



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.

- 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 group 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 or par-5 hole that is not clear of play but that becomes clear of play before all players in the group have played their stroke from the teeing area.
- c) Reaches a par-4 or par-5 that is clear of play.

TIMING (ON THE CLOCK) / BAD TIMES

- When the Committee determines that a group 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 group, or individual player "on the clock" regardless of whether the group is out of position.
- A Rules Rover will not tell a group when it has regained its position is no longer "on the clock". A player may inquire about the group's status at any time.

PENALTIES

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

- 1st bad time - **warning**
- 2nd bad time - **one penalty stroke**
- 3rd bad time - **additional two penalty strokes**
- 4th bad time - **disqualification**

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



PACE OF PLAY CHART

24th NEBRASKA FOUR-BALL CHAMPIONSHIP

THE PRAIRIE CLUB

FOUR (4) PLAYERS

TIME SCHEDULE IN HOURS AND MINUTES

Hole #	1	2	3	4	5	6	7	8	9
Par	4	4	5	3	4	5	3	4	4
Time Allotted	0:17	0:17	0:21	0:11	0:16	0:21	0:11	0:17	0:17
Total Time (1)	0:17	0:34	0:55	1:06	1:22	1:43	1:54	2:11	2:28

TIME SCHEDULE IN HOURS AND MINUTES

Hole #	10	11	12	13	14	15	16	17	18
Par	5	4	5	4	3	5	3	4	4
Time Allotted	0:22	0:16	0:21	0:17	0:11	0:21	0:11	0:17	0:17
Total Time (1)	2:50	3:06	3:27	3:44	3:55	4:16	4:27	4:44	5:01