



MGA/USGA Pace of Play

105th Missouri Amateur Championship

Dalhousie Golf Club

Rule 6-7 states, in part: "The player must play without undue delay and in accordance with any pace of play guidelines which may be laid down by the Committee," and thereafter prescribes penalties for slow play."

Allotted Time

When play is in groups of three, each group is allotted **4 hours and 29 minutes** to complete 18 holes at a pace in accordance with the attached time chart. 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" – Stroke Play

FIRST GROUP: (off the 1st and 10th holes, both morning and afternoon): The first group is **out of position** if takes more than the allotted time to finish a check-point hole (see below check-point time table).

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.

Time charts outlining the time per hole, including the finish times for the check-point holes, are attached.

Check-Points: Play of the hole must be completed in the following amount of time (groups of 3):

Hole #		9 / 18		18 / 9
Time allotted	:	2:17/2:17		4:34

Definition of "Out of Position":

-The first group (each side) to start will be considered out of position if, at any time during the round, the group is behind the prescribed schedule as detailed on the attached time chart.

-Any subsequent group will be considered out of position if it is (a) behind the prescribed schedule and (b) reached a par-3 hole that is open and free of play and the proceeding group has teed off on the next hole, or reaches a par-4 or par-5 hole and any player has not made a stroke from the teeing ground before the hole is open and free of play. Both (a) and (b) must apply for a group to be out of position.

Note: A player or caddie may ask a Rules Official at any time how their group is doing with its pace.

Group Out of Position: If a group falls out of position, a Rules Official will inform a Rover that said group is out of position. Upon confirmation from the Rover and immediately after the group in question has left the next teeing ground, a Rules Official should inform the group in question that they are out of position and that they will be monitored and timed.

Timing: When the Committee determines that a group (or individual) will be timed, all players (or specified individual) in the group will be notified by a Rover.

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

A player is permitted **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, from around and onto the putting green).

Any player in a group being timed who exceeds the applicable time to play a stroke will be informed as soon as possible by the Rover.

Note: The Committee reserves the right, at any time, to time a group who 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 be a player that delays play between shots or holes.

Monitoring/Penalties: Any player in a group out of position who takes more than 40 seconds to play a stroke on two occasions will be informed as soon as possible that he has been **penalized** one (1) stroke.

So the following are the penalties, in sequence, for any player in a group being timed who takes more than the allotted time to play a stroke after timing of the player's stroke begins:

- 1st bad timing exceeding the allotted time – Warning
- 2nd bad timing- 1 stroke penalty
- 3rd bad timing – Additional 2 stroke penalty
- 4th bad timing – Disqualification

Note: If a group being timed regains its proper position, any previous "bad times" will be carried over for the remainder of that round in the event that group requires additional monitoring.

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.

Final Determination Regarding Breach / Review Process

Before returning his score card, a player 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.