

U.S. Kids Golf Pace of Play Policy & Guidelines

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.

Time Par

Each Player can find the time par located on the bottom of their official scorecard. U.S. Kids Golf calculates the exact time your group is expected to finish each hole. Time is recorded when the final player in the group holes out. Scorecards feature a blank entry block under holes 4, 9, 13, and 18 for players to self-record the time they finish checkpoint holes.

Number of minutes designated for each hole (18-holers):	Par 3s- :14	Par 4s- :15	Par 5s- :16
Number of minutes designated for each hole (9-holers):	Par 3s- :15	Par 4s- :16	Par 5s- :17

Additional time may be added to make the turn and for certain holes or courses that the committee deems necessary.

In Position

The goal is for all groups to be on time, but it is possible that some groups may have to wait on the group ahead, causing them to fall behind time. If this happens, it is critical that all groups remain in position with the group ahead. A group is considered in position when it completes play of any hole within 14 minutes of the group in front of them. All groups are in position on the *final hole of the round* if they finish within 19 minutes of the group ahead.

First Groups

The first group to tee off does not have a position relative to the group ahead and is monitored solely based on time par.

Timing Checkpoints

All players will have holes on the course that will be designated as timing checkpoints. As each group passes the checkpoint, a timing volunteer/official will indicate the group's status relative to pace-of-play (green or red). All players will receive a green card on their starting hole. The card indicates the following:

Green (Good) – The group is within the allotted time or in position with the group ahead.

- Groups receiving green cards still need to remain mindful of their time and position on the golf course. **Please Note** – Groups that are given red cards tend to dramatically increase their pace of play. It is the responsibility of each group to remain ahead of time par or within 14 minutes of the group in front.

Red (Penalty) – The group is behind the allotted time and out of position with the group ahead. They must fail both criteria to receive a red card.

- **Penalty** – Each time a group receives a red card, each player in the group is subject to a one-stroke penalty, which would be added to the hole in which they arrived at the checkpoint both behind time and out of position.
- **Rescinding a Penalty** – If a group regains green card pace status, any and all prior pace penalties will be rescinded. Players can regain green card pace status by:
 - Returning to “in position” status with the group ahead, which requires the group to finish a checkpoint hole within 14 minutes of the group ahead (19 minutes on the final hole)
 - Reaching the checkpoint within the allotted time par listed on the scorecard
- **Penalty During Round** – Once on red status, if a player receives multiple bad times after official warnings have been issued, and shows no effort to better their pace, the player may be subject to a penalty up to two strokes.

Committee Assistance and Monitoring

The Committee issues red cards to warn groups of their pace and to make sure play does not get backed up behind them. It is the Committee's goal to promote positive pace of play throughout the golf course to ensure completion of the round.

Once a red card is issued by the committee, all course directors and rules officials are alerted. Once alerted, a rules official will begin following the group to assist with rulings, lost balls, or any other issue that may arise. The rules official will also begin **timing each player**, to determine if one or multiple players are slowing down the group. Please note, players must take no longer than 40 seconds to hit a shot, including any pre-shot routine (i.e. measuring distance/practice swings). If there are any issues in your group or circumstances that may lead to poor pace of play times, please notify a rules official as soon as possible. It is the goal of the Committee not penalize the entire group, but rather determine to which player the penalty would be assessed.

Appeal Process

Players wishing to appeal a pace of play penalty must do so with the Committee **after** completion of play and prior to signing and returning the scorecard. Reasons for appealing pace of play include but are not limited to: one or two players slowing the entire group or other situations beyond the group's control. If appealed, penalties can be rescinded for the group or individual players.

Players and caddies should **NEVER** confront checkpoint volunteers. It is a code of conduct violation for players or caddies to speak to timing volunteers concerning timing notations without a rules official present.

Absence of Pace Timer (Scorecard Checkboxes)

In the absence of a pace of play timer, it is the player's responsibility to monitor their own pace throughout the round. The time in which the group should finish each hole is listed on your scorecard, and each player needs to record the time in which they came through the 4/9/13/18th hole. A check box has been added to your scorecard beneath the score entry box where this time should be recorded.

Tips to Speed up Pace of Play

- All players should consider playing “ready golf” whenever possible. If behind time, groups should not run, but just play efficiently.
- Play a second ball if a group is unsure of how to proceed and a rules official cannot be located. The player(s) in questions should proceed under Rule 20.1 and play a second ball. The Committee issue the proper ruling following the round. **Please do not hold up play waiting for an official.**
- Be aware of who is away and always be ready to play when it is your turn.
- Play a provisional ball when you think your ball may be out of bounds or lost outside of a penalty area.