

NGA Championships Pace of Play Policy



STROKE PLAY

Players should play at a prompt pace throughout the round. Players are both allowed and encouraged to play “ready golf” in a safe and responsible way (Rule 6.4b) and should make a stroke in no more than 40 seconds (Rule 5.6b).

GENERAL

The Pace of Play Committee will designate four (4) holes on the course as Pace of Play checkpoint holes. When a group has been notified by a checkpoint official of a missed checkpoint, the group is expected to regain its position.

MAXIMUM ALLOWABLE TIME

Maximum allowable time is the **MAXIMUM** time considered 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 and on the player scorecard.

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

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.

A checkpoint hole is complete when the ball of the last player in the group to hole out has been removed from the hole.

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 who will individually time strokes made by a player(s).
- Each player is permitted a maximum of **40 seconds** to make a stroke. A player who exceeds 40 seconds is considered to have made a bad time.
- **Except on the putting green**, the timing of a player’s stroke begins when it is the player’s turn to play without interference or distraction. Time spent determining yardage and other conditions, such as wind, will count as time taken for the stroke.
- **On the putting green**, the timing of a player’s stroke begins when it is the player’s turn to play without interference or distraction and after a player has completed the actions allowed under Rule 13.1, provided the player is not unreasonably delaying play. Time spent surveying the line of play from any angle will also count as time taken for the stroke.
- Any player(s) concerned about another player(s) in the group should request a Rules Rover to monitor the group.
- Bad times and other information gathered at any time by a Rules Committee may be used during the review process. If the group becomes liable to penalty, bad times will be considered when determining penalties.
- Regardless of position, if the Pace of Play Committee determines that a player(s) in the group is delaying play of their own group, following groups or the competition in general:
 - The player(s) may be spoken to by a Rules Rover.
 - The penalty for breach of Rule 5.6a (Unreasonable Delay of Play) may be applied.

MISSED CHECKPOINTS (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.**

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 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.

PACE OF PLAY CHART

112th NEBRASKA AMATEUR CHAMPIONSHIP

HAPPY HOLLOW CLUB

THREE (3) PLAYERS

TIME SCHEDULE IN HOURS AND MINUTES

Hole #	1	2	3	4	5	6	7	8	9
Par	4	4	5	4	4	3	5	3	4
Time Allotted	0:15	0:15	0:19	0:15	0:15	0:12	0:19	0:11	0:16
Total Time (1)	0:15	0:30	0:49	1:04	1:19	1:31	1:50	2:01	2:17
Total Time (10)	2:30	2:45	3:04	3:19	3:34	3:46	4:05	4:16	4:32

TIME SCHEDULE IN HOURS AND MINUTES

Hole #	10	11	12	13	14	15	16	17	18
Par	4	4	3	4	5	4	4	3	4
Time Allotted	0:16	0:16	0:11	0:15	0:19	0:15	0:14	0:12	0:17
Total Time (1)	2:33	2:49	3:00	3:15	3:34	3:49	4:03	4:15	4:32
Total Time (10)	0:16	0:32	0:43	0:58	1:17	1:32	1:46	1:58	2:15

TWO (2) PLAYERS

TIME SCHEDULE IN HOURS AND MINUTES

Hole #	1	2	3	4	5	6	7	8	9
Par	4	4	5	4	4	3	5	3	4
Time Allotted	0:13	0:13	0:17	0:13	0:13	0:10	0:17	0:09	0:14
Total Time	0:13	0:26	0:43	0:56	1:09	1:19	1:36	1:45	1:59

TIME SCHEDULE IN HOURS AND MINUTES

Hole #	10	11	12	13	14	15	16	17	18
Par	4	4	3	4	5	4	4	3	4
Time Allotted	0:14	0:14	0:09	0:13	0:17	0:13	0:12	0:10	0:15
Total Time	2:13	2:27	2:36	2:49	3:06	3:19	3:31	3:41	3:56