

## MASSACHUSETTS GOLF ASSOCIATION - PACE OF PLAY POLICY

The MGA Executive Committee has established the following **Group Based, Checkpoint** guidelines regarding Pace of Play for all events:

Players will be provided with the Pace of Play Policy on their 1<sup>st</sup> Tee, and are expected to adhere to the specified Time Limits. **If the group does not adhere to the time limits, the group is liable to receive Pace of Play penalty strokes to be applied on the 9<sup>th</sup> and/or 18<sup>th</sup> Holes.** Checkpoint timing will be adjusted based on the official starting time. The official starting time will be the scheduled starting time unless the players are otherwise advised on their 1<sup>st</sup> tee by the Starter. The official starting time will be when the Starter announces the first competitor. Checkpoint time will be based upon when the flagstick is returned to the hole.

**First Group Only:** The first group is liable to receive a One Stroke Penalty if they have not completed play of their 9<sup>th</sup> hole by the specified time. Once they reach a group ahead (in a two-tee start), the group is liable for penalty if the Subsequent Groups conditions are not met. The group is liable for an additional Two Stroke Penalty if they have not completed play on their 18<sup>th</sup> hole by the specified time.

**Subsequent Groups:** Groups who have not completed their 9<sup>th</sup> hole by the specified time, **and** are 15 minutes behind the preceding group, are liable to receive a One Stroke Penalty. The group is liable for an additional Two Stroke Penalty if they have not completed play on their 18<sup>th</sup> hole by the specified time and are 15 minutes behind the preceding group.

If a group is in position after their 9<sup>th</sup> Hole, but subsequently fails to complete their 18<sup>th</sup> hole within the specified time, and is out of position, they are liable for a One Stroke Penalty.

Penalties will be assessed after the round at the Scoring Area based on the group's status at each checkpoint.

**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 score card 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.

Players are responsible for knowing their position on course relative to their allotted time. Players should monitor and speak to individuals causing slow play. Players may ask the group to be monitored without identifying an individual causing slow play.

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 laid down by the Committee. Between completion of a hole and playing from the next teeing ground, the player shall not unduly delay play.

It is Unreasonable for players to take more than:  
 13 minutes per hole in a group of Two  
 or  
 15 minutes per hole in a group of Three or Four

### STROKE PLAY ROUNDS

#### TIME LIMITS: GROUPS OF 2

HOLE #	TIME	HOLE #	TIME
1	0:13	10	2:10
2	0:26	11	2:23
3	0:39	12	2:36
4	0:52	13	2:49
5	1:05	14	3:02
6	1:18	15	3:15
7	1:31	16	3:28
8	1:44	17	3:41
9	1:57	18	3:54

#### TIME LIMITS: GROUPS OF 3 OR 4

HOLE #	TIME	HOLE #	TIME
1	0:15	10	2:30
2	0:30	11	2:45
3	0:45	12	3:00
4	1:00	13	3:15
5	1:15	14	3:30
6	1:30	15	3:45
7	1:45	16	4:00
8	2:00	17	4:15
9	2:15	18	4:30

**For MGA Qualifiers and Championships unless otherwise indicated on Local Rules/Notice to Competitors**