

MASSACHUSETTS GOLF ASSOCIATION - PACE OF PLAY POLICY

The MGA Executive Committee has established the following guidelines regarding Pace of Play for all events. Players will be provided with the Pace of Play Policy on their 1st Tee, and are expected to adhere to the Time Limits as indicated on the Official Scorecard.

In general for most MGA competitions, the Time Limits will be determined based on the following time allowances:
It is Unreasonable for players to take more than:

TIME LIMITS: GROUPS OF 2 or MATCH PLAY

3 HOURS and 54 MINUTES – 13 minutes per hole

TIME LIMITS: GROUPS OF 3 OR 4

4 HOURS and 30 Minutes – 15 minute per hole

Time Limits may be adjusted based on factors specific to the golf course being played. Any adjustments will be reflected on the Official Score Card.

Players are responsible for knowing their position on the course relative to their Time Limit. Players may ask that the group be monitored by an Official without identifying an individual causing slow play. Information obtained by that Official will be considered in applying penalties under this Rule.

USGA Rule 6-7 states that the player shall play without undue delay and in accordance with any pace of play guidelines which may be established by the Committee. Between completion of a hole and playing from the next teeing ground, the player shall not unduly delay play.

DEFINITIONS

First Group – The first group scheduled to begin play. In a two-tee start this includes the first group off each tee used to begin play. In a two-tee start with both morning and afternoon starting times, this also includes the first groups off each tee in the afternoon round.

Subsequent Groups – Any group other than the First Group.

Out of Position, First Groups Only – A group that has not completed play of a hole within their Time Limit. (Note: In a two-tee start, if the First Group reaches a group ahead, the rules for Subsequent Groups apply.)

Out of Position, Subsequent Groups – A group that has not completed play of a hole within their Time Limit **AND** is more than 15 minutes behind the preceding group.

Time Limit – The time indicated on the Official Scorecard for completion of each hole. The Time Limit is based on the scheduled Starting Time. If the group is unable to begin play at its scheduled time, the Starter will advise the players of their new Official Starting Time and the Time Limit will be adjusted accordingly. The Official Starting Time will be when the Starter announces the first competitor.

Completed Play – Groups have completed play when all players have holed out and the flagstick has been returned to the hole.

TIMING

If a group is OUT OF POSITION the players in that group **may** be monitored and timed. Each player in the group is expected to play a stroke within **45 seconds**. The timing of a player's stroke will begin when they have had **reasonable** opportunity to reach their ball, it is their turn to play and they can play without interference or distraction. Any time a player spends in determining yardage or club selection will count in the player's time for that stroke.

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

PENALTIES

Any player in a group that is OUT OF POSITION who exceeds the time limit (**45 seconds**) for making any stroke while being timed will be notified as soon as practicable that they have exceeded the time limit for that stroke and that any subsequent "bad times" will result in a penalty.

STROKE PLAY

- 1st Bad Time – Warning
- 2nd Bad Time – 1 stroke penalty
- 3rd Bad Time – 2 stroke penalty
- 4th Bad Time – Disqualification

MATCH PLAY

- 1st Bad Time - Warning
- 2nd Bad Time – Loss of hole penalty
- 3rd Bad Time – Loss of hole penalty
- 4th Bad Time - Disqualification

Appeal Process: The Appeals Committee will consist of up to three officials, including the Official(s)-in-Charge. The player must appeal the penalty at the Scoring Area before the scorecard is signed and returned. **Lost balls, bad play, and time waiting for a ruling are not viable excuses for slow play.** In order for an appeal to be considered, there must have been circumstances or situations beyond the player's control. Information from other Rules Officials assigned to the event may be considered in reviewing the appeal and in determining penalties. The final decision rests with the Official(s)-in-Charge.