



2024 PACE OF PLAY POLICY – STROKE PLAY

This policy will be strictly enforced at all NJSGA Stroke Play competitions in 2024. Players are expected to understand this policy prior to competing in a NJSGA competition.

Section A:

RULE 5.6 – Unreasonable Delay (5.6a); Prompt Pace of Play (5.6b): states: 'A player must not unreasonably delay play, either when playing a hole or between two holes. A round of golf is meant to be played at a prompt pace.'

Penalty Schedule:

If a group is out of position at any checkpoint hole, the group will be informed that it is in breach of the pace of play policy. The group will be subsequently monitored by a roving referee or timing official who, **if possible**, may also time each individual player. Each player is subject to penalty when the group is out of position:

- 1st Breach – Warning; player/group asked to regain their position.
- 2nd Breach – Subject to a One stroke penalty*
- 3rd Breach – Subject to a Two stroke penalty*
- 4th Breach – Subject to Disqualification*

*By Local Rule, penalties applied under this policy will be applied to both players on a side in forms of play involving partners.

Definition of "Out of Position":

First Group of the wave: The first group of a wave is *out of position* if it is behind the allotted time after completing a checkpoint hole. Allotted times are indicated on the official score card(s).

Following Groups: Any following group is *out of position* after completing a checkpoint hole(s) if it:

- a. is behind the allotted time, as indicated on the official scorecard, AND
- b. has finished the checkpoint hole more than 14 minutes after the group ahead.

Allotted Time:

Allotted times 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 DISTANCE IS FACTORED INTO THE ALLOTTED TIME FOR THE FORM OF PLAY AND THE COURSE BEING PLAYED.**

Checkpoint Holes:

Players beginning on Hole #1: After Holes 3, 7, 12, 16.*

Players beginning on Hole #10: After Holes 12, 16, 3, 7.*

*-checkpoint holes may be modified by the Committee depending on competition course.

Timing Procedure:

Bad Time: When individual players are being timed by the roving referee or timing official they are considered to have made a bad time only when the player exceeds **forty (40) seconds, plus an additional 10% timing margin**, to make a stroke. **The timing procedure is:**

- Other than on the putting green, the timing of a player's stroke will begin when it is the player's turn to play, and the player can do so without interference or distraction. Time spent determining yardage and other conditions (i.e., wind), as well as walking ahead, will count as time taken for the next stroke.

On the putting green, the timing of a player's stroke will begin after a player has been allowed a reasonable amount of time to mark, lift, clean and replace the ball, repair the putting green, and remove loose impediments on the line of putt. Time spent surveying the line of play from any angle will count as time taken for the next stroke.

Player Expectations:

- ◆ Any player who makes minimal or no effort to help the group regain its position or accumulates "bad time(s)" or unduly delays play between shots or holes, will be identified and will be subject to penalty.
- ◆ A player /side concerned about a slow or non-responsive player(s) in their group should first remind them of the pace of play guidelines, and if a reminder does not alleviate the situation, then request a timing official (if one is available) to monitor the group in case penalties are incurred and appealed.

Section B:

Penalty Procedure & Appeals:

NO PACE OF PLAY PENALTIES WILL BE ASSESSED DURING THE ROUND. A group or an individual player will only be informed that they are SUBJECT to penalty during the round; any penalty will be applied at the scoring table at the conclusion of a round. If a penalty is assessed, an appeal will only be considered if:

- a. the group was delayed by the Committee, or
- b. the player/side or group was delayed by a circumstance beyond their control or
- c. the player/side was delayed by another player in their group (i.e., another player in the group accrued a bad time(s), and/or makes minimal/no effort to help regain the group's position).

NOTE:

- ◆ The Committee may, at any time and at its' own discretion, monitor or time a group or individual player(s).
- ◆ Discussion / appeals to the committee regarding Pace of Play breaches during the round are not permitted and may result in further 'Undue Delay' penalties.
- ◆ When a group in breach regains its position, but subsequently incurs another breach, the penalty schedule will resume at the point when it incurred its most recent breach. (In other words, breaches remain in effect for the duration of the rounds conducted the same day.)

Tips for Avoiding Penalties:

- Many slow play issues arise on the putting green. In Stroke Play, continuous putting is encouraged.
- Plan your shot while walking briskly to your ball, or while others are playing.
- Be ready to play when it is your turn. Ready Golf is strongly encouraged in stroke play.
- In Stroke Play, walk directly to your golf ball and play- and then assist in a search.
- Carry multiple clubs with you in the event you elect to change clubs prior to a stroke.
- 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 penalty area or out of bounds.
- In partner forms of play, be realistic when it is appropriate to "pick-up" rather than continue play of the hole.

We require compliance to all pace of play guidelines. These guidelines are in place for the benefit of all competitors. Questions or requests for clarification regarding this policy should be brought to the NJSGA prior to the beginning of play.