



## **PACE OF PLAY POLICY**

### **Note to Rules 5-6b**

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.

### **Time Allowed**

Each hole has been given a maximum completion time based upon the length and difficulty of the hole. The maximum time allotted for the completion of 18 holes will be available prior to play.

### **Definition of Out of Position:**

The first group and any group after a starter's gap will be considered to be "out of position" if, at any time during the round, the group's cumulative time exceeds the time allowed for the number of holes completed. Any following group will be considered "out of position" if it is more than the starting interval behind the group in front.

**Note :** In making a decision on whether to time a "following group" that is out of position, leniency may be shown to a group that has not exceeded the time allotted for the number of holes completed.

### **Procedures When Group Is Out of Position**

1. If a group is out of position it will be given an official warning to speed up play.
2. If the group does not get back into position and a decision is taken to time the group, each player in the group will be subject to individual timing by a referee. Each player in the group will be advised that they are "out of position" and are being timed.
3. The maximum time allocated per shot is 40 seconds. 10 extra seconds are allowed for the first player to play:
  - a stroke on a par three hole;
  - a second stroke on a par 4 or par 5 hole;
  - a third stroke on a par 5 hole;
  - a stroke from around the putting green; and
  - a stroke on the putting green.



The timing will start when a player has had sufficient time to reach his/her ball, it is his/her turn to play and he/she is able to play without interference or distraction. On the putting green, timing will start when the player has had a reasonable amount of time to lift, clean and replace his/her ball, repair damage and move loose impediments on his/her line of play. Time spent looking at the line from beyond the hole and/or behind the ball and aligning the ball will count as part of the time taken for the next stroke.

1. Timing ceases when a group is back in position and players will be advised accordingly.

**Note:** In some circumstances, an individual player, or two players within a group of three, may be timed instead of the entire group.

### Time Chart

Hole#	1	2	3	4	5	6	7	8	9
Par	4	4	5	3	4	5	3	4	4
Time Allotted	00:19	00:19	00:20	00:13	00:19	00:20	00:13	00:17	00:18
Total Time Start # 1 Tee	00:19	00:38	00:58	01:11	01:30	01:50	02:03	02:20	02:38
Total Time Start # 10 Tee	02:25	02:40	02:58	03:09	03:24	03:42	03:53	04:06	04:20

Hole#	10	11	12	13	14	15	16	17	18
Par	4	5	3	4	4	3	4	5	4
Time Allotted	00:18	00:21	00:15	00:18	00:17	00:14	00:17	00:20	00:18
Total Time Start # 1 Tee	02:56	03:17	03:32	03:50	04:07	04:21	04:38	04:58	05:16
Total Time Start # 10 Tee	00:18	00:39	00:54	01:00	01:13	01:25	01:38	01:56	02:10

**Note :** Crossing gap from hole #9 to hole #10 is 2 (two) minutes and from hole #18 to hole # is 2 (two) minutes



### **PENALTY FOR BREACH OF CONDITION**

For Monetary Penalty please refer to KLPGA Hard Card Point 19

“Bad times” are carried through an entire stroke play championship. For example, a player who gets a bad time in Round 1 (a warning) will get one penalty stroke if he/she gets a second bad time either later in Round 1 or during any subsequent round of the championship. In match play, bad times only apply to a specific match, whether 18 holes or 36 holes.

- 1 Bad Time Player will be warned by the referee and told that if he/she has a further bad time he/she will be penalised
- 2 Bad Times Penalty of One Stroke
- 3 Bad Times Additional Penalty of Two Strokes
- 4 Bad Times Disqualification

### **Excessive Shot Time**

At any time, if any player is observed by a referee taking more than 90 seconds to play a shot, he/ she will be notified of the excessive shot time and given an official warning to speed up play. The player will also be advised that the Committee may start individual timing at any time, even if the group is not out of position.