival at checkpoint:**

**1st "Bad" Time** – each player in the group is given a one-stroke penalty.

**2nd "Bad" Time** – each player in the group is given a two-stroke penalty.

All penalties will be applied to the hole score for the check-point hole where the breach occurred.

#### **Stroke Play – (Alternative 3 or more Check-Points active) - Group is behind time on arrival at checkpoint:**

**1st "Bad" Time** – each player in the group is given a warning.

**2nd "Bad" Time** – each player in the group is given a one-stroke penalty.

**3rd "Bad" Time** – each player in the group will be given a two-stroke penalty.

**4th "Bad" Time** – each player in the group will be disqualified.

**All penalties will be applied to the hole score for check-point hole where the breach occurred.**

#### **Stroke Play – Individual penalties when one competitor is determined to be delaying play of the group.**

**1st "Bad" Time** – the player is given a one-stroke penalty;

**2nd "Bad" Time** – the player is given a two-stroke penalty;

**3rd "Bad" Time** – the player is disqualified.

**All penalties will be applied to the score for the hole where the breach occurred.**

**Match Play - An official will monitor the players and inform them that they are being timed. The penalty for a breach of this Rule as follows:**

**1st "Bad" Time** – Loss of hole;

**2nd "Bad" Time** – Loss of hole;

**3rd "Bad" Time** – Disqualification.

### OUT OF POSITION DEFINED

Pace of Play Time Chart (Time Par) will be established at each course for groups of two players, three players or four players. Allotted time to play may be expressed on a per hole basis. Time for ball searches, rulings, and walking time between holes is included in the allotted time.

The first group to start will be considered out of position if, at any time during the round, they exceed the time allotted to play, as detailed on the applicable course's Pace of Play Time Chart (Time Par).

#### **Any subsequent group will be considered out of position if:**

- They exceed the allotted time to play, and arrive at the teeing ground of a hole that is open and free to play.
- They complete play of a checkpoint hole more than 15 minutes after the preceding group completed play of that hole.

The Committee reserves the right to time any player, or group of players, which the Committee determines is out of position or that, may be in breach of Rule 6-7, whether the player or group has been informed.

## TURN TO PLAY

It is the player's turn to play when there has been reasonable opportunity to reach the ball and there is no interference or distraction by another person or ball. Any time spent determining yardages will count as time taken for the next stroke. In stroke play, there is no penalty for playing out of turn unless the Committee determines that by doing so a competitor gains an advantage.

When it is the player's turn to play, the clock starts and the player has 45 seconds to complete play his/her shot. Should he/she exceed the allotted 45 seconds he/she would have a "bad" time. Checking yardages and lining up putts are all factored into a player's time. The player will be notified of his/her bad time. The penalty will be added to the player's score after the infraction.

## MONITORING AND ENFORCEMENT

When a group is out of position at a checkpoint, they will be notified by a CJGA Official that they are in breach of CJGA Pace of Play Policy. When a group has been notified of its first breach, that group is expected to regain its position before reaching the next checkpoint. If that group reaches the next checkpoint out of position, each player in the group will incur the applicable penalty for a breach.

Groups may be notified at any time throughout the round if they are behind. Any group that is out of position is subject to being monitored by a CJGA Official.

A player concerned about a non-responsive fellow-competitor in his group should request a CJGA Official monitor the group in case the group is or becomes liable to penalty under these guidelines. If an individual member of the group can be clearly identified as the cause of the group's position, then the penalties applicable under Rule 6-7 will apply to that specific player and not to each player in the group.

The CJGA Official will determine that a group or player who has been found to be out of position is not in breach of these guidelines only if:

- ◆ a group/player was delayed by the a CJGA Official; or
- ◆ a group/player was delayed by a circumstance beyond control the group/player; or
- ◆ a group/player was delayed by another player in the group

**Note:** in circumstances where the Committee deems fit, the general penalty under Rule 6-7 may still apply.

*The CJGA reserves the right to adjust the Pace of Play Policy without notice*