PACE OF PLAY MEMORANDUM TO PLAYERS

Rule 5.6a states, in part: “A player must not unreasonably delay play, either when playing a hole or between two holes.” To encourage and enforce prompt play, the Committee has adopted the following Local Rule setting a Pace of Play Policy to be used at all MSGA-WD competitions.

Definition of “Out of Position”

The first group 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 score card for that round in stroke play, or behind the time prescribed here for match play: the time limit for each four-ball match will be 17 minutes to play par 5’s, 15 minutes for par 4’s, and 13 minutes for par 3’s, and for each singles match will be 14 minutes to play par 5’s, 12 minutes for par 4’s, and 10 minutes for par 3’s. In both match and stroke play, any following group will be considered out of position if it completes play of a hole (replaces the flagstick) later than the maximum allowable time and: a) reaches a par-3 hole and all players in the preceding group have played their strokes from the teeing area of the next hole; b) reaches a par-4 or par-5 hole which is not open, but which becomes open before all players in the group have played their strokes from the teeing area; or c) reaches a par-4 or par-5 hole which is open.

Notification

If a group is out of position, the players in that group may be monitored and timed for failing to comply with this Pace of Play Policy. A member of the Committee will notify a group if it is to be monitored and timed. This notification will be made after all players have left the putting green and before any player plays from the next teeing area.

Timing and Penalties

When a group is being monitored and timed, each player in the group is expected to play any stroke within 40 seconds after the timing of the player’s stroke starts. Other than on the putting green, the timing of a player’s stroke will start when she has had sufficient time to reach the ball, it is her turn to play and she is able to play without interference or distraction. Time taken to determine distance and select a club will count as time taken for the next stroke. On the putting green, timing will start when the player has had a reasonable amount of time to mark, lift, clean and replace the ball, repair damage that interferes with her line of play and remove loose impediments on her line of play. Time spent looking at the line of play from beyond the hole and/or behind the ball will count as time taken for the next stroke.

Note: The Committee reserves the right, at any time, to time a group when the Committee deems it 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 her group get back in position. An example of this would be a player who unduly delays play between shots.

The following are the penalties for any player in a group being timed who takes more than the maximum time to play a stroke after timing of the player’s stroke starts:

- **Match Play:** 1<sup>st</sup> breach – loss of hole; 2<sup>nd</sup> breach – loss of hole; 3<sup>rd</sup> breach – disqualification (applicable to the side in four-ball match play);

- **Stroke Play:** 1<sup>st</sup> breach – one stroke; 2<sup>nd</sup> breach – additional two strokes; 3<sup>rd</sup> breach – disqualification (applicable to the side in four-ball stroke play).

If a group that has been timed regains its proper position, any previous offenses will be carried over for the remainder of the round in the event that the group requires additional timing.

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

In match play, in the absence of an MSGA-WD Rules Official, a side may make a timely request for a ruling if they feel that this pace of play is not being maintained by their opponents.