

Playing Ability Test

RULES, POLICIES AND GUIDELINES GOVERNING PACE OF PLAY

A *round* of golf is meant to be played at a prompt pace. Each player should recognize that his pace of play is likely to affect how long it will take other players to play their *rounds*, including both those in the player's own group and those in following groups. To encourage and enforce prompt play, and in addition to the provisions of Rule 5.6, the PGA of America Rules Committee has adopted the following Local Rule setting a Pace of Play Policy:

1. **Unreasonable Delay of Play:** A player must not unreasonably delay play, either when playing a hole or between the play of two holes.
2. **Pace of Play Time:** All groups of four (4) are expected to play at a pace not to exceed **4 hours 35 minutes**, while all groups of three (3) are expected to play at a pace not to exceed **4 hours 12 minutes**.
3. **Definition of Out of Position:** The first group to start from the 1st or 10th tee, or after a "starter's time," will be considered out of position if, at any time during the *round*, the group's cumulative time exceeds the time allowed for the number of holes played. Any following group will be considered out of position if a) it has exceeded the time allowed for the number of holes played **and** b) reaches the tee on a par 3 hole and the preceding group has cleared the next tee, or fails to clear the tee of a par 4 hole before the preceding group has cleared the *putting green*, or reaches the tee of a par 5 hole when the preceding group is on the *putting green*. Both (a) and (b) must apply for a group to be out of position.
4. **Procedure When Group is Out of Position:** *Referees* will monitor pace of play and decide whether a group that is "out of position" should be timed. An assessment of whether there are any recent mitigating circumstances, e.g. a lengthy ruling, *lost* ball, unplayable ball, etc. will be made.

If a decision is made to time the players, each player in the group will be subject to individual timing and a *referee* will advise each player that they are "out of position" and they are being timed.

In exceptional circumstances, an individual player, or two players within a group of three may be timed instead of an entire group.

5. **The Maximum Time Allocated Per Stroke:** Is **40 seconds**. **Ten** extra seconds are allowed for the first player to play: a) a tee shot on a par 3 hole; b) an approach shot to the green; and c) a chip or putt.

The timing will start when a player has had sufficient time to reach the ball, it is his turn to play, and he is able to play without interference or distraction. Time taken to determine distance and select a club will count as time taken for the next *stroke*.

On the *putting green*, timing will start when the player has had a reasonable amount of time to lift, clean and *replace* the ball, repair damage that interferes with the *line of play* and move *loose impediments* on the *line of play*. Time spent looking at the *line of play* from beyond the *hole* and/or behind the ball will count as part of the time taken for the next *stroke*.

Timings will be taken from the moment it is decided by the *referee* that it is the player's turn to play and he is able to play without interference or distraction. The first time a player exceeds the time limit listed

above, he will be cautioned that any further time in excess of this limit will be treated as a breach of this Local Rule.

Timing ceases when a group is back in position.

Penalty for Breach of Local Rule:

- Penalty for first breach: One-stroke penalty.
- Penalty for second breach: **General Penalty** applied in addition to the penalty for the first breach.
- Penalty for third breach: **Disqualification**.

Until a player has been advised of a bad time, he cannot incur a further bad time.

NOTE: The *Committee* reserves the right, at any time, to time a group when the *Committee* considers it necessary. Further, if a player is determined by the *Committee* to be unreasonably slow, he may be timed individually at the *Committee*'s discretion regardless of whether his group is out of position. Players should also be aware that the *Committee* may assess a "bad time" to a player in a group which is out of position if the player makes no effort to help his group get back in position. Examples of this would be a player who unreasonably delays play between *strokes* or holes.

Procedure When Again Out of Position During Same Round: If a group is "out of position" more than once during a *round*, the above procedure will apply on each occasion. Bad times and the application of penalties in the same *round* will be carried forward until the *round* is completed. A player will not be penalized if he has a second bad time before being advised of the earlier bad time.

IN THE ADMINISTRATION OF THESE PACE-OF-PLAY GUIDELINES, A MEMBER OF THE RULES COMMITTEE SHALL NOT TOLERATE ABUSE, ORAL OR OTHERWISE, BY A PLAYER. SUCH ABUSE MAY CONSTITUTE CONDUCT UNBECOMING A PROFESSIONAL.