

UGA Group Checkpoint Pace of Play Policy – 4 Checkpoint

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 (last ball picked out of the hole) of the **4th**, **8th** and **13th**, and **17th** holes (Designated holes subject to change based on golf course – players will be notified)
- 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 issued a **warning**
- 2nd breach – **Each player** in group is subject to a **one-stroke penalty**
- 3rd breach – **Each player** in group is subject to an **additional two-stroke penalty**
- 4th breach – **Each player** in group is subject to **disqualification**
- 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 4, 8, 13, and 17 (subject to change based on the golf course – players will be notified)
- Officials will be on the course to monitor play and verify the pace of groups **when asked** or when a group **has missed a checkpoint**
- Officials will advise players of any pace of play penalties they may have incurred upon completion of each checkpoint hole
- Players concerned about a non-responsive player in their 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