



Worcestershire County Golf Ltd

Pace of Play Policy

The following Pace of Play Policy will apply to all WCG Events. The policy is applying Rule 5.6 (Unreasonable Delay: Prompt Pace of Play) and is adapted from Model Local Rule K-2 in the Official Guide to the Rules of Golf (January 2023). Please ensure you are familiar with and understand this Policy before playing, as it will be enforced.

1. PLAYER RESPONSIBILITIES

- Be aware of your position on the course in relation to the group in front and those behind - keep pace with the group in front making sure there is not an empty hole between you and them.
- Allow faster group(s) to play through if you can't keep pace with the group in front and are holding up the group(s) behind.
- Be ready to play when it is your turn (see 5 below).
- Play a provisional ball if a ball may be out of bounds or lost.

2. TIME ALLOWED FOR ROUND

Each hole is given a maximum completion time, primarily based upon its length and difficulty and when combined give the maximum time allotted for the completion of a round (18 holes). Players will find the maximum allotted time for the round in the competitor information.

3. OUT OF POSITION

A group is out of position when it is over the allocated time for the holes that have been played and not in position with the previous group:

- The group is more than the starting interval behind the group in front of them; and / or,
- A par 4 or 5 hole is clear before the group reaches the teeing area of that hole (the group is said to have "lost a hole").

4. PROCEDURE WHEN GROUP IS OUT OF POSITION

- a) Referees will determine if a Group is "Out of Position" and will advise them of the expected period to get back into position up to a maximum of 3 holes. Failure to get back into position may lead to players being individually timed.
- b) If a decision is taken to time a group, each player in the group will be informed the group is out of position. At the referee's discretion, each or any player will be subject to individual timings.

5. TIME ALLOWED FOR A STROKE

- a) The maximum time allocated per shot is 40 seconds. Ten extra seconds are allowed for the first player to play:
 - (i) a tee shot on a par three hole,
 - (ii) an approach shot to the green,
 - (iii) a chip or putt.
- b) The time will start when the player has had sufficient time to reach his or her ball, it is his or her turn to play and they are able to play without interference or distraction.
- c) The time taken to determine distance (including any walking forwards or backwards), select a club, and any pre-shot routine, including practice swings is included in the time allowed.
- d) On the putting green, timing will start when the player has had a reasonable amount of time to lift, clean and replace his or her ball, repair pitch marks and move loose impediments on his or her line of putt. Time spent looking at the line from beyond the hole and / or behind the ball is included in the time allowed for the stroke.

6. TIMING CEASES

Timing ceases when a group is back in position. Players will be advised accordingly.

7. PROCEDURE WHEN AGAIN OUT OF POSITION DURING SAME ROUND

If a group is subsequently out of position during a round, the above procedure will apply on each occasion. Previous bad times and penalties applied in the round will be carried forward until the round is completed.

8. PENALTY FOR BREACH OF LOCAL RULE (i.e. the timings set out as set out Clause 4 Above)

Stroke Play

- (i) First breach – Verbal warning from Referee
- (ii) Second breach - One Stroke Penalty (for Stableford deduct 1 point from total)
- (iii) Third breach - **Additional** Two Penalty Strokes (for Stableford deduct 2 further points from total)
- (iv) Fourth breach - Disqualification (for Stableford - Disqualification of player or players (team event)).

Match Play

- (i) First breach – Verbal warning from Referee
- (ii) Second breach - One Stroke Penalty
- (iii) Third breach – Loss of hole
- (iv) Fourth breach - Disqualification.

9. INDIVIDUAL TIMINGS WITHOUT WARNING

In addition to the above a player without notice may be individually timed (whether “In Position” or not). If his or her time exceeds 60 seconds the player will incur a warning. Any future bad times will result in penalties being imposed as highlighted in Clause 8 above.