



2025 3A BOYS CHAMPIONSHIP PACE OF PLAY POLICY

Pace of Play Matrix

The Committee will establish a pace of play matrix for each Championship specifying the amount of time allowed for each hole, the turn, and the full round. For this tournament the matrix is:

Hole (Par)	1 (4)	2 (5)	3 (4)	4 (4)	5 (3)	6 (5)	7 (4)	8 (3)	9 (4)	Turn	OUT
Time	0:15	0:17	0:15	0:15	0:14	0:18	0:15	0:13	0:16	9-10 or 18-1	2:25
Hole (Par)	10 (4)	11 (3)	12 (5)	13 (4)	14 (4)	15 (3)	16 (5)	17 (4)	18 (4)		IN
Time	0:15	0:13	0:18	0:16	0:16	0:13	0:18	0:15	0:15	0:07	2:19

The total maximum time allowed for a round is **4:44** and includes all time associated with playing the game, including for example, for rulings and walking between holes.

1. Player Responsibilities

The First group off must play within the allotted time. All subsequent groups must play within the allotted time **OR** the last player to finish each hole must do so within 15 minutes of when the last player in the group immediately ahead finished that same hole.

2. Out of Position / Timing

A group is out of position if the players do not meet the responsibilities listed above. A group that is out of position will be advised that they are out of position, are subject to timing, and may be assisted in returning to position.

The maximum time allocated per stroke is 40 seconds. Timing will start when a player has had sufficient time to reach the ball, it is their turn to play, and they are able to play without interference or distraction. Time taken to determine distance and select a club will count as time taken for the next stroke. A player does not receive any additional time when a coach is present.

3. Slow Play – Rule 5.6

If a player is observed by a Referee to take more than 120 seconds to play a stroke, they will be notified of the excessive shot time and may be timed, even if the group is in position. This is a breach of Rule 5.6 Unreasonable Delay; Prompt Place of Play. After notification, the player is liable to penalty for shots exceeding 40 seconds.

4. Penalties

Players are liable for penalties for breach of this Local Rule. Penalties in Rule 5.6 are modified as:

First Bad Time:	Verbal Warning
Second Bad Time:	One-Stroke Penalty
Third Bad Time:	General Penalty (in addition to penalty above)
Fourth Bad Time:	Disqualification for that Round

Any penalty appeals will be heard in scoring at the conclusion of the round, before the scorecard is officially returned.