



# PACE OF PLAY POLICY



The U.S. Kids Golf Pace of Play Policy has been implemented to help players complete their round in a timely manner and make the game more enjoyable for everyone involved.

## Pace of Play Factors

A Group's pace of play is based on two factors: the amount of time the Group has taken to play relative to:  
**Time Par** and the **Group's Position** on the golf course relative to the group ahead.

### Time Par

The number of minutes designated for completion of each hole is the following:

\*Par 3's - 14 minutes \*Par 4's - 15 minutes \*Par 5's - 16 minutes

\* **All 9 hole players are given one additional minute per hole**

### Group Position

- The first Group to tee off does not have a position relative to the group ahead and is judged solely based on time •
  - A Group is in position when it completes a hole within 14 minutes of the group ahead •
- A Group is in position on the FINAL HOLE of the round if they finish within 17 minutes of the group ahead •

## Timing Checkpoints

- The Committee may place timing checkpoints on various holes throughout the course •  
Information on **Time Par and the Group's Position** will be available at each checkpoint •
- Players and caddies must **NEVER** confront checkpoint personnel if informed the Group may be or has been put on the clock •

## On The Clock

- If a Group gets put on the clock, a Staff member will be assigned to the Group to document play and assist the Group get back on pace •
  - **ALL** Players in the Group will have 30 seconds to play their shot moving forward •
- If a Player exceeds 30 seconds, **1<sup>ST</sup>** offense will receive a warning, **2<sup>ND</sup>** offense is a one-stroke penalty for undue delay •
- If it is determined an individual Player is causing the Group to fall behind, that individual Player will be put on the clock •
  - Once a Group and/or Player has been put on the clock, they are on the clock for the entire round •

## Penalty Assessed & Appeal Process

- A Group **OVER** the **Time Par and Group Position** will be assessed a one-stroke penalty for each hole that the Group is **Out of Position** •
- A Group finishing the **FINAL HOLE** more than **17 minutes** after the group ahead will be assessed a one-stroke penalty for being **Out of Position** •
  - Players may appeal a pace of play penalty **AFTER** the completion of play and **PRIOR** to returning the scorecard •
- The Local Tour Director will consider the facts of the situation, and penalties may be rescinded for the Group or individual player •
  - Players and caddies must **NEVER** confront checkpoint personnel with an appeal •

- Play Ready Golf throughout the round •
- Walk Directly to Your Ball •

## PACE of PLAY TIPS

• CADDIE ... NOT COACH •

• Play your shot in 40 Seconds or Less •

- Walk With a Purpose between shots, running is not necessary •
- Be Ready to Play (check your yardage and choose your club while waiting to play) •
- Play a Provisional Ball if you believe your ball may be Out of Bounds or lost through the green •
  - Play a Second Ball under **Rule 20-1** if a player has doubt to the procedure  
Player may complete the hole with two balls and a ruling will be made at the end of the round •