

PACE OF PLAY POLICY

The Rules of Golf require that a player must play without unreasonable delay (Rule 5.6a). Rule 5.6b(3) states in part: “To encourage and enforce prompt play, the Committee should adopt a Local Rule setting Pace of Play Policy. This policy may set a minimum time to complete a round, a hole or a series of holes and a stroke, and it may set penalties for not following this Policy”. In accordance with Rule 5.6b(3), the CJGA has adopted the following Pace of Play Policy.

Stroke Play Championships (3 or more rounds) & Regular (2 round) Competitions

ALLOTTED TIME

Each group is allotted a specific amount of time to complete a group of holes and the round at a pace in at each course. When a group falls out of position, regardless of the reason, it must regain its position. Time for ball searches, rulings, and walking time between holes is also included in the allotted time.

Checkpoints: Four (championships) or Two (regular) checkpoint holes will be designated throughout the course. Normally holes # 4, # 9, #13 and # 18 will be the designated checkpoint holes for championships. Holes # 9 and # 18 will be the designated checkpoint holes for regular competitions. Play of a checkpoint hole is deemed completed when all players in the group have completed play of the hole and the flagstick has been replaced in the hole after the last player’s ball is holed and/or if the player makes a stroke with the flagstick in the hole, as soon as his/her ball is holed. AND the ball is removed from the hole.

Note: If a group or player incurs a penalty, the penalty will be applied to the checkpoint hole where the breach occurred.

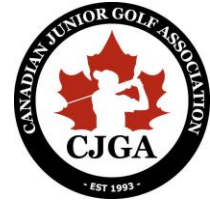
DEFINITION OF “OUT OF POSITION”

First Group: The first group (off the 1st and 10th holes, both morning and afternoon) to start will be considered out of position if, at any time during the round, they exceed the time allotted to complete a checkpoint hole, as detailed on the applicable course’s Pace of Play Time Chart. This also includes a first group after a Starter’s Time.

Note: In the event of a split-tee draw (starting on both #1 and #10), the first group to start off of each tee (#1 and #10) becomes a “following group” when they are delayed by the last group to start from the opposite tee.

Following Groups: A following group is out of position if it:

1. Takes more than the time expected to complete a checkpoint hole **AND**
2. Completes play of a checkpoint hole more than 14 minutes (14:59) after the preceding group completed play of that hole.



Time charts outlining the time per hole, including the finish times for the checkpoint holes, are provided at the starting tee and on the scorecards.

Penalties

Stroke Play – Group is behind time on arrival at checkpoint:

- 1st missed checkpoint – warning (regular competitions and championships)
- 2nd missed checkpoint – liable to a 1 stroke penalty (regular competitions and championships)
- 3rd missed checkpoint – liable to an additional 2 stroke penalty (championships only)
- 4th missed checkpoint – liable to disqualification (championships only)

Note: If a group has not received a warning at a previous checkpoint hole, but is out of position at the final checkpoint, each player in the group is liable to a penalty of one stroke if no effort was made by the players to complete their round within the time expected for the final checkpoint.

Note: In circumstances where the Committee deems fit, the penalties under Rule 5.6a may still apply

Timing

If a group is out of position, it may be monitored or timed for failing to comply with the Pace of Play guideline. When a group is out of position each player in the group is expected to make any stroke within 40 seconds after timing of the player's stroke begins.

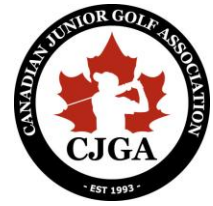
Other than on the putting green, the timing of a player's stroke will begin when he or she has had reasonable opportunity to reach his/her ball, it is his/her turn to play and can play without interference or distraction. Time spent determining yardage will count as time taken for the next stroke.

On the putting green, timing will begin after a player has been allowed a reasonable amount of time to lift, clean and replace his/her ball and repair damage and remove loose impediments on the line of play. Time spent looking at the line of play from beyond the hole and/or behind the ball will count as part of the taken time for the next stroke.

Note: A player is permitted 40 seconds to make a stroke. An extra 10 seconds (for a total of 50 seconds) will be allowed for:

1. The first player to make a stroke on a par-3 hole
2. The first player to make a second stroke on a par-4 or par-5 hole
3. The first player to make a third stroke on a par-5 hole
4. The first player to make a stroke around the putting green
5. The first player to make a stroke on the putting green

Note: The Committee reserves the right, at any time, to time a group when the Committee deems it necessary. Players should also be aware that the Committee may assess a "bad time" to a player in a group which is out of position if the player makes no effort to help his group get back into position. An example of this would be a player who unreasonably delays play between strokes.



Penalties

The following are the penalties, in sequence, for any player in a group being timed who takes more than the allotted time to play a stroke after timing of the player's stroke begins:

- One bad timing exceeding the allotted time – warning
- A second bad timing – 1 stroke penalty
- A third bad timing – Additional 2 stroke penalty
- A fourth bad timing – Disqualification

Note: If the group in question regains its proper position, any previous timings of more than the allotted time will be carried over for the remainder of that round in the event that the group requires additional monitoring. Any group with a player(s) who has a bad time will be notified if the group requires additional monitoring and time during the round.

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