Maryland State Golf Association
Pace of Play Policy

Rule 5.6 states that a player must not unreasonably delay play and must adhere to any pace of play guidelines set by the Committee. **Players are responsible** for understanding this pace of play policy. Other than at the group's starting tee and as otherwise indicated in this policy, the Committee is not responsible for advising any player of the details of the pace of play policy.

Time Par: The Committee expects players to adhere to the following pace during this competition.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Par	4	3	5	4	3	4	4	4	4	4	3	5	4	4	4	4	3	4
Hole	:15	:14	:18	:15	:14	:15	:15	:15	:15	:15	:13	:17	:15	:15	:15	:15	:14	:15
No. 1	:15	:29	:47	1:02	1:16	1:31	1:46	2:01	2:16	2:31	2:44	3:01	3:16	3:31	3:46	4:01	4:15	4:30
No. 10	2:29	2:43	3:01	3:16	3:30	3:45	4:00	4:15	4:30	:15	:28	:45	1:00	1:15	1:30	1:45	1:59	2:14

OUT OF POSITION – LEAD GROUP: The first group off No. 1 (and No. 10 when using a two-tee start) is expected to maintain the pace outlined in the chart above and marked on each player's scorecard. The first group is **OUT OF POSITION** when it exceeds the time par printed on each player's scorecard. A hole is considered complete when the flagstick has been replaced.

OUT OF POSITION – FOLLOWING GROUPS: A following group is **OUT OF POSITION** when it exceeds the time par printed on each player's scorecard **and** <u>is more than 14 minutes behind</u> the group immediately ahead. A hole is considered complete when the flagstick has been replaced.

MONITORING PACE OF PLAY AND TIMING PLAYERS: When any group is **OUT OF POSITION,** it is 'on the clock', and the players in that group are subject to being individually timed.

NOTIFICATION OF BEING TIMED: When a group is **OUT OF POSITION** and the players are being timed, a referee will place a **YELLOW FLAG** on the tee to notify them they are being timed. The group will remain 'on the clock' until the group is no longer **OUT OF POSITION** or is informed by a referee that the players are no longer being timed.

STROKE TIMING: A player has 40 seconds to make a stroke. 10 extra seconds will be allowed for the first player to play a) a tee shot on a par 3, b) an approach shot to the green, or c) a chip or putt. If a player takes longer than the allotted time to make a stroke, that player has incurred a **BAD TIME**. A player who incurs a **BAD TIME** will be **<u>informed as soon as practicable</u>**.

- Timing for a stroke starts when a player has had sufficient time to reach the ball, it is their turn to play, and they can play without interference or distraction. Any time taken to determine distance and select a club will be included as time taken for the stroke.
- On the putting green, timing starts 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. Any time spent looking at the line of play from any angle will be included as time taken for the stroke.
- Timing of a stroke will start when the timing referee decides it is the player's turn to play and that they can play without interference or distraction. Timing of a stroke will stop when the clubhead strikes the ball.
- **BAD TIMES** accumulate throughout the round. For example, if a player receives a **BAD TIME** while their group is out of position, and the group later catches up but falls behind again, the same player receiving another **BAD TIME** will be subject to the corresponding penalty.

PENALTIES: A player who receives a **BAD TIME** is subject to the following penalties:

Times	Stroke Play	Match Play
1st Bad Time	No Penalty (verbal notification)	No Penalty (verbal notification)
2nd Bad Time	1 Stroke Penalty	1 Stroke Penalty
3rd Bad Time	General Penalty	General Penalty
4th Bad Time	Disqualification	Disqualification

FOUR-BALL PENALTIES: Rule 23.9 applies.

INDIVIDUAL TIMING: REGARDLESS OF POSITION, if the Committee determines that a player or players in a group are delaying play of their group, any subsequent group, or the competition in general, the following applies:

- The Committee reserves the right to warn or begin timing a group, match, or an individual player at any time.
- Any player or players who are delaying play will be warned.
- Any player who is timed by a referee will be notified.
- A penalty for breach of Rule 5.6a (Unreasonable Delay) may be applied.

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