



Group Pace of Play Policy

The Rules of Golf require that a player must play without undue delay (Rule 6-7). Rule 6-7 states, in part: “For the purpose of preventing slow play, the Committee may, in the conditions of a competition (Rule 33-1), establish pace of play guidelines including maximum periods of time to complete a stipulated round, a hole or a stroke.” In accordance with Rule 6-7, the Royal Canadian Golf Association has adopted the following pace of play policy.

Allotted Time:

- Each group is allotted a specific amount of time to complete a group of holes and the stipulated round at a pace in accordance with the applicable course’s Pace of Play Time Chart. A Pace of Play Time Chart will be established at each course for groups of two players or three players. When a group falls out of position, **regardless of the reason**, it must regain its position. Time for ball searches, rulings, and walking time between holes is included in the allotted time.

Definition of “Out of Position”:

- **First Group:** The first group (off the 1st and 10th holes, both morning and afternoon) to start will be considered **out of position** if, at any time during the round, they exceed the time allotted to complete a checkpoint hole, as detailed on the applicable course’s Pace of Play Time Chart.
- **Note:** In the event of a split-tee draw (starting on both holes #1 and #10), the first group to start off each tee (#1 and #10) becomes a “following group” when they are delayed by the last group to start from the opposite tee.
- **Following Groups:** A following group is out of position if it:
 - takes more than the **allotted time** to complete a checkpoint hole **AND**
 - completes play of a checkpoint hole more than 13 minutes (13:59) after the preceding group completed play of that hole.
- Time charts outlining the time per hole, including the finish times for the checkpoint holes, are given on the hole location sheets and score cards.

Checkpoints:

- Four checkpoint holes will be designated throughout the course. Normally holes # 4, # 9, #13 and # 18 will be the designated checkpoint holes. Play of a checkpoint hole is deemed completed when all players in the group have completed play of the hole and the flagstick has been replaced in the hole.
- **Note:** If a group or player incurs a penalty, the penalty will be applied to the checkpoint hole where the breach occurred.

Penalties:

- When a group is out of position at any checkpoint, all the players in the group are liable to the following schedule of penalties, pending final determination of whether a breach or breaches of these guidelines have occurred:
 - 1st missed checkpoint – warning
 - 2nd missed checkpoint – liable to a one stroke penalty

- 3rd missed checkpoint – liable to a two-stroke penalty
- 4th missed checkpoint – liable to disqualification

Note: If a group clears the 3rd checkpoint and has not received a warning at a previous checkpoint hole, but is out of position at the final checkpoint, each player in the group is liable to a one stroke penalty if in the view of the Pace of Play official no effort was made by the players to complete their round within the allotted time for the final checkpoint.

Note: In circumstances where the Committee deems fit, the general penalty under Rule 6-7 may still apply.