



2023 MGA PACE OF PLAY POLICY (FOR MATCH PLAY)



Pace of Play Policy: Rule 5.6 states, in part: “A player must not unreasonably delay play, either when playing a hole or between two holes,” and thereafter prescribes penalties for slow play. In order to prevent any such penalty, we suggest that you review carefully the following guidelines.

Allotted Time: The overall time is the sum of each “per hole” time, the allotted time is **3:57**.

Definition of “Out of Position”: The first group to start will be considered out of position if, at any time during the round, the group is behind the prescribed schedule as determined by The Committee.

Any following group will be considered out of position if it (a) is taking more than the allotted time to play AND (b) reaches the tee of a par-3 hole and the preceding group has cleared the next tee, reaches the tee of a par-4 hole and the putting green is clear, OR reaches the teeing ground of a par-5 hole when the preceding group is on the putting green. Both (a) AND (b) must apply for a group to be out of position.

Group Out of Position: If a group is out of position, the players in that group may be timed. However, a group will not be notified if they are out of position or if they are being timed. A player(s) may inquire as to whether they are being monitored, in which case the rover or, if applicable, the referee will advise them of their status, but only if they are asked.

Timing: If a group is out of position, it may be monitored or timed for failing to comply with this pace of play guideline. When a group is out of position each player in the group is expected to play any stroke within **40 seconds** after timing of the player’s stroke begins. The timing of a player’s stroke will begin when he has had a reasonable opportunity to reach his ball, it is his turn to play and he can play without interference or distraction.

Except on the putting green, if a player has reached his ball, it is his turn to play and there are no distractions, timing will begin after he has had reasonable time to select his club. Time spent walking backward or forward for determining yardages will count as part of the time taken for the next stroke.

On the putting green, timing will begin after a player has been allowed a reasonable amount of time to lift, clean and replace his ball, repair his ball mark and other ball marks on his line of putt and remove loose impediments on his line of putt. **Time spent looking at the line from beyond the hole and/or behind the ball will count as part of the time taken for the next stroke.**

Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Allotted Time	0:14	0:13	0:12	0:14	0:13	0:11	0:13	0:13	0:15	0:19*	0:13	0:12	0:13	0:13	0:15	0:12	0:13	0:13
Total Time	0:14	0:27	0:39	0:53	1:06	1:17	1:30	1:43	1:58	2:17	2:30	2:42	2:55	3:08	3:23	3:35	3:48	4:01
									1:58									2:03

Hole	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9
Allotted Time	0:15	0:13	0:12	0:13	0:13	0:15	0:12	0:13	0:13	0:18*	0:13	0:12	0:14	0:13	0:11	0:13	0:13	0:15
Total Time	0:15	0:28	0:40	0:53	1:06	1:21	1:33	1:46	1:59	2:17	2:30	2:42	2:56	3:09	3:20	3:33	3:46	4:01
									1:59									2:02

Pace of Play Penalties: Any player in a group being timed, who exceeds the applicable time to play a stroke, will be advised as soon as possible. The following are the penalties, in sequence, for any players in a group out of position who takes more than 40 seconds to play a stroke when it is his turn to play:

- One bad timing of more than 40 seconds – Warning**
- A second bad timing – One penalty stroke**
- A third bad timing – Loss of hole penalty**
- A fourth bad timing – Disqualification**

NOTE: If the group in question regains its proper position, any previous timing of more than 40 seconds will be carried over for the remainder of that round in the event that the group requires additional monitoring.

Rulings or Other Incidents: If a ruling or some other legitimate delay occurs which causes the group in question to lose its position, that group is expected to regain its position within a reasonable time.