

Maryland State Golf Association Check Point Policy

Rule 5.6 states that the player shall play without undue delay and in accordance with any pace of play guidelines. The player is responsible for being familiar with the pace of play policy outlined herein and distributed to each player at his starting tee. Other than at the group's starting tee and as otherwise indicated herein, the Committee is not responsible for advising any player of the details of the pace of play policy.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Par	4	4	4	4	3	5	4	5	3	4	5	3	4	3	4	4	4	5
Time	:15	:15	:15	:15	:14	:17	:15	:17	:14	:15	:17	:14	:15	:14	:05	:15	:15	:17
No. 1 Total	:15	:30	:45	1:00	1:14	1:31	1:46	2:03	2:17	2:32	2:49	3:03	3:18	3:32	3:37	3:52	4:07	4:24

Time Par: The Committee expects players to adhere to the following pace at the Country Club at Woodmore

CHECK POINTS: A Rules Rover will record actual time based on an atomic clock at two check points: flagstick in the hole at No. 9 and flagstick in the hole at No. 18. Other officials on the course will also be stationed for observation of pace of play in addition to resolving Rules issues. For reference purposes only, additional atomic clocks will be positioned on Nos. 4 and 13.

TARGET PACE – LEAD GROUP: The first group is expected to maintain the pace as outlined in the chart above and on the player's scorecard. If this group passes the first check point behind the Target Pace, each player in the group is liable to a **One-Stroke Penalty** at the ninth hole played and to be assessed at the scorecard table. If the group passes the second check point behind the Target Pace, each player in the group is liable to an additional **Two-Stroke Penalty** at the 18th hole played and to be assessed at the scoring table.

TARGET PACE – FOLLOWING GROUPS: If a following group passes the first check point over the Target Pace (listed above and on the player's scorecard) and more than 14 minutes behind the group immediately ahead, then each player in the group is liable to a **One-Stroke Penalty** for the ninth hole played and the penalty may be assessed at the scorecard table. If the group passes the second check point behind the Target Pace and more than fourteen minutes behind the group immediately ahead, then each player in the group is liable to an additional **Two-Stroke Penalty** at the 18th hole played and the penalty may be assessed at the scorecard table.

MONITORING AND TIMING GROUPS: The first group is expected to maintain the pace outlined above and on the player's scorecard however, if at any time during the round they exceed the time allotted to play they will be subject to being put on the clock and timed. For any subsequent groups, if at any time during the round they exceed the time allotted to play and are out of position, they will be subject to being put on the clock and timed.

A group is considered out of position if they are more than 14 minutes behind the group immediately ahead.

NOTIFICATION OF BEING TIMED: When a group is being timed, a rules official will place a yellow flag on the tee to notify the group they are being timed. The group will remain timed until it is under the allotted time par, is no longer out of position, or is informed by an official they are no longer being timed. Groups will be timed with the following criteria:

- The maximum time allocated per stroke is 40 seconds however, 10 extra seconds are allowed for the first player to play: a) a tee shot on a par 3 hole; b) an approach shot to the green; and c) a chip or putt.
- The timing will start when a player has had sufficient time to reach the ball, it is their turn to play, and they are 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 lift, clean and replace the ball, repair damage that interferes with the line of play and move loose impediments on the line of play. Time spent looking at the line of play from beyond the hole and/or behind the ball will count as part of the time taken for the next stroke.
- Timings will be taken from the moment it is decided by the official that it is the player's turn to play, and they are able to play without interference or distraction.

NOTIFICATION OF PENALTY - RED FLAG: If a group has passed a check point and is liable to penalty, that status will be indicated by a **Red Flag** placed behind the putting green of the 9th or 18th hole.

FOUR-BALL PENALTIES – Any pace of play penalty applies to the individual member of the team rather than to the team.

UNCONTROLLABLE DELAYS: A legitimate delay (e.g., lengthy ball search or ruling) might cause a group to fall behind. In such a case, the group is expected to make up lost time to regain its position within the Target Pace by the next checkpoint or within 14 minutes of the preceding group by the next checkpoint.

APPEAL PROCESS: Pace of play penalties may be appealed using an individual written appeal form at the scorecard table prior to signing and returning a scorecard. An appeal will be considered only if the player was delayed by the Committee, or the player was delayed by circumstances beyond the control of the player or the group, or the player was delayed by another player in the group. The decision of the Appeals Committee is final.