

USGA Amateur Championships Pace of Play Guidelines

STROKE PLAY

SUMMARY

The Pace of Play Committee will designate four (4) holes on the course as Pace of Play checkpoint holes. A Checkpoint Official will be stationed at each checkpoint hole to monitor and indicate (if needed) a group's position on the course. When a group is **out of position** at any checkpoint (including the 4th checkpoint), the players in the group are liable to penalty under these guidelines and will be notified by the Checkpoint Official. When a group has been notified of a missed checkpoint, the group is expected to regain its position by the next checkpoint. If the group reaches **ANY** subsequent checkpoint **out of position**, each player in the group is liable to incur the applicable penalty (see schedule of penalties below).

MAXIMUM ALLOWABLE TIME

Maximum allowable time is the **MAXIMUM** time deemed necessary by the Committee for a group to complete its stipulated round. This is expressed in a per-hole and aggregate time format on the time chart.

- A group's **maximum allowable time** begins at its assigned tee time, or if the tee time is delayed, at the adjusted tee time.
- Checkpoint hole completion times are determined after all players in the group have holed out and the flagstick has been replaced in the hole.
- Time associated with playing the game, e.g., course difficulty and walking times between holes, is included in all **maximum allowable times**.

OUT OF POSITION – STROKE PLAY

A group is **out of position** when it:

- Takes more than the **maximum allowable time** to finish a checkpoint hole **and** completes play of a checkpoint hole more than 14 minutes after the group in front of them. *

***The first group(s) of each wave is measured only against maximum allowable time until they are within 14 minutes of the group in front of them.**

GROUP OUT OF POSITION – MONITORED BY A RULES ROVER

- Any group that is **out of position** may be monitored by a Rules Rover. A Rules Rover, when monitoring a group, may individually time strokes made by a player(s). A time exceeding **40 seconds** to play a stroke may be considered excessive if the group becomes liable to penalty.
- A player(s) concerned about a non-responsive (slow) fellow-competitor(s) in the group should request a Rules Rover to monitor the group in case it may become or is liable to penalty.
- Information gathered at any time by a Rules Rover or a member of the Rules Committee may be used by the Pace of Play Committee during the review process to determine whether a group or player(s) is in breach of these guidelines.

PENALTIES

Players in a group that have missed one or more checkpoints are liable to penalty according to the following schedule of penalties:

- 1st missed checkpoint – **warning***
- 2nd missed checkpoint – **liable to a penalty of one stroke**
- 3rd missed checkpoint – **liable to an additional penalty of two strokes**
- 4th missed checkpoint – **liable to disqualification**

***If a group successfully clears each of their first 3 checkpoints but is out of position (misses) at the 4th checkpoint, each player in the group is liable to a penalty of one stroke.**

***If a group misses multiple checkpoint holes but finishes under their maximum allowable time for the stipulated round, the group is still liable to penalty for delaying play through any missed checkpoints.**

FINAL DETERMINATION REGARDING BREACH/REVIEW PROCESS

Before returning score cards, any group that is liable to penalty should consult with the Pace of Play Committee to have a final determination made regarding their breach (i.e. lodge an appeal).

A player(s) who was **out of position** during the round that elects not to consult with the Pace of Play Committee to determine whether they were in breach of these guidelines prior to returning their score card is deemed to be in breach of these guidelines and incurs the penalty or penalties according to the above schedule of penalties.

The Pace of Play Committee will determine that a group who has been found to be **out of position** is not in breach of these guidelines only if:

- The group was delayed by the Committee.
- The group was delayed by a circumstance beyond control of the player or the group.
- The group was delayed by another player(s) in the group.

Any incurred penalties are to be applied to the player's score on the checkpoint hole where the breach(es) occurred.

MATCH PLAY

MAXIMUM ALLOWABLE TIME

Maximum allowable time is the **MAXIMUM** time deemed necessary by the Committee for a group to complete its stipulated round. This is expressed in a per-hole and aggregate time format on the time chart.

- A match's **maximum allowable time** begins at its assigned tee time, or if the tee time is delayed, at the adjusted tee time.
- Time associated with playing the game, e.g., course difficulty and walking times between holes, is included in all **maximum allowable times**.

OUT OF POSITION – MATCH PLAY

A match is **out of position** when it:

- Takes more than the maximum allowable time to finish a hole **and**:
 - a) Reaches a par-3 hole that is clear of all play and all players in the match in front of them have played their strokes from the teeing ground of the next hole.
 - b) Reaches a par-4 hole which becomes clear of all play before any players in the match have played a stroke from the teeing ground.
 - c) Reaches a par-5 hole after any player in the match in front of them has made a stroke from the putting green.

TIMING

- When the Committee determines that a match will be timed, all players in the match will be notified by a Rules Rover.
- **Other than on the putting green**, the timing of a player's stroke will begin when it is the player's turn to play and the player can do so without interference or distraction. Time spent determining yardage and other conditions, such as wind, will count as time taken for the next stroke.
- **On the putting green**, the timing of a player's stroke will begin after a player has been allowed a reasonable amount of time to mark, lift, clean and replace the ball, repair ball marks and remove loose impediments on the line of putt. Time spent looking at the line from beyond the hole or to the side of and/or behind the ball will count as part of the time taken for the next stroke.
- When a match is being monitored and timed, each player is permitted a maximum of **40 seconds** to make a stroke. **Note:** This 40-second time limit includes the first player to play from the teeing ground, fairway, or near or on the putting green.
- Any player in a match being timed who exceeds the maximum allowable time to play a stroke will be informed as soon as practicable by a Rules Rover.
- A Rules Rover will not advise a match that it has regained its proper position on the course and is no longer being timed. A player may inquire of the match's status at any time.

Note: The Committee reserves the right, at any time, to time a match when deemed necessary. Further, if the Committee determines a player to be unreasonably slow, the player may be timed individually at the Committee's discretion, regardless of whether the match is out of position. Players should also be aware that the Committee may assess a "bad time" to a player in a match that is out of position if the player makes no effort to help the match get back in position. An example of this would be a player who delays play between shots or holes.

PENALTIES

The following are the penalties, in sequence, for any player in a match being timed who takes more than the maximum allowable time (see below) to play a stroke after timing of the player's stroke begins:

- 1st breach – **warning**
- 2nd breach – **loss of hole**
- 3rd breach – **loss of hole**
- 4th breach – **disqualification**

If the match in question regains its proper position, any previous breach (bad time) of these guidelines will be carried over for the remainder of that match in the event that the match requires additional monitoring.