

DLCGA PACE OF PLAY POLICY

The DLCGA's policy is that the Pace of Play Condition below will be applied.

Player Responsibility

Be ready to play when it is your turn to play.

It is the responsibility of each group to play within the published maximum times allowed, where times are published, and keep up with the group in front.

Even if the reason for your group being out of position is as a result of a lost ball, a lengthy search or a ruling, it is still the responsibility of the group to play to the scheduled time (where published), and to get back into position as soon as possible.

When Group is Out of Position:

Referee/Official will ask group to get back into position (unless group is significantly out of position, in which case the referee/official may start timing immediately)

If group not back into position within two holes or no effort made after one hole, group may be "timed"

If you keep up with the group in front, your group will not be timed

Procedure When Group Out of Position and Being Timed:

The maximum time allocated per shot is 40 seconds. 10 extra seconds are allowed for the first player to play:

- on a par three hole;
- an approach shot to the green;
- and a chip or putt

Obtaining a yardage and selecting a club are included in the time allocated for the shot

If a player exceeds the allocated time he will be given a "bad time"

If you walk quickly to your ball and play your shot within 40 seconds, you

cannot get a bad time

Random Timing When Group Not Out of Position

A group or an individual player may be timed without warning, including when a group is not out of position

In such cases of “random timing” without warning, a player risks being given a bad time if he exceeds 60 seconds to play a shot, with an extra 10 seconds given (i.e. 70 seconds in total) for a “first to play” shot.

Penalties Related to Bad Times:

1 Bad Time = Warning

2 Bad Times= One stroke penalty (stroke play); Loss of hole (match play)

3 Bad Times = Additional two stroke penalty (stroke play); Loss of hole (match play)

4 Bad Times = Disqualification