

2026 PGA TOUR PACE OF PLAY TIME CHART

LECOM Suncoast Classic

Lakewood National GC - Commande

TOURNAMENT

COURSE

GROUPS OF THREE or FOUR PLAYERS

TIME ALLOTTED FOR PLAY 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	4	4	3	4	4	5	3	4	5		5	4	4	3	5	3	4	3	4	
Time per Hole	0:14	0:16	0:14	0:14	0:15	0:18	0:13	0:17	0:18		0:17	0:14	0:15	0:13	0:17	0:12	0:15	0:12	0:15	
Time From #1 Tee	0:14	0:30	0:44	0:58	1:13	1:31	1:44	2:01	2:19	0:02	2:38	2:52	3:07	3:20	3:37	3:49	4:04	4:16	4:31	
Time From #10 Tee	2:27	2:43	2:57	3:11	3:26	3:44	3:57	4:14	4:32		0:17	0:31	0:46	0:59	1:16	1:28	1:43	1:55	2:10	0:03

GROUPS OF TWO PLAYERS

TIME ALLOTTED FOR PLAY IN HOURS AND MINUTES

Hole #	1	2	3	4	5	6	7	8	9	Turn	10	11	12	13	14	15	16	17	18
Par	4	4	3	4	4	5	3	4	5		5	4	4	3	5	3	4	3	4
Time per Hole	0:12	0:14	0:12	0:12	0:13	0:16	0:11	0:15	0:16		0:15	0:12	0:13	0:11	0:15	0:10	0:13	0:10	0:13
Time From #1 Tee	0:12	0:26	0:38	0:50	1:03	1:19	1:30	1:45	2:01	0:02	2:18	2:30	2:43	2:54	3:09	3:19	3:32	3:42	3:55

DETERMINATION OF TIME ALLOTTED FOR PLAY FOR THE ROUND

The Rules Committee will determine the amount of time that an 'average group' of players is expected to play a round in groups of two, three or four.

Each hole to be played will be assigned an amount of time using the below framework as a guiding principle:

	Groups of Two Players	Groups of Three Players	Groups of Four Players
Par 3 Holes	10 Minutes	11 Minutes	12 Minutes
Par 4 Holes	12 Minutes	14 Minutes	16 Minutes
Par 5 Holes	15 Minutes	18 Minutes	20 Minutes

Additional, or less time, may be allotted to a given hole based on the following four factors:

- 1) Length of the hole
- 2) Difficulty of the hole
- 3) Length and topography of walk between the green and tee/shuttle time
- 4) Historical data of the average time taken to play the hole

Once the 'Time Chart' has been finalized (typically by Wednesday of tournament week), it will be displayed on the player and caddie notice boards, including the Virtual Locker Room and available at the starting tees. In the event of adverse or unexpected weather, the Rules Committee will make the necessary adjustments the field.

2026 KORN FERRY TOUR PACE OF PLAY POLICY - KEY TERMS & PENALTY STRUCTURE

Out of Position

Groups will be considered out of position if, at any time during the round, they exceed the allotted time to play, and: reach a par-3 hole that is open and clear of play, and all players in the group ahead have played their strokes from the teeing area of the next hole, or reach a par-4 or par-5 hole and all players have not played a stroke from the teeing area before the hole is open and clear of play.

When the time starts when being Timed by an Official

Players will be allowed a reasonable amount of time to find a fixed reference point (such as a sprinkler head) and pace back to their ball. Time spent calculating and interpreting that yardage and determining club and other conditions (such as wind), will count as time taken for the next stroke. On the putting green, the timing of a player's stroke will begin when it is their turn to play and they can play without interference or distraction. Players will be given a reasonable amount of time to complete the actions allowed under Rules 13.1 and 15.1, provided the player is not unreasonably delaying play. Time spent assessing the line of play and other conditions (such as slope or grain), will count as time taken for the next stroke. The timing of a player's stroke will be suspended when interference or distraction beyond the player's control prevents the player from making a stroke. Timing will resume once the player is able to reasonably continue without interference or distraction.

Bad Times - Penalty Strokes During A Tournament

A player is permitted 40 seconds to play a stroke, and an extra 10 seconds (for a total of 50 seconds) will be allowed for the first player in a group to play in limited circumstances. Bad Times apply when a player exceeds the applicable time to play a stroke when being timed. The player will be given a Bad Time and informed by the referee as soon as practicable. Any timing exceeding the applicable time to play a stroke (Bad Time) will be carried over throughout the tournament.

First Offense: One (1) timing exceeding the applicable time to play a stroke (1 Bad Time) - a one (1) stroke penalty.

Second Offense: One more timing (total of two) exceeding the applicable time to play a stroke (2 Bad Times) - a two (2) stroke penalty.

Third Offense: One more timing (total of three) exceeding the applicable time to play a stroke (3 Bad Times) - Disqualification.

Average Stroke Time (AST) Infraction

At the conclusion of a tournament, a player's average stroke time is compared against the field average. For a given tournament, if a player has an **average stroke time of 7.0 seconds or more above the field average**, they have recorded an Average Stroke Time (AST) infraction.

Excessive Average Stroke (EAST) Infraction

For a given tournament, if a player has an **average stroke time of 12.0 seconds or more above the field average**, they have recorded an **Excessive** Average Stroke Time (EAST) infraction.

Excessive Stroke Time (EST)