

GTA AM TOUR PACE OF PLAY POLICY

1. Rule 5.6a requires "A player must not unreasonably delay play". Rule 5.6b(3) states in part: "To encourage and enforce prompt play, the Committee should adopt a Local Rules setting Pace of Play Policy. This Policy may set a minimum time to complete a round, a hole or a series of holes and a stroke, and it may set penalties for not following this Policy". In accordance with Rule 5.6b(3), the GTA AM Tour has adopted the following Pace of Play Policy.

ALL PLAYERS MUST BE AT THE TOUR'S STARTER'S TENT 10 MINUTES PRIOR TO THEIR ASSIGNED TEE TIME.

2. Summary

The GTA AM Tour's Pace of Play Policy is straightforward. All we ask is for your group to keep up to the group in front of you. IT DOES NOT matter about the group behind you. All that matters is for your group to maintain proper positioning directly behind the group in front of you (See: Players Out of Position, below).

3. Allotted Time

The time par for each course will be posted on your scorecard and all players are advised to note this time par in advance of teeing off the first tee. When a group falls behind – regardless of the reason – it must regain its position to the group in front as quickly as possible. Time for ball searches, rulings and walking time between holes is included in the allotted time.

4. Players Out of Position

The first group of the day is out of position if, at any time, they fall behind the posted time par. Any following group is out of position if,

- A) when starting play of any par three or four hole, the group is behind time par AND the preceding group has completed play of the hole
- B) when starting play of any par five hole, the group is behind time par AND the preceding group of players is on the putting green

When a group is out of position, the group will be notified by a GTA AM Tour Official that the group is in breach of the Pace of Play Policy.

The penalties for breaching the GTA AM Tour pace of play policy are as follows:

- 1st Breach – Pace of Play Warning
- 2nd Breach – General Penalty (2 Strokes in Stroke Play)
- 3rd Breach – Disqualification

Any group that is out of position is subject to monitoring by a Referee. When a group has been notified of its first breach, the group may be put on the clock (see below) and must regain its position within the next 3 holes. If, however, that group does not regain its position, each player in the group will receive the General Penalty. When the players receive their second breach, they will have 3 holes to regain their position or be disqualified.

If a group regains their position, but subsequently falls out of position later in the round, that group will be subject to the next level of breach.

Any player concerned about a non-responsive fellow competitor in his or her group should request a Referee to monitor the group so that the non-responsive player can be identified by the Referee. Once on the clock, a player will have 40 seconds to make a stroke once they are able to play with the exception that the player who is first to play at the tee, first with an approach or first on the green will have 50 seconds. Once a group is put on the clock, the Referee will have the option to penalize the individual.

5. Final Determination Regarding Breach/Review Process

Before returning their scorecard, a player who was out of position during his or her round may consult with the Pace of Play Committee to determine if he or she has incurred a penalty under these conditions. The Pace of Play Committee may determine that a player who has been found to be out of position is not in breach of the guidelines only if:

- A) The player was delayed by the Committee
- B) The player was delayed by a circumstance beyond the control of a player or their group
- C) The player was delayed by another player in the group

A player who was out of position during his or her round and who elects not to consult with the Pace of Play Committee to determine whether he was in breach of these guidelines is considered to have been in breach of these guidelines and to have incurred a penalty or penalties. If a group is subject to a penalty, all penalties will be applied to the checkpoint hole where the breach occurred.