



2022 PACE OF PLAY POLICY

To respect all players in the tournament, in your group, and our host golf course, Golf Manitoba has implemented the following *Pace of Play Policy* (POP). Note Rules 5.6b, 6.4b, 13.1 and Model Local Rules K1 - K5.

Out of Position

First three (3) Groups and any group after a starter's time will be considered **out of position** if, at any time during the round, they exceed the time allotted to finish any of the 18 holes, based on the course's POP Time Chart. Since the entire field is playing behind you it is highly recommended to PLAY FASTER than the POP time chart allows.

Following Groups: Will be considered out of position if, at any time during the round, a par 4 or par 5 hole is open before the group reaches the teeing area of that hole.

Procedure When Group is Out of Position:

- A referee or POP Rover will advise each player that their group is out of position and that each player will be individually timed; they will be "on the clock".
- Time for Making a Stroke:** The maximum time allocated per shot is **40 seconds**.
- An **extra 10 seconds** (for a total of 50 seconds) will be allowed for the "first to make" a stroke as follows:
 - The first player to make a stroke on a par-3 hole
 - The first player to make a second stroke on a par-4 or par-5 hole (when attempting to reach the putting green)
 - The first player to make a third stroke on a par-5 hole
 - The first player to make a stroke around the putting green
 - The first player to make a stroke on the putting green
- When Timing Starts:** When a player has had sufficient time to reach their ball, it is their turn to play and they are able to play without interference or distraction. Time taken to determine distance and other conditions, and select a club, will count as time taken for the stroke.
- On the Putting Green:** Timing starts when the player has had a reasonable amount of time to mark, lift, clean and replace their ball, repair damage and remove loose impediments on their line of play, providing the player is not unreasonably delaying play. Time spent surveying the line of play and aligning the ball, will count as part of the time taken for the stroke.
- Timing ceases when a group is back in position and players will be advised accordingly.

When a group falls behind, **regardless of the reason**, it must regain its position. Time for ball searches, rulings, and walking time between holes is included in the allotted time.

Penalty Summary

1 Bad Time Player will be warned by a referee/POP Rover and told that if they have a further bad time they will be penalized.

	Stroke Play	Match Play
2 Bad Times	Penalty of One Stroke	Loss of Hole
3 Bad Times	Further Penalty of Two Strokes	Loss of Hole
4 Bad Times	Disqualification	Disqualification

- Penalties will be given on the course, not at the scoring table.
- Penalties are given per player, not per group unless warranted. In other words, as long as you always play within the Time for Making a Stroke above, you will not be penalized.

Procedure When Again Out of Position During Same Round:

- If a group is out of position more than once during a round, the above procedure will apply on each occasion.
- Bad times and the application of penalties in the same round will be carried forward until the round is completed.
- A player will not be penalized if they have a second bad time before being advised of the earlier bad time.

Random Timing Without Warning When Group Not Out of Position:

- A group or individual player may be timed **without warning**, including when a group is not out of position. This is referred to as "random" or "in position" timing.
- During random timing, a player will be allotted an extra 20 seconds for a total 60 seconds.
- An extra 10 seconds will be given (i.e. 70 seconds in total) for the "first to make" a stroke, as noted above.

Notification(s): The next two groups will be notified if the group(s) in front of them have been warned or penalized under POP as this should lead to an increase in the pace of play by the group(s).

Things to keep in mind

- Each player/group is responsible for monitoring their own pace to ensure they do not get '**Out of Position**'. Each group must keep up to the group ahead of them. There is no bearing to the group behind.
- **Playing Out of Turn to Help Pace of Play:** In *stroke play*, players should play 'ready golf' in a safe and responsible way.

Play Ready Golf

- Minimize practice swings. Play without delay.
- All players and caddies should spot the player's shot in case assistance is needed in searching for a ball(s).
- Play a provisional ball if you think the original might be lost outside a Penalty Area or could be Out of Bounds.
- Plan your shot while walking to your ball or while others are playing, and be ready to play when it is your turn. This includes determining your yardage, selecting your golf club to play, putting your glove on, and the rest of your pre-shot routine. This is why the first player to play a shot is given extra time - you should be spending this time preparing for your own shot.
- Walk briskly between shots (or drive the power cart, if allowed,) without undue delay.
- Proceed directly to your golf ball; do not follow others unless you are assisting in a search.
- If using a power cart take several clubs with you to your ball so you will not have to walk back to the power cart.
- Park power carts and leave golf bags towards the rear of the green or nearest point in the direction of the next hole so when your group has completed putting you will be moving away from the field of play.
- On the putting green, study your line of putt while others in your group are preparing to putt if it does not interfere with their play.
- Practice continuous putting.
- Mark your scorecard on the next teeing ground or on the way to the next teeing ground and not on the putting green.

2022 RULES OF GOLF COMMITTEE - GOLF MANITOBA