

# 2021 U.S. Junior Amateur Championship - Qualifying

## Pace of Play Policy



in association with  
**USGA**<sup>®</sup>

### 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.
- 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.

### 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:

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

**\* If a group successfully clears each of their first 3 checkpoints, but is out of position (misses) at the 4<sup>th</sup> 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**

2021 U.S. JUNIOR AMATEUR CHAMPIONSHIP - QUALIFYING

CHAMPIONS RUN

THREE (3) PLAYERS

TIME SCHEDULE IN HOURS AND MINUTES

Hole #	1	2	3	4	5	6	7	8	9
Par	4	5	3	4	4	5	4	3	4
Time Allotted	0:20	0:19	0:12	0:13	0:16	0:20	0:15	0:11	0:14
Total Time	0:20	0:39	0:51	1:04	1:20	1:40	1:55	2:06	2:20

TURN TIME

0:05

TIME SCHEDULE IN HOURS AND MINUTES

Hole #	10	11	12	13	14	15	16	17	18
Par	5	4	3	4	4	4	3	5	4
Time Allotted	0:20	0:16	0:11	0:15	0:15	0:17	0:13	0:19	0:18
Total Time	2:45	3:01	3:12	3:27	3:42	3:59	4:12	4:31	4:49