



Notice to Players Addendum PACE OF PLAY

PACE OF PLAY PROCESS: The UJGA Tournament Committee will designate a minimum of two holes on the course as timing checkpoints. A volunteer or staff member 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 the UJGA 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.**

OVERALL TIME PAR: Overall time par is the amount of time in which the UJGA Tournament Committee expects all players to complete a round. This will be expressed on a per hole basis and overall time for 18 holes. In part, time par is established with the understanding that 40 or more seconds is excessive to play a shot without distractions.

- 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 UJGA Tournament Committee may adjust time par between tournament rounds.

GAP TIME: The amount of time between groups.

OUT OF POSITION: "Out of position" is defined as:

- Failure to complete the hole being played in less than the GAP time established by the committee after the group immediately ahead has put the flagstick in on that hole (ie: 15-minutes is defined as 15:00:00)
- The first group(s) of the day is judged only against TIME PAR until they get into position with any group that may be ahead of them, they then are responsible for GAP TIME as well.

TIMING CARDS: Staff members or volunteers at 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.

PENALITES / BAD TIMES: A player has recorded a bad time when he has taken in excess of 40 seconds to play a shot once it is his turn to play and there are no distractions. Players will be notified of the number of bad times they have committed when they receive their first red card.

DOUBLE RED CARD: A one-stroke penalty may be assessed to each member in the group if the group receives a double red card. **Mandatory: The one-stroke penalty will be assessed to any player with multiple bad times.**

Note: A penalty stroke is added to the hole where the infraction incurred. Penalties will be confirmed with the group by a UJGA Rule Official and verified in the scoring area.

UNDUE DELAY: If a player records five (5) bad times during the round, they will receive a one-stroke penalty for undue delay. Players will be warned after receiving four (4) bad times.

The player will receive an additional two (2) stroke penalty for the sixth bad time and will be disqualified if a seventh bad time occurs.

RESCINDING A SINGLE RED CARD: A red card may be rescinded in two ways:

- Group is in position with the group immediately ahead through the next checkpoint (GAP TIME within 15-minutes of the group)
- Group is on or below overall time par through next checkpoint.

EXTENDING A SINGLE RED CARD: Once on a single red card, a group will be presented with another single red card if they play checkpoint to checkpoint gaining one minute on time par, but are still "Out of Position" AND behind overall time par through that checkpoint.

DOUBLE RED CARD: If a group, who has received a single red card at a previous checkpoint is "Out of Position" at the next check point they will receive a DOUBLE RED card and are subject to a one-stroke penalty (**Mandatory: The one-stroke penalty will be assessed to any player with a bad time**). If a group, who has received a single red card at a previous checkpoint is "Out of Position" at the **final checkpoint** they will receive a DOUBLE RED card and are all subject to a one-stroke penalty (**Mandatory: The one-stroke penalty will be assessed to any player with multiple bad times**).

FACTORS IN DETERMINING TIME PAR: The UJGA Tournament Committee's policy is ALL golf courses have the following TIME PAR:

- **CHECKPOINT 1** (#4 hole when starting off of #1 tee only, when starting off of two tees #4/ #13): **Players have one (1) hour to complete holes 1-4 and/or 10-13 when two tees are used.**
- **CHECKPOINT 2** (#12 hole when starting off of #1 tee only, hole #3 when starting off of #10 tee): **Players have one (2) hours to complete holes 5-12 and/or 14-3 when two tees are used.**
- **CHECKPOINT 3** (#18 hole when starting off of #1 tee only, when starting off of two tees #18 / #9): **Players have one (1) hour and thirty (30) minutes to complete holes 13-18 and/or 4-9 when two tees are used.**
- **Total TIME PAR for all UJGA tournaments is 4 hours 30 minutes unless modified by the committee.**

The UJGA reserves the right to adjust the Pace of Play Policy.

TERMINOLOGY

TIME PAR: The amount of time that it takes to complete a hole, check-point or round.

GAP TIME: The amount of time between groups. Under policy a group must complete the hole or finish the round within 15-minutes of the group that is ahead of them.

UNDUE DELAY: A player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish. Once it is his turn to play a player has 40-seconds to play a shot.

POP COP: Keeps track of all groups on the golf course who have received Single / Double RED Cards and all players who have received Undue Delay warnings and penalties. This will be assigned to a UJGA Staff member.