



Western Province Golf

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NPO Registration Number 296-572

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Tournament Pace of Play Policy

All players are expected to observe **Rule 5.6b(1)** and play at a prompt pace throughout the round.

- Playing each hole within the Pace of Play target hole times as set by the Tournament Committee
- Maintaining position with the group ahead
- Getting back into position within 3 holes
- Playing 'ready golf' when safe to do so

1. Pace of Play Target Times

In stroke play, groups are expected to complete each hole within the Pace of Play target times established by the Tournament Committee:

These Pace of Play target times promote good pace of play and must be read together with the requirement to maintain position with the group ahead.

2. Target Stroke Times

Each player is required to play their stroke within the following target times:

- **First** to play Par 3 tee shot – **90 seconds**
- **First** to play Par 4 or Par 5 tee shot – **50 seconds**
- **Second & Third** to play Par 3, 4 & 5 tee shot - **50 seconds**
- **First** to play approach shot, chip and putt – **90 seconds**
- **Second & Third** to play approach shot, chip or putt – **50 seconds**

A tolerance of up to 5 seconds will be given on the above time allowance.

3. Timing

When the Clock Starts

The player who is first to play will be given 90 seconds from the moment of reaching their ball, not "when it is the player's turn to play"

Reaching the ball is defined as follows;

- getting to the tee box and the hole is clear of play;
- on the fairway as reaching your ball with the green or landing area clear of play;
- on the putting green as reaching the green and arriving at your ball, even though you may or may not yet have marked and replaced your ball.

Time spent selecting a club, assessing wind, or considering the stroke counts as part of the allowable stroke time.

On the putting green, reading the line, marking and replacing the ball, and other permitted preparation all count as part of the allowable stroke time.

4. Maintaining Position

Each group's accumulated pace of play times will be monitored throughout the round at the designated scoring checkpoints.

Groups not maintaining their position will be monitored, receive an Official Warning and then be subsequently timed by a Rules Official if they remain out of position.

A group is considered **Out of Position** when:

a. **Two tee start (1st or 10th tee)**

The group is more than the starting interval (8, 9 or 10 minutes, as applicable) behind the group ahead.

b. **Shotgun start**

The group has exceeded its cumulative allocated pace of play time.

c. **In relation to the group ahead**

Par 3 The group reaches the tee when the hole is completely clear and the group ahead has already played from the next tee.

Par 4. The group ahead has left the putting green before any player in the group has played from the tee.

Par 5. The group ahead has left the putting green before the group has reached the fairway to play its second shots.

5. Ball Searches and Stroke-and-Distance

If a group loses time because of:

- a ball search (maximum three minutes); or
- a player proceeding under Stroke-and-Distance relief for a lost ball or ball out of bounds,

the group is expected to recover that lost time within the following three holes.

Failure to do so may result in the group being considered out of position.

6. When Players/Group May Be Timed

Players may be timed in either of two situations:

a. **After Official Warning**

If the group receives an Official Warning and fails to regain its position within three holes, the Rules Official may begin timing the group or individual players.

b. **Player Excessive Stroke Time**

Regardless of the group's position, a player will be notified and may subsequently be timed individually if a Rules Official observes an **Excessive Stroke Time (EST)** ie. a player takes more than **90 seconds** (plus 5-second tolerance) to play a stroke without reasonable justification.

The player will be informed as soon as practicable.

Excessive Stroke Times must be observed in person by a Rules Official but the Committee may use video footage to confirm an observation where appropriate.

7. Official Warning

If the Tournament Director or Rules Official determines that a group is behind pace or out of position, the group (or individual players) will receive an Official Warning.

The group is expected to regain its position within the next three holes.

If this is not achieved, timing may begin.

A Rules official may suspend timing temporarily where circumstances warrant (for example, at a driveable par 4). If the group has not regained its position by the completion of that hole, or after leaving the next teeing area, timing will resume.

Players will be informed when timing begins and, where practicable, when timing has ended.

8. Bad Times

While being timed, a player who exceeds the permitted time (including a five-second tolerance) will incur a **Bad Time**.

The player will be notified as soon as practicable.

Bad Times carry forward for the entire tournament.

For example, a player who receives a Bad Time in Round 1 will incur the applicable penalty if another Bad Time is recorded later in Round 1 or in any subsequent round of that tournament.

9. Penalties

Bad Time	Penalty
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First	Verbal warning - No penalty
Second	One-stroke penalty
Third	Additional two-stroke penalty
Fourth	Disqualification

10. Record of Time Violations

Detailed records will be maintained by WPG of Pace of Play Warnings, Excessive Shot Times and Bad Times during tournaments, to observe trends by regular offenders and interventions will be undertaken to address this, with the view of encouraging and assisting players to improve their pace of play.

PLAYER SUMMARY

Behind pace of play / Out of Position → Official Warning → 3 holes to recover → Timed → Bad Time(s) → Penalties

Excessive Stroke Time → Official Warning → Timed → further Excessive Stroke time(s) → Penalties