UGA Group Checkpoint Pace of Play Policy

Rule 5.6a states, in part: "A player must not unreasonably delay play, either when playing a hole or between two holes," and thereafter prescribes penalties for slow play. To prevent any such penalty, we suggest that you carefully review the following guidelines:

SUMMARY

- Checkpoints will be on completion (flagstick in the hole) of the **9**th and **18**th holes
- When a *group* is out of position at *any* checkpoint, the group is in breach of this policy
- 1st breach *Each player* in group is subject to a *one-stroke penalty*
- 2nd breach *Each player* in group is subject to an additional *two-stroke penalty*
- Penalty strokes apply to the checkpoint hole where the breach occurred

ALLOTTED TIME

- UGA scorecards will list the expected finish time for each hole
- The allotted time will be established by the committee and may vary depending on the golf course and the event
- When a group falls behind, they are expected to regain their position
- Time for ball searches, rulings and walking time between holes are included in the allotted time

OUT OF POSITION (MISSED CHECKPOINT)

- There are two ways for a group to be out of position (missed checkpoint):
 - The group has taken longer than the allotted time to play
 - The group completes play of a checkpoint hole more than **14 minutes** after the preceding group (not applicable for first group)

MONITORING OF PLAY AND VERIFICATION OF PACE

- In lieu of warnings, allotted time is listed on the scorecard and clocks have been placed on Holes 7, 9, 16 and 18
- Officials will be on the course to monitor play and verify the pace of groups when asked
- Officials will advise players of any pace of play penalties they may have incurred upon completion of the 9th and 18th holes
- Players concerned about a non-responsive player in his group should request an official to monitor the group in case penalties are incurred and appealed

APPEALS

- Before returning their scorecard, a player may appeal pace of play penalties to the Committee
- Appeals will be considered in 3 circumstances:
 - The player was delayed by the *committee* (requesting ruling, etc.)
 - The player was delayed by a *circumstance beyond control* of the player or the group
 - The player was delayed by *another player* in the group
- Circumstances will be considered *only* if a group did not have an opportunity to regain their position

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