



**63rd MGA
FOUR-BALL CHAMPIONSHIP
The Jewel Golf Club
1900 CLUBHOUSE DRIVE, LAKE CITY, MINN. 55041
MONDAY-WEDNESDAY, AUGUST 19-21, 2024**



PACE OF PLAY POLICY

Rule 5.6a states that the player must not unreasonably delay, either when playing a hole or between two holes.

Rule 5.6b states a round of golf is meant to be played at a prompt pace.

EXPECTED PACE

This is the elapsed time by which players must reach a location on the golf course.

Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Allotted Time	0:18	0:16	0:15	0:16	0:13	0:15	0:13	0:17	0:16	0:20*	0:14	0:16	0:15	0:16	0:14	0:17	0:15	0:16
Total Time	0:18	0:34	0:49	1:05	1:18	1:33	1:46	2:03	2:19	2:39	2:53	3:09	3:24	3:40	3:54	4:11	4:26	4:42
	2:19																	2:23

Hole	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9
Allotted Time	0:16	0:14	0:16	0:15	0:16	0:14	0:17	0:15	0:16	0:22*	0:16	0:15	0:16	0:13	0:15	0:13	0:17	0:16
Total Time	0:16	0:30	0:46	1:01	1:17	1:31	1:48	2:03	2:19	2:41	2:57	3:12	3:28	3:41	3:56	4:09	4:26	4:42
	2:19																	2:23

* Includes a four (4) minute turn time from 9→10 and 18→1.

Pace of Play / Unreasonable Delay (Rule 5.6):

Players are expected to play without delay within the pace outlined above, and a group is expected to remain in position with the group immediately in front of it. Timing sheets for each round showing the time by when each hole must be completed are posted on the event webpage. A group that falls out of position is subject to monitoring and timing by a Rules Official. Players are expected to play a stroke within 40 seconds of when it is their time to play. Players who receive a bad time will be warned. Players who receive multiple bad times are subject to penalty.

Penalty for a bad time:

- First Breach:** *Warning;*
- Second Breach:** *One penalty stroke;*
- Third Breach:** *General penalty;*
- Fourth Breach:** *Disqualification*