

CWGA Pace of Play Policy

Authority: 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.” For the purpose of preventing slow play, the Committee may, in the conditions of a competition (Rule 33-1), establish pace of play guidelines including maximum periods of time allowed to complete a stipulated round, a hole or a stroke. This policy is a condition of competition for this Championship.

Allotted Time: The Committee in charge of the competition will establish and provide each player with a Time-Par Matrix listing the allotted time to play each hole as well as the total time to complete the stipulated round. The allotted time is indicated on the official scorecard. If a group falls behind, regardless of the reason, it must regain its position. Time spent searching for balls, receiving rulings, and walking between holes is included in the established Time-Par Matrix. If a lengthy ruling or some other legitimate delay occurs which causes a group to lose their position, that group is still expected to regain their position within a reasonable amount of time.

Time Limit: Each player is permitted up to 40 seconds to play a stroke. Timing of a stroke begins when the player is in the area from which she will play, it is her turn to play, and her line of play is clear. Time spent determining weather conditions, club selection, line of play, and making practice strokes is included in the 40-second time limit. A player taking more than 40 seconds to play a stroke may be assessed a “bad time” by a member of the Committee. **NOTE: A player consistently taking more than 40 seconds to play a stroke is subject to penalty, regardless of the group’s position.** If, in the judgment of the Committee, any player or group is deliberately violating these guidelines, this will be considered a serious breach of etiquette, subjecting the player or group to disqualification under Rule 33-7.

Definition of Out of Position:

A group is considered out of position if, at any time during the round, the group is behind the allotted time specified on the official scorecard for the round. Any following group is considered out of position if it:

- is over the established Time Par Matrix; AND
 - reaches the tee of a par-3 hole and the preceding group has cleared the next tee; OR
 - reaches the tee of a par-4 hole and the putting green is clear; OR
 - reaches the tee of a par-5 hole and the preceding group is on the putting green.
- Groups out of position are expected to play faster and catch up.

NOTE: In a shotgun start the “A” group on any given hole will be presumed to have started at the scheduled shotgun start time. The “B” group on any given hole will be presumed to have started 10 minutes after the scheduled shotgun start time.

The Committee reserves the right, at any time, to time a player when the Committee deems it necessary, and may do so without notice. If the group fails to catch up either with the group ahead or with the established Time-Par, the slow player(s) in the group may be penalized.

Penalties: If a group is not maintaining a proper pace, it will be considered out of position and its players are subject to penalty. A player will be notified by a member of the Committee after her first bad time. **Any previous bad times will remain with the player throughout the stipulated round.** If a player receives a subsequent bad time during the stipulated round, she is subject to penalty. When a penalty is assessed under Rule 6-7 (Undue Delay), a member of the Committee will notify the player and her marker. Penalties are as follows: in Stroke play, 1st Bad Time = Warning, 2nd Bad Time = 1 stroke, 3rd Bad Time = 2 strokes, Subsequent Bad Time = Disqualification; in Match play, 1st Bad Time = Warning, 2nd Bad Time = Loss of Hole, 3rd Bad Time = Loss of Hole, Subsequent Bad Time = Disqualification.