

## **DLCGA PACE OF PLAY POLICY**

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

### **Player Responsibility**

- In strokeplay, players will use the 'Ready Golf' practice as set out by the R&A. In matchplay, 'ready golf' is not appropriate nor should it be used.
- 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

