



PACE OF PLAY POLICY 2020 - FINAL

1. TIME ALLOWED

At each tournament, the Tournament Director will publish a Time Allowed chart which will be posted on the official notice board. Copies will be made available to individual players on the reverse side of the Hole Location sheet. This chart will list the maximum time permitted for a group to finish individual holes based on the length and difficulty of the hole and thus the overall time for the round.

The Time Allowed guidelines for individual holes are as follows:

4 ball groupings: Par 3 – 13 minutes	Par 4 – 16 minutes	Par 5 – 19 minutes
3 ball groupings: Par 3 – 11 minutes	Par 4 - 14 minutes	Par 5 – 17 minutes
2 ball groupings: Par 3 – 9 minutes	Par 4 - 12 minutes	Par 5 – 14 minutes

Additional time will be added to holes which are considered difficult or are likely to cause delays. In addition, anticipated time for walks from greens to tees will also be added into the Time Allowed.

The current time allowed guidelines for a round is as follows:

4 ball groupings: 4:45 – 5:00 hours
3 ball groupings: 4:12 – 4:35 hours
2 ball groupings: 3:32 – 3:45 hours

2. OUT OF POSITION

If the first group or the first group after starter gap goes over the Time Allowed, they will be considered as being Out of Position. Any following group will be Out of Position if it is more than the starting interval behind the group in front and has exceeded the Time Allowed for the number of holes completed.

3. MONITORING AND TIMING

- A group that becomes “Out of Position” for any reason whatsoever will be subject to immediate Monitoring and will be so advised by the Timing Official.
- If the gap between a group and the group ahead is significantly big, the Timing Official may decide to start Timing straight away without any prior Monitoring.
- A group will continue to be Monitored until it has regained its position or is within the time allowed.
- In a round, a group that has regained position after being monitored and again falls out of position, will be Timed instead of being again Monitored.
- If the group loses further time or fails to gain any time after the first hole of Monitoring, they must play every subsequent hole in under the scheduled time to avoid being Timed officially.
- If it becomes apparent during the Monitoring that one or two players of the group are not making any contribution to improving the group’s overall pace of play, then Timing may apply only to them while the other player(s) remain Monitored.
- A player during Monitoring who, during a round records two individual stroke timings that exceed the limit of 40 or 50 seconds but are within the 10% allowance will be advised by the Timing Official that he will be Timed officially.
- If an individual or a group are transferred from Monitoring to Timing, they will be so advised by the Timing Official.
- In all cases, the Timing Official will inform all the players in the group before he starts Monitoring or Timing; but not necessarily when he stops Monitoring or Timing.

- When a group or individual(s) are subject to Monitoring or Timing, every effort will be made to inform the following group but this is not mandatory and each player is obliged to know the relative position of his own group. **A group so informed which fails to maintain position will almost certainly be subject to Monitoring or Timing.**
- All Timings will count on a player's record whereas Monitoring will not.

4. INDIVIDUAL TIMINGS

Individual Monitoring or Timing will be taken by the Timing Official on one, two, three or all players in a group.

- For tee shots, players will be given sufficient time to reach the teeing area, a player to tee his ball and a count of three seconds thereafter.
- Before reaching the green, the time will start when the player has had sufficient time to reach his ball, pace and calculate his yardage and a count of three seconds thereafter. Should a player be distracted by other players, caddies or an outside influence during the preparations for his stroke, the stopwatch will be stopped and will not restart until the player has again reached the point in his preparations when he was previously distracted. Weather conditions such as wind or rain are not regarded as an allowable distraction and the stopwatch will continue to run.
- For short shots around the green, the player will be given sufficient time to reach his ball, remove any loose impediments from the surface of the green, start assessing the line and a count of three seconds thereafter.
- On the putting green will commence after the first player has had an opportunity to replace his ball, all other balls have been marked and the player has been given sufficient time to reach a position to start assessing his putt and three seconds thereafter. However, on a putt of less than 2 metres the timing will start as soon as the player stands up having replaced (or having had sufficient time to replace) his ball and a count of three seconds thereafter. Note: the time taken to repair ball marks and other relevant damage and the removal of loose impediments will not count in the timing of the stroke.
- **Time Extension:** On **only one** occasion during each round, a Player may request a time extension of an extra 40 seconds provided this request is made before the expiration of the time allowed for the stroke.

Sufficient time is the time taken to walk at normal pace to the ball or tee. Therefore, a player who walks quickly to his ball may have additional time to prepare, whereas a player who strolls slowly to his ball may have less time as the stopwatch may have already started!

5. BAD TIME

Time Allowed for Each Stroke

- The time allowed for each stroke is 40 seconds. However, the first player to play a stroke on a Par 3 tee, an approach shot or chipping or putting will have a further 10 seconds (totalling 50 seconds).
- A time within 10% of the Time Allowed would not, of itself, be a Bad Time. 10% allowance means 44 seconds for a 40 second-shot or 55 seconds for a 50 second-shot.

Incurring Monitoring Penalty

5.1 A player, **before** being Monitored who is seen by a Referee or Timing Official to take longer than 85 seconds for a first to play stroke or 70 seconds for any other stroke, regardless whether his group is in position at that time, will be assessed a **Monitoring Penalty**. If the group is Out of Position at this time, the group will thereafter be Monitored but the player will be Timed. The player will be subject to monetary fine arising from this infraction under Category B & C but will **not** count towards the one stroke penalty and fine stated in Category A below.

Incurring Bad Time

5.2 A player, during Monitoring or Timing who, during a round records **three** individual stroke timings that exceed the limit of 40 or 50 seconds but are within the 10% allowance will be assessed a **Bad Time**.

5.3 A player during Monitoring who, during a round is in excess of the time allowed to play a stroke that exceed the limit of the 10% allowance will be assessed a **Bad Time** and will, thereafter, be Timed Officially.

5.4 A player during Timing who, during a round records individual stroke timing that exceed the limit of the 10% allowance will be assessed a **Bad Time**.

Note: Any Bad Times will be carried forward for the remainder of the Tournament.

Informing Player of Monitoring Penalty or Bad Time

Except on the putting green, the Referee or Timing Official should advise that player as soon as practicable that he has had a Monitoring Penalty or a Bad Time. The Referee or Timing Official may ask the player if he is familiar with the pace of play condition thereby ensuring that the player is aware that a further Bad Time during the Tournament will result in a penalty of one stroke being applied. If the Monitoring Penalty or Bad Time is on a putt or short chip, the player should be so advised on the way to the next tee. A player will not be penalised if he has a second Bad Time before being advised of his first.

Appeal on Monitoring Penalty or Bad Time

A player has 30 minutes after finishing his round to appeal any Monitoring Penalty or Bad Time(s) assessed during his round and thereafter there is no appeal.

Latest Record of Players Timed and Fined

Copies of the list containing all players Timed and fined are available from the Thailand PGA Tour Office and will be periodically displayed on the official notice board at the tournament venue. A player must make sure that he is aware of his own up-to-date position.

6. CATEGORIES OF FINES AND PENALTIES

A. Stroke Penalty and Fine for Bad Times in the Same Tournament

Stroke(s) Penalty may only be imposed if the same player has two or more **Bad Times** incurred in 5.2, 5.3 or 5.4 above from Monitoring and/or Timing during the same **Tournament**. A monetary fine will also be imposed at the same time.

A. STROKE PENALTY & FINE FOR BAD TIMES IN THE SAME TOURNAMENT		
Total Number of Bad Times	Stroke(s) Penalty	Monetary Fine (BAHT)
1 st Bad Time	0 (Warning)	0
2 nd Bad Time	1 Stroke	2,000
3 rd Bad Time	2 Strokes	4,000
4 th Bad Time	DISQUALIFICATION	8,000

Note: A player who is in breach and fined on his 2nd Bad Time and after under the above Category (A) is not subjected to the fines in Categories (B) and (C) hereunder but the count of the Timing and the Bad Time of that breach are recorded in his season-long record.

B. Fine for Multiple Monitoring Penalties and/or Bad Times in a Season

A fine of BAHT 2,000 will be levied for a player achieving his 2nd **Monitoring Penalty and/or Bad Time** in 5.1, 5.2, 5.3 or 5.4 above during the season. These fines are increased in increments of BAHT 2,000 on each occasion that a player has a subsequent **Monitoring Penalty and/or Bad Time**.

B. FINE FOR MULTIPLE MONITORING PENALTIES AND/OR BAD TIMES IN A SEASON	
Total Number of Monitoring Penalties and/or Bad Times	Monetary Fine (BAHT)
1	0
2	2,000
3 and After	+ 2,000 from the previous fine.

C. Fine for Multiple Timing Sessions in A Season

In this category, only sessions of official Timing are recorded but not Monitoring timings. If you are officially Timed on the 5th occasion during the season, you will be fined BAHT 2,000. A player reaching 7th official Timing will be fined BAHT 4,000, 9th occasion of official Timing will incur a fine of BAHT 6,000, 11th occasion a fine of BAHT 8,000, 13th occasion a fine of BAHT 10,000, 15th occasion a fine of BAHT 12,000 and thereafter a fine of BAHT 2,000 more than the previous fine for each subsequent session of official Timing.

C. FINE FOR MULTIPLE TIMING SESSIONS IN A SEASON	
Total Number of Timings	Monetary Fine (BAHT)
1 st – 4 th Timing	0
5 th Timing	2,000
7 th Timing	4,000
9 th Timing	6,000
11 th Timing	8,000
13 th Timing	10,000
15 th Timing	12,000
16 th Timing Onwards	2,000 more than previous fine for each session of Timing

Note 1: Any player who has been fined for breaches under Category A, B or C above during the previous season, will, in the event of a similar breach during the following season, have the applicable fine levied under that category at double the amount.

Note 2: On the second Bad Time of the season, the player will be required to mandatory education session with the Chief Referee.

7. MINIMISE THE ROUND TIME

Things A Player Can Do To Help

- Be aware of your position with regard to the group in front.
- If you feel that your group is falling behind, advise the other players in your group.
- If your group is behind, try to catch up as soon as possible.
- If informed that the group ahead is Being Monitored or Timed, increase your pace of play immediately.
- Play a provisional ball if the ball may be lost outside penalty area or may be OB.
- Do not wait until it is your turn to play before putting your glove on.
- Do not wait until it is your turn to play before calculating your yardage.
- Do not wait until it is your turn to play before assessing the wind direction.
- Look at your own line of play on the putting green while the other players in your group look at theirs (within the bounds of normal etiquette).
- Do not concern yourself with the group behind - that is the responsibility of the Referees or Timing Officials.

40 seconds is a long time in which to hit a golf shot- if preparations take place before it becomes your turn to play, you will NOT have to rush your shots whatsoever.