



## **AZRC PACE OF PLAY POLICY**

### **Maximum Allowable Time**

Maximum allowable time is the maximum time that the Committee considers necessary for a group to complete its round. This is expressed in a per-hole time format on the player scorecard and includes all time associated with playing the game including making a stroke, rulings and walking time between strokes and holes.

The hole is completed when the last player in the group removes their ball from the hole.

- Players should play at a prompt pace throughout the round.
- Players are encouraged to play “ready golf” in a safe and responsible way per Rule 6.4b.

### **Time Taken to Make A Stroke**

This is the amount of time allowed for a player to execute a golf stroke and includes all actions a player takes to prepare for and execute the stroke once it is their turn to play without interference or distraction. All activities associated with making the stroke such as determining yardage, walking forward to survey the potential landing area, choosing a club, and any pre-stroke routine are all included as part of the time to make a stroke.

### **Group Out of Position**

A group is **out of position** when it exceeds the maximum allowable time **and**:

- a) arrives at a par-3 after all players in the group ahead have teed off on the next hole or;
- b) arrives at a par-4 or par-5 that becomes clear of play before any player makes a stroke from the teeing area.

When the Committee determines that a group is out of position, there will be no warnings. The players will be directly notified by an Official as the players are coming off a tee that they are out of position and are being timed.

- Timing will continue until the group regains position or plays three successive holes in less than the per-hole allowable time.
- Any player with a bad time (**over 60 seconds to make a stroke**) will be informed as soon as possible.
- While the group is being timed, an Official may also assess a penalty under Rule 5.6a to a player whose actions delay play between strokes or holes.
- Unless asked by a player, an Official will not inform a group when it is no longer being timed.
- If the group regains its proper position, any previous bad times will be carried forward for the remainder of that round.

Penalty Structure:

- a) 1<sup>st</sup> bad time: warning - no penalty
- b) 2<sup>nd</sup> and any subsequent bad times: 1 penalty stroke for each bad time

### **Group in Position/Target Timing**

If an Official or the Committee determine a player in the group is delaying play of their own group, the subsequent group, or the competition in general, the player may be warned and/or timed by an Official. If a group is in position and the players’ time to make a stroke exceeds **ninety seconds**, they are deemed to be delaying the play of other members of their group. Per the penalty structure above, the first time over ninety seconds results in a warning and any subsequent times above ninety seconds will result in one penalty stroke for each bad time.