



# OGA PACE OF PLAY GUIDELINES



These guidelines will be in effect at all OGA Adult Championships and select Oregon Junior Golf Events.

Compliance with Pace of Play is the player's responsibility. However, if you feel another player or opponent is unreasonably delaying your group, it is your responsibility to notify the Committee as soon as practicable.

## **CHECKPOINT HOLES:**

The Pace of Play Committee will designate four (4) holes on the course as Pace of Play checkpoint holes. A Checkpoint Official will be stationed at each checkpoint hole to monitor and indicate (if needed) a group's position on the course.

A hole is deemed to be completed when the flagstick has been replaced into the hole after all players in a group have completed play of the hole, or, if the flagstick had not been removed while making the stroke, when the last player in the group has removed their ball from the hole.

## **MAXIMUM TIME:**

The maximum time is defined by the time listed on your score card and relates to the official time. The maximum time includes time spent searching for lost balls, rulings and poor play. Each group is expected to play efficient golf in order to "bank time" throughout the round. The maximum time may be adjusted by the Committee.

## **OUT OF POSITION:**

Lead Group –the lead group is out of position if they complete any checkpoint hole over the maximum time.

Following Group– A following group is out of position if they complete any checkpoint hole over the maximum time and are 15 minutes or more behind the group in front ( $\leq 14:59$  = In Position;  $\geq 15:00$  = Out of Position).

## **PENALTIES:**

When a group misses their maximum time and is out of position, the group will be notified by the checkpoint official that they may be in breach of the Pace of Play Policy. Any group so notified may be monitored by a Rules Rover or member of the Committee. A Rules Rover, when monitoring a group, may individually time strokes made by a player(s). A time exceeding 40 seconds to play a stroke may be considered excessive if the group becomes liable to penalty. Information gathered at any time by a Rules Rover or a member of the Rules Committee may be used by the Pace of Play Committee during the review process to determine whether a group or player(s) is in breach of these guidelines.

If a group completes a checkpoint hole above the Maximum Time and is out of position, the following penalties may be applied to the hole where the breach occurred. Any penalties will be applied at the end of the round in the scoring area.

- 1<sup>st</sup> missed checkpoint – Warning\*
- 2<sup>nd</sup> missed checkpoint– Liable to a one stroke penalty
- 3<sup>rd</sup> breach – Liable for additional two stroke penalty
- 4<sup>th</sup> breach – Liable for disqualification

\*If a group has cleared the first three check points but misses the final check point and is out of position, the group is liable for a one stroke penalty.

## **APPEAL PROCESS:**

- 1) Appeals will only be handled in the scoring area at the completion of the stipulated round. Discussion of missed checkpoints during the round will only cause further delay of the group.
- 2) Once you have arrived at the scoring area, you will be notified of any breach(es) and you may submit a written appeal to the Committee before you have exited the scoring area. If you leave the scoring area for any reason you may no longer submit an appeal.
- 3) If the group misses more than one checkpoint, separate appeals must be submitted and each will be addressed separately.
- 4) An appeal will be successful if there is evidence that the player or group was:
  - i. delayed by the Committee,
  - ii. delayed because of a circumstance beyond control of the player or group; or
  - iii. delayed because of another player in the group.

NOTE: Nothing in this policy excludes a player from being assessed a penalty under Rule 5.6a.