



AUCKLAND GOLF INCORPORATED

AUCKLAND GOLF “PACE of PLAY” REGULATIONS

a) PACE OF PLAY – PLAYER RESPONSIBILITIES

- Players must be ready to play when it is their turn
- Play within the times set by the host club must be adhered to and groups must keep up with the group in front of them
- Even a player loses their ball, have a lengthy search or a ruling, it is still the responsibility of the group:
 - ~ To play to the scheduled time, and
 - ~ To get back into position as soon as possible
- IF PLAYERS KEEP UP WITH THE GROUP IN FRONT, THEIR GROUP WILL NOT BE TIMED

b) WHEN A GROUP IS OUT OF POSITION

- A club match committee member will ask the group to get back into position (but if the group is significantly out of position, the referee may start timing immediately)
- If the group is not back into position within two holes or no effort was made after one hole, the group will be “timed”

c) PROCEDURE WHEN BEING TIMED:

- The maximum time allocated per shot is 40 seconds. 10 extra seconds are allowed for first player to play:
 - ~ on a par three hole;
 - ~ an approach shot to the green; and
 - ~ a chip or putt
- The timing starts almost as soon as a player reaches their ball
- Obtaining a yardage and selecting a club are included in the time allocated for a player’s shot
- If a player exceeds the allocated time then the player is given a “bad time”
- If a player plays their shot within 40 seconds, they cannot be given a bad time

d) PENALTIES FOR BAD TIMES

- 1 Bad Time = the player is warned
- 2 Bad Times = the player gets a one stroke penalty
- 3 Bad Times = the player gets a general penalty
- 4 Bad Times = Disqualification