



GAP Pace of Play Timing Policy (Time and Position)

Maximum Allowable Time

Maximum allowable time is the **MAXIMUM** time considered necessary by the Committee for a group or match to complete its round. This is expressed in a per-hole and aggregate time format on the player scorecard.

- Players should play at a prompt pace throughout the round.
- In Stroke Play, players are **encouraged to play "ready golf"** in a safe and responsible way (Rule 6.4b)
- In Match Play, players may agree to play out of turn to save time (such an agreement applies only to the stroke played out of turn and not to the entire match).

Out of Position

A group or match is out of position when it takes more than the maximum allowable time to finish a hole **and**:

- a) Reaches a par-3 that is clear of play and **all** players in the group/match ahead have played from the teeing area of the next hole.
- b) Reaches a par-4 that becomes clear of play before **any** player plays a stroke from the teeing area.
- c) Reaches a par-5 after **any** player in the group/match ahead has made a stroke on the putting green.

Group Out of Position - Warning / On the Clock

When the Committee determines that a group or match is out of position, the group may either receive a warning or be put immediately "on the clock" (that is, to be timed) and the players will be notified by a Rules Official.

- When warned, the group is expected to regain position with the group ahead as soon as possible. If the group does not make up time or regain position, the group will be put "on the clock" and informed by a Rules Official.
- While "on the clock" any player in a group who incurs a bad time will be informed as soon as possible."
- While "on the clock", the Committee may assess a **bad time** to a player who delays play between shots or holes.
- Any player in a group or match being timed who incurs a bad time will be informed as soon as possible.
- A GAP Rules Official will not tell a group or match when it has regained its position and is no longer "on the clock". A player may inquire of the status of the group or match at any time.
- If the group in question regains its proper position, any previous bad times will be carried forward for the remainder of that round.
- Regardless of position, if the Pace of Play Committee at an event determines that a player(s) in the group or match is delaying play of their own or any subsequent group or match, or the competition in general:
 - The player(s) may be spoken to and/or timed by a GAP Rules Official.
 - The penalty for breach of Rule 5.6a (Unreasonable Delay of Play) may be applied.
 - The Committee may put a group or match, or individual player, "on the clock", at any time.

Time Permitted to Play a Stroke

- A player is considered to have a bad time when the player exceeds 40 seconds to make a stroke.
 - An extra 10 seconds (for a total of 50 seconds) will be permitted for the first player to play:
 - A stroke on a par-3 hole;
 - A second stroke on a par-4 or par-5 hole;
 - A third stroke on a par-5;
 - Around the putting green, and
 - On the putting green
- The timing of a player's stroke begins when it is the player's turn to play without interference or distraction. Time spent determining yardage and other conditions, such as wind, will count as time taken for the stroke.
 - **On the putting green**, the actions allowed under Rule 13.1 are not included in the timing of a player's stroke, provided the player is not unreasonably delaying play. However, time spent surveying the line of play from any angle will count as time taken for the stroke.

Penalties

The following penalty structure applies for players in a group or match who receive bad times while being timed ("on the clock"):

BAD TIMES	STROKE PLAY	MATCH PLAY
1 st Bad Time	No Penalty	No Penalty
2 nd Bad Time	1 Stroke Penalty	Loss of Hole
3 rd Bad Time	Additional 2 Stroke Penalty	Additional Loss of hole
4 th Bad Time	Disqualification	Disqualification