

## NGA Championships Pace of Play Policy

### MATCH PLAY



### MAXIMUM ALLOWABLE TIME

**Maximum allowable time** is the **MAXIMUM** time considered necessary by the Committee for a match to complete its round. This is expressed in a per-hole and aggregate time format.

- 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., for course difficulty and walking times between holes, is included in all **maximum allowable times**.

### OUT OF POSITION

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 play and all players in the match ahead have played from the teeing area of the next hole.
- b) Reaches a par-4 that becomes clear of play before any player plays a stroke from the teeing area.
- c) Reaches a par-5 after any player in the match ahead has made a stroke on the putting green.

### TIMING (ON THE CLOCK) / BAD TIMES

- When the Committee determines that a match will be put "on the clock," the players will be notified by a Rules Rover.
- 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 and will be informed as soon as possible.
- **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 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.
- When "on the clock," the Committee may assess a bad time to a player who delays play between shots or holes.
- The Committee reserves the right to put a match, or individual player "on the clock" regardless of whether the match is out of position.
- A Rules Rover will not tell a match when it has regained its position is no longer on the clock." A player may inquire about the match's status at any time.

### PENALTIES

The following is the penalty structure for players who receive bad times while being timed ("on the clock"):

- 1<sup>st</sup> bad time - **warning**
- 2<sup>nd</sup> bad time - **loss of hole**
- 3<sup>rd</sup> bad time - **loss of hole**
- 4<sup>th</sup> bad time - **disqualification**

If the match in question regains its proper position, any previous bad times will be carried over for the remainder of that match. Any player who incurs bad time(s) will be reminded of the bad time(s) if the player or match requires additional timing.



**PACE OF PLAY CHART**

11th NEBRASKA SENIOR MATCH PLAY CHAMPIONSHIP

BEATRICE COUNTRY CLUB

TWO (2) PLAYERS

TIME SCHEDULE IN HOURS AND MINUTES

Hole #	1	2	3	4	5	6	7	8	9
Par	4	4	4	5	3	4	4	3	5
Time Allotted	0:13	0:13	0:13	0:17	0:10	0:13	0:15	0:12	0:17
<b>Total Time</b>	<b>0:13</b>	<b>0:26</b>	<b>0:39</b>	<b>0:56</b>	<b>1:06</b>	<b>1:19</b>	<b>1:34</b>	<b>1:46</b>	<b>2:03</b>

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	0:09	0:14	0:13	0:18	0:11	0:17	0:13	0:16
<b>Total Time</b>	<b>2:16</b>	<b>2:25</b>	<b>2:39</b>	<b>2:52</b>	<b>3:10</b>	<b>3:21</b>	<b>3:38</b>	<b>3:51</b>	<b>4:07</b>