

52nd Nebraska Junior Amateur Championship

Pace of Play Policy

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 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 round. This is expressed in a per-hole and aggregate time format on the chart attached to this document.

- A group's **maximum allowable time** begins at its assigned starting time, or if the starting time is delayed, at the adjusted starting 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 ahead 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 ahead 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 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.**

FINAL DETERMINATION REGARDING BREACH/REVIEW PROCESS

Before returning scorecards, 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 scorecard 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.

PACE OF PLAY CHART
52nd NEBRASKA JUNIOR AMATEUR CHAMPIONSHIP
BEATRICE COUNTRY CLUB

THREE (3) PLAYERS

TIME SCHEDULE IN HOURS AND MINUTES										
Hole #	1	2	3	4	5	6	7	8	9	Turn
Par	4	4	4	5	3	4	4	3	5	
Time Allotted	0:15	0:15	0:16	0:20	0:12	0:16	0:19	0:13	0:18	0:02
Total Time (1)	0:15	0:30	0:46	1:06	1:18	1:34	1:53	2:06	2:24	2:26

TIME SCHEDULE IN HOURS AND MINUTES										
Hole #	10	11	12	13	14	15	16	17	18	
Par	4	3	4	4	5	3	5	4	4	
Time Allotted	0:15	0:12	0:15	0:16	0:19	0:12	0:19	0:16	0:17	
Total Time (1)	2:41	2:53	3:08	3:24	3:43	3:55	4:14	4:30	4:47	

TWO (2) PLAYERS

TIME SCHEDULE IN HOURS AND MINUTES										
Hole #	1	2	3	4	5	6	7	8	9	Turn
Par	4	4	4	5	3	4	4	3	5	
Time Allotted	0:13	0:13	0:14	0:17	0:10	0:14	0:16	0:11	0:17	0:02
Total Time (1)	0:13	0:26	0:40	0:57	1:07	1:21	1:37	1:48	2:05	2:07

TIME SCHEDULE IN HOURS AND MINUTES										
Hole #	10	11	12	13	14	15	16	17	18	
Par	4	3	4	4	5	3	5	4	4	
Time Allotted	0:13	0:10	0:13	0:14	0:17	0:10	0:17	0:14	0:15	
Total Time (1)	2:20	2:30	2:43	2:57	3:14	3:24	3:41	3:55	4:10	