

March 2016

Revised Pace of Play Condition for The R&A's Amateur Championships and Matches

For The R&A's Amateur Championships and Matches, the following Pace of Play Condition replaces Condition 5 on 2016 Championships and Matches Local Rules and Conditions Hard Card:

5. Pace of Play (Note to Rule 6-7)

(a) Time Allowed:

Each hole has been given a maximum completion time based upon the length and difficulty of the hole. The maximum time allotted for the completion of 18 holes will be available prior to play.

Definition of “Out of Position”: The first group and any group after a starter’s gap will be considered to be “out of position” if, at any time during the round, the group’s cumulative time exceeds the time allowed for the number of holes completed. Any following group will be considered “out of position” if it is more than the starting interval behind the group in front.

Note: In making a decision on whether to time a “following group” that is out of position, leniency may be shown to a group that has not exceeded the time allotted for the number of holes completed.

(b) Procedure When Group is Out of Position:

1. If a decision is taken to time the group, each player in the group will be subject to individual timing by a referee. Each player in the group will be advised that they are “out of position” and are being timed.
2. The maximum time allocated per shot is 40 seconds. 10 extra seconds are allowed for the first player to play:
 - on a par three hole;
 - an approach shot; and
 - a chip or putt

The timing will start when a player has had sufficient time to reach his ball, it is his turn to play and he is able to play without interference or distraction.

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

3. Timing ceases when a group is back in position and players will be advised accordingly.

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

PENALTY FOR BREACH OF CONDITION:

| | | |
|-------------|--|-------------------|
| 1 Bad Time | Player will be warned by the referee and told that if he has a further bad time he will be penalised | |
| | <u>Stroke Play</u> | <u>Match Play</u> |
| 2 Bad Times | Penalty of One Stroke | Loss of Hole |
| 3 Bad Times | Further Penalty of Two Strokes | Loss of Hole |
| 4 Bad Times | Disqualification | Disqualification |

(c) 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 penalised if he has a second bad time before being advised of his earlier bad time.

(d) Random Timing Without Warning When Group Not Out of Position

In some circumstances, a group or an individual player may be timed without warning, including when a group is not out of position. In such cases of “random timing”, the timing provisions and penalties set out in clause (b) above apply, except that a player will only be given a bad time if he exceeds 60 seconds to play a shot, with an extra 10 seconds given (i.e. 70 seconds in total) for the “first to play” shots referenced in (b) above.