



The Missouri Golf Association's Pace of Play Guideline includes both a Non-Check Point System and a Check Point System. Which System is used for a particular tournament is determined by the Missouri Golf Association on a tournament by tournament basis. See below for both Systems.

Pace of Play Guidelines

Rule 6-7. Undue Delay; Slow Play states: "The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish. Between completion of a hole and playing from the next teeing ground, the player must not unduly delay play."

ALLOTTED TIME

Each group is allotted a defined time to complete each hole and the round at a pace in accordance with the pace of play time chart established for the event. **These times are recorded on the player's score card.** When a group falls behind, regardless of the reason, it must regain its position. Time for ball searches, rulings and walking time between holes is included in the allotted time.

DEFINITION OF "OUT OF POSITION"

A group is **Out of Position** when it completes play on a hole (replaces the flagstick) later than the time scheduled in the Pace of Play time chart for the tournament being played.

EXCEPTIONS:

When a group completes play of a hole after its maximum allowable time, it will **NOT** be considered out of position **IF** it:

- a. reaches a par-3 hole that is not open and free of play or that is open and free of play and the players in the preceding group have not all made their strokes from the teeing ground of the next hole, **or**
- b. reaches a par-4 hole and at least one player in the group makes a stroke from the teeing ground before the hole is open and free of play, **or**
- c. reaches a par-5 hole and all players in the group make their strokes from the teeing ground before the hole is open and free of play.

Note: A player or caddie is permitted at any time to inquire with the Rules Committee or Referee how their group stands with its pace. In addition, Referees have been asked by the Committee to be proactive to alert a group if it is approaching being Out of Position.

TIMING

When the Committee determines that a group or individual player will be timed, all players or specified player(s) in the group **will be notified** by a Referee.

Other than on the putting green, the timing of a player's stroke will begin when it is the player's turn to play and the player can play without interference or distraction. Time spent determining yardage and conditions including but not limited to wind will count as time taken for the next stroke.

On the putting green, the timing of a player's stroke will begin after a player has been allowed a reasonable amount of time to mark, lift, clean and replace his ball, repair ball marks and remove loose impediments on his line of putt. Time spent looking at the line from beyond the hole, to the side of and/or behind the ball will count as part of the time taken for the next stroke.

A player is permitted a maximum of **40-seconds** to play a stroke. (**Note:** This 40-second time-limit includes the first player to play from the Teeing Ground, from the Fairway and from around and on the Putting Green.)

Any player in a group being timed who exceeds the maximum allowable time to play a stroke **will be informed** as soon as practicable by the timing Referee.

A Referee will **NOT** advise a group or individual player that it or he has regained its or his proper position on the course, i.e., the group or individual player will **NOT** be told that it or he is no longer being timed. As previously noted, a player may inquire of the group's or individual's status at any time.

Note: The Committee reserves the right, at any time, to time a group when deemed necessary. Players should also be aware that the Committee may assess a "bad time" to a player in a group which is out of position if the player makes no effort to help his group get back in position. Examples of this would include a player who delays play between strokes or holes. **Further, if a player is determined by the Committee to be unreasonably slow, he may be timed individually at the Committee's discretion even if his group is not out of position. In such a case, the player incurs a penalty in accordance with the Pace of Play Penalties on the hole the player has a bad time.**

PACE OF PLAY PENALTIES

The following are the penalties, in sequence, for any player in a group being timed who takes more than the maximum allowable time to play a stroke as set forth in the Timing Section of this Pace of Play Policy:

Stroke Play-
1st bad timing-
2nd bad timing-
3rd bad timing-
4th bad timing-

Warning
1 stroke
Additional 2 strokes
DISQUALIFICATION

Match Play-
1st bad timing-
2nd bad timing-
3rd bad timing-
4th bad timing-

Warning
Loss of Hole
Loss of Hole
DISQUALIFICATION

Note: If a group or individual being timed regains its or his proper position, any previous “bad times” will be carried over for the remainder of the round in the event the group or individual requires additional monitoring. Any player who has a “bad time(s)” will **NOT** be reminded of the “bad time(s)” if he or his group requires additional timing during the round.

RULINGS OR OTHER INCIDENTS

If a ruling or some other legitimate delay occurs which causes the group in question to lose its position, that group is expected to regain its position within a reasonable time.

TIME CHART(S)

Pace of Play Policy time chart will be prepared for the tournament being played.

Pace of Play Guidelines

Check Point Policy (Stroke Play Only)

Rule 6-7. Undue Delay; Slow Play states: “The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish. Between completion of a hole and playing from the next teeing ground, the player must not unduly delay play.”

Summary

When a group is out of position at any check-point the players in the group are liable to penalty under these guidelines. Players in a group that have been determined to be out of position will be liable to penalty according to the following schedule of penalties pending final determination of whether a breach or breaches of these guidelines have occurred:

Check-points will be on completion (flagstick in the hole) of the 4th, 9th, 13th and 18th holes.

1st bad timing-
2nd bad timing-
3rd bad timing-
4th bad timing-

Warning
1 stroke
Additional 2 strokes
DISQUALIFICATION

If a group clears the 3rd check-point and has not missed any other check-points, but is out of position at the 4th check-point, each player in the group is liable for a one-stroke penalty if in the Committee’s view a reasonable effort was not made by the players to complete their round within the allotted time for the final check-point.

For an individual who is determined by the Committee to be unreasonably slow, refer to the **Note** in the Timing Section of this policy.

Allotted time

Each group is allotted a defined time to complete 4, 9, 13 and 18 holes at a pace in accordance with the pace of play time chart established for the event. When a group falls behind, regardless of the reason, it must regain its position. Time for ball searches, rulings and walking time between holes is included in the allotted time.

Definition of “Out of Position”

FIRST GROUP: The first group is out of position if it takes more than the allotted time to finish a check-point hole.

FOLLOWING GROUPS: A following group is out of position if it

(a) Takes more than the allotted time to finish a check-point hole **and**

(b) Completes play of a check-point hole more than 14 minutes after the preceding group completed play of that hole.

Group Out of Position

When a group is out of position at a check-point, it will be notified by a Check-Point Official that the group is potentially in breach of the pace of play guidelines. If that group reaches the next check-point out of position each player in the group may incur the applicable penalty for a breach of these guidelines. Clocks are placed at various points on the golf course and pace of play times are listed on each players score cards so each participant and

group can monitor and know if they are out of position. A player concerned about a non-responsive (slow) fellow-competitor in his group, who is delaying play, should request a Rules Rover to monitor the group in case the group is or becomes liable to penalty under these guidelines.

Any group that is out of position **or any player** who is delaying play may be monitored by a Rules Rover and timed. See **Timing**.

Resumption of Play: A group out of position when play is discontinued is out of position when play is resumed.

Timing

When the Committee determines that **a group or individual player** will be timed, all players or specified player(s) in the group **will be notified** by a Referee.

Other than on the putting green, the timing of a player's stroke will begin when it is the player's turn to play and the player can play without interference or distraction. Time spent determining yardage and conditions including but not limited to wind will count as time taken for the next stroke.

On the putting green, the timing of a player's stroke will begin after a player has been allowed a reasonable amount of time to mark, lift, clean and replace his ball, repair ball marks and remove loose impediments on his line of putt. Time spent looking at the line from beyond the hole, to the side of and/or behind the ball will count as part of the time taken for the next stroke.

A player is permitted a maximum of **40-seconds** to play a stroke. (**Note:** This 40-second time-limit includes the first player to play from the Teeing Ground, from the Fairway and from around and on the Putting Green.)

Any player in a group being timed who exceeds the maximum allowable time to play a stroke **will be informed** as soon as practicable by the timing Referee.

A Referee will **NOT** advise a group or individual player that it or he has regained its or his proper position on the course, i.e., the group or individual player will **NOT** be told that it or he is no longer being timed. A player or his caddy may inquire of the group's or individual's status at any time.

Note: The Committee reserves the right, at any time, to time a group when deemed necessary. Players should also be aware that the Committee may assess a "bad time" to a player in a group which is out of position if the player makes no effort to help his group get back in position. Examples of this would include a player who delays play between strokes or holes. **Further, if a player is determined by the Committee to be unreasonably slow, he may be timed individually at the Committee's discretion even if his group is not out of position. In such a case, the player incurs a penalty in accordance with the penalty chart in the above Summary on the hole the player has a bad time.**

Final Determination Regarding Group Breach/Review Process

Before returning his score card, **a player in a group who is liable for penalty during his round may consult** with the Pace of Play Committee to determine if he has incurred a penalty under these guidelines. The Pace of Play Committee will determine that a player who has been found to be out of position is not in breach of these guidelines only if:

- (a) The player was delayed by the Committee; or
- (b) The player was delayed by a circumstance beyond control of the player or the group; or
- (c) The player was delayed by another player in the group.

A player in a group which was out of position during his round and who elects not to consult with the Pace of Play Committee to determine whether he was in breach of these guidelines is deemed to be in breach of these guidelines and incurs a penalty or penalties according to the above schedule of penalties.

If a player or group incurs a penalty, penalties are to be applied to the check-point hole where the breach occurred.

Scott Hovis
MGA Executive Director