



GOLF NEW BRUNSWICK

PACE OF PLAY POLICY

Golf New Brunswick (Golf NB) has instituted the following Pace of Play Regulation, which leaves the responsibility for maintaining the pace of play where it belongs, with you, the player. If you are the first group in the field, you must play in 2 hours and 15 minutes or less per nine holes *. All subsequent groups must finish the checkpoints within the parameters listed below. * Time may vary depending on the golf course and weather conditions (will be posted at each Golf NB Championship site).

Allotted Time:

There are two things to keep in mind:

1. Each group is responsible for monitoring its own pace.
2. Players will not receive warnings.

The Allotted Time is the time within which all groups must play each nine holes. An Allotted Time will be given for the front nine and back nine, for example the Allotted Time for the 1st nine might be 2:15 and for the 2nd nine 2:15. **When a group falls behind, whatever the reason, the group must regain its position.** Time for ball searches, rulings and walking time between holes is included in the Allotted Time.

Each group's starting time will be recorded on their scorecard at the start of each round. Scorecards will be marked with the time your group is expected to complete each 9 holes. If your group falls behind, they are expected to play efficient golf and get back into position. This means being ready to play when it is your turn and/or continuous putting. The group's time will be verified via a time clock when the flagstick is replaced at the end of each 9 holes. If the group is within the Allotted Time and less than 14 minutes behind the group in front, the group will be instructed to put a checkmark on their scorecard in the box provided. A successful time means no action will be taken although the group may be advised if they are failing to keep up with the group ahead. The Checkpoint Officials will monitor and track all competitor times for the Championship Official Records.

Position of First Group(s) Off Either Tee:

If the lead group is behind its Allotted Time after completing the first 9 holes of the stipulated round, players will be notified, and each player in the group shall put an X in the box provided to show the group did not meet the check point criteria. If they also pass the second checkpoint behind their Allotted Time, each player shall be assessed a TWO-STROKE PENALTY. A group may appeal the penalty in the scoring area before surrendering their scorecards. *see Concerned Players and Appeals Section

Position of Subsequent Groups:

If any subsequent group passes their first nine holes behind its Allotted Time AND is more than 14 minutes behind the preceding group, players will be notified, and each player in the group shall receive an X in the upper right portion of their card to show the group did not meet the check point criteria. If they pass the 18 hole checkpoint behind their Allotted Time AND are more than 14 minutes behind the preceding group, each player shall be assessed a TWO-STROKE PENALTY. A group may appeal the penalty in the scoring area before surrendering their scorecards. * See Concerned Players and Appeals Section

To avoid penalty, groups must complete each checkpoint hole (9 and 18):

1. Under the allotted time, OR
2. Not exceeding 14 minutes behind the group ahead.

Checkpoints will be on holes #9 and #18, unless otherwise indicated. All players in a group in breach of the pace of play regulation at any checkpoint are subject to penalty.

Penalties Summary:

1. Group is out of position upon completion of first 9 hole checkpoint = **Players in the group may be subject to penalty**
2. Group is out of position upon completion of the 18 hole checkpoint = **1 Penalty Stroke to each player in the group**
3. Group missed both checkpoints upon completion of the stipulated round = **1 Stroke Penalty for first 9 holes and 1 stroke penalty for the 18 holes (Total of 2 strokes)**
4. If the group misses its first 9 hole checkpoint but is under time for 18 hole checkpoint there is no penalty. The group has made up the time.

Notification:

Any group completing a checkpoint hole in breach of the pace of play regulation will be verbally notified by a Checkpoint Volunteer and/or Golf NB Rules Official. Checkpoint Volunteers or Rules Officials at checkpoints should never be confronted. It is the player's responsibility to recognize when a breach has occurred at each checkpoint and penalties must be recorded on their scorecards. Penalties are to be added to the checkpoint hole in which the group was notified of the breach (usually holes #9 or #18). Any penalty strokes will be added to the 9th and/or 18th hole or the hole being played at the time the penalty is assessed, as directed by a Golf NB Rules Official.

Note 1: The time for the 2nd nine holes starts when the flagstick is replaced upon completion of play on the 9th/18th hole.

Note 2: A Rules Official may monitor play and assess a 1 stroke penalty to any player who is not playing to an acceptable pace.

Note 3: The Golf NB Rules & Tournaments Committee reserves the right, at any time, to monitor or time a group when it deems it necessary. A Golf NB Rules Official observing a slow player as listed in Note 2 may assess a penalty up to and including disqualification for Pace of Play breaches.

Concerned Players and Appeals

A player concerned about slow player(s) in a group should first remind that player of the Pace of Play Regulation and encourage them to play more efficiently. The concerned player may, before or after penalties are assessed, request a Rules Official to monitor the group. If a player is identified as holding up the pace of the group, penalties may be applied to that player and rescinded from the others.

Review and application of the penalty will only occur in the scoring area or other predetermined location, not during the stipulated round as any discussion of the situation with the Checkpoint or Rules Official will only cause further delay of the group.

If a group misses one or more checkpoints, a player(s) may request a review before signing and returning their scorecard. A review will be successful only if there is evidence the player was:

1. delayed by the Committee; or
2. delayed because of a circumstance beyond control of the player or group; or
3. delayed because of another player in the group.

Note 1: If the answers to the above statements are NO, the penalty/penalties stand as it is the responsibility of the group to maintain the Pace of Play established by the Golf NB Rules & Tournament Committee.

Note 2: If the answer to one of the statements above is YES, then a meeting with the group will take place as soon as possible at a location other than the scoring tent at the time set by the Golf NB Rules Chair.

After the fact, a Pace of Play penalty or penalties for Slow Play may be appealed to the Golf NB Tournament Directorate. The appeal must be in writing and must be based on facts relevant to the reason Pace of Play was not maintained. A "Pace of Play Appeal Form" will be made available at the player(s) request and must be submitted to the Golf NB Tournament Directorate before any appeal will be heard. The Golf NB Tournament Directorate will, in consultation with the player, establish a time and location for the hearing of any appeal. The Tournament Directorate will review and render its decision at its earliest opportunity and without undue delay. The decision of the Golf NB Tournament Director is final.

Definitions

Timing – A group's completion time at each checkpoint is measured when all players in the group have holed out and the flagstick is replaced in the hole.

Allotted Time – The "allotted time" is the maximum time allowed to complete play of the course or the holes between checkpoints. The allotted time is predetermined by the Golf NB Rules & Tournament Committee and may be adjusted between rounds. Time for ball searches, rulings, and walking or travel time between holes is included in the allotted time. The allotted time for each hole and course will be posted on the scorecard provided to each competitor.

First Group(s) or Lead Group(s) - The first full pairing to tee off either tee will be considered the first group(s) or lead group(s). Example - If pairings are prepared in threesomes, the first threesome to tee off of either tee will be considered the first "Full Group". Any pairings

with less than a full group will still be subject to all pace of play guidelines, however the groups behind them may not be expected to finish within 14 minutes of a group playing with less than a full pairing.

Rule 6-7. Undue Delay; Slow Play states: "The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish. Between completion of a hole and playing from the next teeing ground, the player must not unduly delay play."

Tips to assist the Pace of Play

1. If your group keeps up with the group ahead of you (within 14 minutes) your group will NEVER be in jeopardy of being out of position.
 - a. Your groups place on the golf course is behind the group in front of you, not in front of the group behind you.
2. Minimize your practice swings.
3. All competitors and caddies should spot the player's shot in case assistance is needed in searching for a ball.
4. Play a provisional ball if you think the original might be lost outside a water hazard or out of bounds.
5. Take your equipment with you to the teeing ground to avoid having to go a distance to your bag for a provisional ball, change of club, etc.
6. Plan your shot while approaching your ball or while others are playing, and be ready to play when it is your turn. This includes finding your yardage, selecting your golf club, putting your glove on, etc.
7. On the putting green, study your line of putt while others in your group are preparing to putt if it does not interfere with their play.
8. Putt out when possible.
9. Return the flagstick into the hole as soon as possible to avoid a potential missed checkpoint.
10. Walk briskly between shots (or drive the power cart, if allowed,) without undue delay.
11. Proceed directly to your golf ball; do not follow others unless assisting in a search.
12. If using a power cart take several clubs with you to your ball so you will not have to walk back to the power cart.
13. Park power carts and leave golf bags towards the rear of the green or nearest point in the direction of the next hole so when your group has completed putting you will be moving away from the field of play.
14. Mark your scorecard on the next teeing ground, not on the putting green.