

# AJGA PACE OF PLAY POLICY SPONSORED BY LEUPOLD®

## AJGA PACE OF PLAY PROCESS

The AJGA Tournament Committee will designate a minimum of six (6) holes on the course as timing checkpoints. A volunteer will be stationed at each timing checkpoint and signal each group with a color-coded card (green, single red or double red) indicating a group's position on the course. Penalties will be confirmed with groups by an AJGA Tournament Committee member and verified in the scoring tent. **It is the responsibility of the player to know which color cards they receive at all checkpoint holes.**

## AJGA PACE OF PLAY GUIDELINES

All players should take responsibility to ensure every member in the group is following the AJGA Pace of Play guidelines.

- Realize the group is **"on the clock"** as soon as it plays from the teeing ground on the first hole.
- **Play ready golf** throughout the entire round.
- The first person to complete each hole should **immediately go to the next tee** and is expected to be the first person to tee off. The second person to finish should replace the flagstick.
- When spotters, officials or parents are available to help search for a potentially lost ball, the AJGA recommends that players go forward to play their next shot or shots and **hold the group's position on the golf course.**
- **WALK WITH A PURPOSE** between shots!

## OVERALL TIME PAR

Overall time par is the amount of time in which the AJGA Tournament Committee expects all players to complete a round. This will be expressed on a per-hole basis and an overall time for 18 holes. In part, time par is established with the understanding that 45 seconds or more to play a shot without distractions is excessive.

- A group's time begins when a member of the group has played a stroke from his starting teeing ground.
- Checkpoint times are measured when the flagstick is replaced in the hole after all players in the group have holed out.
- The AJGA Tournament Committee may adjust time par between tournament rounds.

## OUT OF POSITION

"Out of position" is defined as:

- Failure to complete the hole being played in less than the time established by the Committee after the group immediately ahead put the flagstick in on that hole (i.e. 14 minutes is defined as 00:14:00:00).

**\* The first group(s) of the day is judged only against time par until they get into position with any group ahead of them.**

## TIMING CARDS

Volunteers stationed at the putting green of each checkpoint hole will signal the group according to their position on the course.

- **Green card** (No Penalty): The group is in position **AND/OR** within overall time par through that checkpoint.
- **Single Red card** (Warning): The group is out of position **AND** behind overall time par through that checkpoint.
- **Double Red card** (One-Stroke Penalty): The group is out of position, behind overall time par through that checkpoint **AND** did not make its required checkpoint-to-checkpoint time determined at the last red card checkpoint.

## PENALTIES/BAD TIMES

- **Bad times:** A player has recorded a bad time when he has taken in excess of 45 seconds to play a shot once it is his turn to play and there are no distractions. At each checkpoint, any player with a bad time will be notified. See "Undue Delay" for further information regarding bad times and warnings.
- **Double red card:** A one-stroke penalty may be assessed to each member in the group if the group receives a double red card. A player may be subject to a one-stroke penalty if he receives a bad time(s) after the group has been put on a red card and then it receives a double red card or while the group is on a double red card, regardless of if the double red is rescinded.

**\*A penalty stroke is added to the hole where the first red card was issued. Penalties will be confirmed with the group by an AJGA Rules Official and verified in the scoring area.**

## UNDUE DELAY

- If a player records four (4) bad times during the round, he will receive a one-stroke penalty for undue delay. Players will be warned immediately after receiving two (2) and three (3) bad times.
- The player will receive a two-stroke penalty if he records six (6) bad times and the player will be disqualified after eight (8) bad times. Players will be warned after receiving five (5) and seven (7) bad times.

## RESCINDING A RED CARD

A **single** red card can be rescinded in two ways:

1. Group is in position with the group immediately ahead through the next checkpoint; or
2. Group is on or below overall time par through next checkpoint.

A **double** red card can be rescinded in two ways:

1. Group finishes the round in position with the group immediately ahead; or
2. Group finishes the round on or below overall time par.

**\*A group that has received a double red card will forfeit the ability to rescind the one-stroke penalty should the group run at any time.**

## EXTENDING A SINGLE RED CARD

- Once on a single red card, a group will be presented with another single red card if it plays checkpoint-to-checkpoint, gaining one minute on time par, but are still out of position **AND** behind overall time par through that checkpoint.

**\* If a group receives a red card at a checkpoint which immediately precedes its final hole, and the final hole is played at or under time par, no penalty will be enforced.**

**\* Timing will begin when the flagstick has been replaced in the hole of the checkpoint hole.**

## FACTORS IN DETERMINING TIME PAR

Listed are factors the AJGA takes into consideration in creating a fair time par at each event:

- Difficulty and length of course / walks between holes
- AJGA Pace of Play history for course
- Conditions of competition