



PACE OF PLAY POLICY

The Glencoe Invitational has adopted the following pace of play guidelines. To prevent being penalized, you should review the following guidelines carefully.

Allotted Time

All players are required to play at no more than the Allotted Time (time par). The time par will be provided to each player, including the finish times for each hole. The pace of play for The Glencoe Invitational is 4 hours and 15 minutes.

Definition Of “Out Of Position”

The first group to start 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 as detailed on the Time Par.

Any following group will be considered out of position if, at any time during the round, they:

- exceed the time allowed for the number of holes played AND
- complete play of a hole more than 13 minutes and 59 seconds after the preceding group completes play of that hole

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 the entire group.

Timing

Each player is expected to play any stroke within 40 seconds after timing of the player’s stroke begins. Any player in a group being timed who exceeds the applicable time to play a stroke will be informed and a warning given as soon as practicable, by a Rules Official.

AN EXTRA 10 SECONDS WILL BE ALLOWED FOR:

- the first player to play a stroke on a hole;
- the first player to play on or around the putting green

THE TIMING OF A PLAYER'S STROKE WILL BEGIN WHEN:

- The player has had a reasonable opportunity to reach their ball. Rules Officials will begin timing at their discretion when a player is not proceeding in a timely manner in this regard.
- It is the player's turn to play and it is safe for the player to do so, without interference or distraction.

*Time spent determining yardage etc., will count as time taken for playing the stroke. Undue delay can also occur between strokes (such as walking too slowly) and between the play of two holes.

ON THE PUTTING GREEN, TIMING WILL BEGIN AFTER:

- A player has been allowed a reasonable time to repair their ball mark, lift, clean, and replace the ball.
- A player has been allowed a reasonable time to remove loose impediments and repair other ball marks on the line of putt.

*Time spent looking at the line of putt will count as time taken for playing the stroke.

Pace of Play Penalties

The following are the penalties for any player in a group being timed who exceeds the applicable time to play a stroke:

- First bad timing: warning
- Second bad timing: 1 stroke penalty
- Third bad timing: 2 stroke penalty in addition to the second breach
- Fourth bad timing: 2 stroke penalty in addition to the second and third breach

Note: If a player incurs a pace of play penalty, the penalty will be applied to the hole where the breach occurred.

*Any bad timing incurred carries over for the remainder of that stipulated round.

Appeal Process

Players will have an opportunity to appeal penalties incurred during the stipulated round. Players should invoke their right to appeal before signing their scorecard in the scoring area. The Tournament Rules Chair will review the penalties with the player and Rules Official(s) involved, and if necessary, the fellow competitors in the group. The final decision will be at the discretion of the Committee.

Rulings or Other Incidents

If a ruling or other legitimate delay (e.g., looking for a lost ball) causes the group in question to become out of position, that group is expected to regain its position as soon as possible within a maximum of 2 holes.

Spotter Signals

If a spotter crosses his or her white signs, he or she does not know where the ball is, and a provisional ball should be played.

If a spotter does not cross his or her white sign, the position of the ball is known or the entry point into a water hazard is known and therefore, it is not necessary for a player to play a provisional ball.