

USGA Open Championships Pace of Play Policy

Players should play at a prompt pace throughout the round. To encourage and enforce prompt play, the Committee should set a Pace of Play Policy (Rule 5.6b).

Maximum Allowable Time

Maximum allowable time is the MAXIMUM time that the Committee considers necessary for a group to complete its round. This is expressed in a per-hole and aggregate time format on the chart attached to this document.

- A group's maximum allowable time begins at its assigned tee time, or if the tee time is delayed, at the adjusted tee time.
- Time associated with playing the game, such as course difficulty and walking times between holes, is included in all maximum allowable times.

Definition of "Out of Position"

A group is out of position when it:

- Has completed play of a hole (meaning that the ball of the last player in the group to hole out has been removed from the hole) later than the maximum allowable time given (see attached chart) **and**:
 - a) Reaches a par-3 hole that is clear of play and all players in the group in front of them have played their strokes from the teeing area of the next hole.
 - b) Reaches a par-4 or par-5 hole that is not clear of play but that becomes clear of play before all players in the group have played their strokes from the teeing area.
 - c) Reaches a par-4 or par-5 hole that is clear of play.

Note: If a ruling or some other legitimate delay occurs that causes the group in question to be out of position, that group is expected to regain its position within a reasonable time.

Players are both allowed and encouraged to play out of turn ("Ready Golf") in a safe and responsible way under Rule 6.4b(2) at any time but especially when their group is out of position.

Timing

When the Committee determines that a group (or individual) will be timed, all players (or a specified individual) in the group will be notified by a Rules Rover.

Except 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 play without interference or distraction. Time spent determining yardage and other conditions (such as wind) will count as time taken for the next stroke.

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 and after a player has completed the actions allowed under Rule 13.1, provided the player is not unreasonably delaying play. Time spent surveying the line of play from any angle will also count as time taken for the stroke

A player is permitted a maximum of 40 seconds to play a stroke, and an extra 10 seconds (for a total of 50 seconds) will be permitted for the first player to play:

- a) A stroke on a par-3 hole;
- b) A second stroke on a par-4 or par-5 hole;
- c) A third stroke on a par-5 hole;
- d) Around the putting green; and
- e) On the putting green.

Any player in a group being timed who exceeds the maximum allowable time to play a stroke will be informed as soon as possible by a Rules Rover.

A Rules Rover will not advise a group that it has regained its proper position on the course and is no longer being timed.

Note: The Committee reserves the right, at any time, to time a group when it is considered necessary. Further, if the Committee determines a player to be unreasonably delaying play, the player may be timed individually at the Committee's discretion regardless of whether the group is out of position. Players should also be aware that the Committee may assess a "bad time" to a player in a group that is out of position if the player makes no effort to help the group get back into position. An example of this would be a player who is unreasonably delaying play between shots or holes.

Pace of Play Penalties

The following are the penalties, in sequence, for any player being timed who takes more than the maximum allowable time to play a stroke:

- 1st bad time exceeding the maximum allowable time – Warning
- 2nd bad time – one penalty stroke
- 3rd bad time – Additional two penalty strokes
- 4th bad time – Disqualification

Note: If a group being timed regains its proper position, any previous "bad times" will be carried over for the remainder of that round in the event that group requires additional timing. Any player who has a bad time(s) will be reminded of the bad time(s) if the player or the group requires additional timing during the round.