



IGA PACE OF PLAY POLICY

IGA PACE OF PLAY GUIDELINES

Players must take responsibility to follow the IGA Pace of Play guidelines. They should generally help others in their group identify when they are collectively out of position or notify a member of the committee that their group has fallen behind.

- The group is **“on the clock”** as soon as it plays from the teeing ground on the first hole.
- Players should generally make an attempt to play **READY GOLF** whenever possible.
- **WALK WITH A PURPOSE** between shots!

IGA PACE OF PLAY PROCESS

In general, all 18 holes are considered “timing checkpoints”. A group’s position on the golf course, as it pertains to when individual timing can begin, can be determined at any time throughout their round. However, if a group has been in position throughout the round but only falls out of position due to a ball search or “one bad hole”, then that group will generally be given two full holes to catch back up to the group in front of them, before another “timing checkpoint” would occur.

OUT OF POSITION

- Groups are expected to maintain their position relative to the group immediately ahead. The IGA expresses position in an established number of minutes. (the number of “seconds” is disregarded)
 - “Out of position” is defined as: exceeding the maximum allowable time & distance relation between them and the group ahead.
 - a) Arrives at a par-3 that is clear of play and **all** players in the group ahead have played from the teeing area of the next hole
 - b) Arrives at a par-4 that becomes clear of play before **any** players plays a stroke from the teeing area
 - c) Arrives a par-5 after **any** player in the group ahead has made a stroke on the putting green
- * **The first group(s) of the day is judged only against time par until they get into position with any group ahead of them.**

OVERALL TIME PAR

Overall time par is the amount of time in which the IGA expects 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 more than 45 seconds to play a shot is excessive.

- A group’s time begins when a member of the group has played a stroke from his or her 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 IGA may adjust time par between tournament rounds.
- The Overall Time Par is set to allow for a normal amount of ball searches and rulings. If a group has an excessive amount of ball searches or a long ruling, some discretion is allowed for them to get back into position before “timing” would begin.

TIMING

When a group is “Out of Position” an IGA official will begin timing individual players of that group. The group will be informed that timing has begun as soon as practicable. Timing for a shot begins when it is that player’s turn to play and there are no distractions. If a distraction occurs during a player’s pre-shot routine (i.e. loud noises, other player’s actions, etc), timing for that shot will be reset and begin again when the distraction ceases. Each player is permitted a maximum of 45 seconds (55 seconds if they are the first to play) to make a stroke. A player is considered to have incurred a bad time when the player exceeds 45 seconds (55 seconds if they are the first to play).

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. The first player to putt will be given 55 seconds to play. A player who has a bad time will be notified by the timing official as soon as practicable after the shot.

BAD TIMES	STROKE PLAY	MATCH PLAY
1 st Bad Time	Player Informed	Player Informed
2 nd Bad Time	Player Informed	Player Informed
3 rd Bad Time	1 stroke penalty	Loss of hole
4 th Bad Time	Additional 2 stroke penalty	Additional loss of hole
5 th Bad Time	Disqualification	Disqualification

The IGA reserves the right to adjust this Pace of Play Policy