

Florida State Golf Association

CHAMPIONSHIP PACE OF PLAY POLICY

The FSGA Championship Pace of Play Policy utilizes a two checkpoint system.

- **Players will not receive warnings.**
- **Each group is responsible for monitoring their own pace.**
- **To avoid penalty, groups must complete each checkpoint hole:**
 1. **Under the allotted time, or**
 2. **Within 15 minutes of the group ahead.**
- **Checkpoints will be on holes #9 and #18, unless otherwise indicated.**
- **All players in a group in breach of the pace of play policy at any checkpoint are subject to penalty.**

PENALTIES

First Breach of Round = 1 stroke penalty to each player in the group.

Second Breach of Round = additional 2 stroke penalty to each player in the group.

NOTIFICATION

Any group that completes a checkpoint hole in breach of the pace of play policy will be notified by an Official. Generally, all players in the group will be liable for penalty, but the Committee may specify which player or players are liable for penalty.

It is the player's responsibility to recognize when a breach has occurred at each checkpoint and penalties must be recorded on their scorecards. Penalties are to be added to the checkpoint hole where the breach occurred. (usually holes #9 or #18)

POSITION

First Group(s) off Either Tee – The first group(s) will be in breach of the pace of play policy if they take more than the allotted time to finish a checkpoint hole until they reach (within 15 minutes) any group ahead. After they reach a group ahead, both conditions must be met to be in breach of the pace of play policy.

Position with Group Ahead – To stay within 15 minutes of the group ahead, players should never have an open hole and they should be in the fairway on par 4's and 5's when the group ahead leaves the green.

CONCERNED PLAYERS AND APPEALS

A player concerned about slow players in a group should first remind that player of the pace of play policy and encourage them to play more efficiently. The concerned player may, before or after penalties are assessed, request an Official to monitor the group.

Appeals for exceptional situations will be considered by the Committee only in the scoring area, after the completion of the round and prior to the return of a player's scorecard. Appeals may result in one or more players not receiving a penalty.

DEFINITIONS

Timing – A group's completion time at each checkpoint is measured when the flagstick is replaced in the hole once all players in the group have holed out.

Allotted Time – The "allotted time" is the maximum time allowed to complete play of the course or the holes between checkpoints. The allotted time is predetermined by the Tournament Committee and may be adjusted between rounds. Time for ball searches, rulings, and walking or travel time between holes is included in the allotted time.

Rule 6-7. Undue Delay; Slow Play states: *"The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish. Between completion of a hole and playing from the next teeing ground, the player must not unduly delay play."*

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