

2010 NJSGA Pace of Play Policy

PLEASE READ THE FOLLOWING THOROUGHLY & CAREFULLY.

STROKE PLAY GUIDELINES

These rules will be in effect and strictly enforced at all 2010 NJSGA Championships. Players are expected to know and adhere to this policy.

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 group is in breach of this policy. Each player in a group that is out of position may incur a penalty when the group is in breach at a check-point hole of their stipulated round. The following sequence applies for a group out of position:

- 1st Breach – Warning
- 2nd Breach – One stroke penalty
- 3rd Breach – Two stroke penalty
- 4th Breach – Disqualification

Allotted Time: Pace of Play guidelines are indicated on each player's official scorecard.
When a group falls behind – regardless of the reason – it must regain its position. Time for ball searches, rulings, and walking time is included in the allotted time.

Check Points:

Players beginning on Hole #1: After Holes 4, 9, 13, 18.

Players beginning on Hole #10: After Holes 13, 18, 4, 9.

NOTE: Players are subject to monitoring by NJSGA Officials on the final five holes of their round, and are subject to penalties at any time on Holes 5-9 if finishing their round on the 9th hole, or on Holes 14-18 if finishing their round on the 18th hole.

Definition of 'Out of Position':

First Group: The first group of is *out of position* if at any time during the round, the group is behind the prescribed schedule as detailed by the time indicated on the official scorecard.

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

- (a) is taking more than the allotted time to play (see scorecard) **AND**
- (b) finishes a hole 14 minutes or more after the preceding group completes play of that hole.

Group Out of Position:

When a group is out of position at a check-point, they will be notified by a Check-Point Official that the group is in breach of this pace of play policy. When a group has been notified of the first breach, that group is expected to regain its position before reaching the next check-point. If that group reaches the next check-point out of position, each player will incur the applicable penalty for a breach of this policy (above). Any group out of position is subject to being monitored by an Official.

A player concerned about a non-responsive fellow competitor in his group should request a Rules Official to monitor the group in case penalties are incurred and appealed.

Appeals:

Before returning his scorecard, a player must appeal 'group breach' pace of play guidelines to the Committee. AN APPEAL WILL **ONLY** BE CONSIDERED IF:

- (a) the player was delayed by the Committee; or
- (b) the player was delayed by a circumstance beyond control of the player or group; or
- (c) the player was delayed by another player in the group.

Appeals may only be discussed with the NJSGA Committee AFTER THE COMPLETION OF PLAY. Discussion with regard to Pace of Play breaches during the round are forbidden and will result in further 'Undue Delay' penalties.

Timing:

When a match/group is being monitored and timed, each player is expected to play any stroke within 40 seconds after timing of the players' stroke begins.

Other than on the putting green, the timing of a player's stroke will begin when he has had a reasonable opportunity to reach his ball, it is his turn to play and he can play without interference or distraction. Time spent determining yardage will count as part of the 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 ball, repair his ball mark and other ball marks on his line of putt and remove loose impediments from his line of putt. Time spent looking at the line from beyond the hole and/or behind the hole will count as part of the time taken for the next stroke.

NOTE: The Committee reserves the right, at any time, to monitor or 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 get back in position. An example of this would be a player who delays play between shots.

NOTE: If the group in question regains its proper position, any previous breach of this policy will be carried over for the remainder of that stipulated round in the event that the group/match requires additional monitoring.

Tips for Avoiding Penalties:

- The majority of slow play issues arise on the putting green. Therefore, continuous putting is encouraged.
- Plan your shot while walking to your ball, or while others are playing.
- Be ready to play when it is your turn.
- Walk briskly between shots.
- Walk directly to your golf ball; do not follow others unless assisting in a search.
- Do not step off yardage for every single golf shot; develop an 'eye' for distance.
- Be efficient with pre-shot routine; take only one practice swing.
- **Play a provisional ball if you think the original may be lost outside a water hazard or out of bounds.**

We ask for your cooperation and close attention to all pace of play guidelines. Competitors should consult the NJSGA Tournament Committee if they have more specific questions prior to the beginning of play.