



2014 JTNC PACE OF PLAY POLICY Two Check Point System

Compliance with Pace of Play is the player's responsibility. If you feel a fellow-competitor or opponent is unduly delaying your group speak with the player. If this discussion is ineffective, you may ask a member of the Committee to have your group monitored. The committee may choose to monitor a group without the player's request to determine the cause of delay. **There are no warnings issued under this system.**

The first group in the field must complete play at the designated hole checkpoints no later than the time established by the Tournament Committee. Subsequent groups are held to the same standard. If they are unable to meet the prescribed standard due to slow play ahead of them they will be considered to have met the standard if they complete play at a designated hole checkpoint within 14 minutes of the group ahead of them. A group is considered to have completed the play of a hole when all players in the group have holed out and the flagstick is replaced in the hole.

OUT OF POSITION: The first group is out of position if it is behind its expected time. Subsequent groups are out of position if they are over their expected time and more than 14 minutes behind the group in front of them.

Scorecards have printed on them the latest time to complete the play of each hole based on a group's scheduled starting time. These times are adjusted based on the difficulty of the course and the ability of the field. They include time to search for lost balls and deal with other common occurrences encountered during play. **A normal speed of play should result in completing play before the time indicated on the scorecard.** If a group falls behind, they are expected to play efficient golf and make up the lost time. This might mean playing ready golf or continuous putting, which are both allowed in stroke play. **It is the PLAYERS' RESPONSIBILITY to know their group's position relative to the published Pace of Play and to ensure they play within the published limits. Failure to play within the POP guidelines will result in a Pace of Play penalty unless you appeal and the Committee upholds your appeal.**

CHECKPOINTS AND PENALTIES: Tournaments will have holes designated as checkpoints monitored by a Tournament Official who will note the time that each group completes play of the hole. The official will inform each group of its status with reference to their Pace of Play.

Two (2) Check Points: Normally holes no. 9 and 18 will be used. A group that fails to meet the standard noted above will be subject to the following sanctions:

- 1st violation – 1 stroke penalty **(Note: No warnings are issued)**
- 2nd violation – 2 stroke penalty

NOTE: A group that receives a penalty at the first check point is not absolved from penalty if the group completes the second check point in position and on time.

PENALTIES APPLY TO ALL PLAYERS IN A GROUP: Penalty strokes are added to the score of the hole where the violation occurs. Either before or after a checkpoint if a player believes that his group is being delayed by the play of another player(s) in his group he should first address the issue with the player(s) involved. If he believes this discussion was ineffective, he may indicate to a Tournament Official on the course that he would like to have his group monitored. He does not need to indicate which player(s) he believes is slowing the group.

APPEALS: After completing play and before returning a scorecard at the scoring area, players who have incurred Pace of Play penalties may appeal them to the Committee. If players return their scorecards without appeal, the penalty will stand. Appeals will be considered only if the player(s) have been:

- Delayed by the Committee
- Delayed because of circumstances beyond control of the player or the group
- Delayed because of another player in the group