

PACE OF PLAY TIME CHART

16TH GAMES OF THE SMALL STATES OF EUROPE

Tournament

Korpúlfsstaðavöllur

COURSE

THREE PLAYERS																				
TIME SCHEDULE IN HOURS AND MINUTES																				
Hole #	1	2	3	4	5	6	7	8	9	Turn	10	11	12	13	14	15	16	17	18	Turn
Par	5	5	3	4	4	3	5	4	3		4	5	4	3	4	4	4	3	4	
Time allotted	0:16	0:20	0:14	0:16	0:15	0:10	0:19	0:14	0:11		0:11	0:17	0:16	0:11	0:19	0:17	0:16	0:10	0:15	
Total Time - Start #1 Tee	0:16	0:36	0:50	1:06	1:21	1:31	1:50	2:04	2:15	0:09	2:35	2:52	3:08	3:19	3:38	3:55	4:11	4:21	4:36	
Total Time - Start #10 Tee	2:31	2:51	3:05	3:21	3:36	3:46	4:05	4:19	4:30		0:11	0:28	0:44	0:55	1:14	1:31	1:47	1:57	2:12	0:03

Out of Position

First group: At any time during the round they exceed the alloted time to play.

Other groups:

At any time during the round they (a) exceed the alloted time to play and (b) are more than the starting interval behind the group in front.

A referee will decide whether a group that is "out of position" should be timed. In making this decision, he will take into account any recent mitigating circumstances and how far the group is out of position. If a decision is taken to time the players, each player in the group will be subjected to individual timing by the referee who will advise each player that they are "out of position" and they are being timed.

Timing

A player is permitted 40 seconds to play a stroke and extra 10 seconds will be allowed for the first player to play

- a stroke on a par 3
- an approach shot
- a chip or putt

Other than on the putting green, the timing of a player's stroke will begin when it is his/her turn to play and he/she can play without interference or distraction. Time spent determining yardage will count as time taken for the next stroke.

On the putting green, timing will begin after a player has been allowed a reasonable amount of time to mark, lift, clean and replace his/her ball, repair his/her ball mark and other ball marks on his/her line of putt and remove loose impediments on his/her line of putt.

If a player in a group that is being timed exceeds the time permitted the player shall have a "Bad Time".

Timing ceases when a group is back in position and players will be advised accordingly.

Penalties during round

First "bad time": A warning from the referee. Second "bad time": One penalty stroke. Third "bad time": Two additional penalty strokes. Fourth "bad time": Disqualification.

NOTE: "Bad times" will be carried over throughout the round.