



## 8<sup>TH</sup> USGA AMATEUR FOUR-BALL & WOMEN'S AMATEUR FOUR-BALL CHAMPIONSHIP QUALIFYING Chaska Town Course, Chaska, Minn. Monday, October 3, 2022

### Pace of Play Policy

Rule 6-7 states that the player must play without undue delay and in accordance with any pace of play guidelines.

### Expected Pace

This is stated as the time in which the Minnesota Golf Association expects contestants to finish their round for the event.

Hole	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Allotted Time	0:15	0:16	0:16	0:14	0:15	0:14	0:17	0:15	0:17	0:20*	0:16	0:14	0:16	0:14	0:17	0:16	0:16	0:17
Total Time	0:15	0:31	0:47	1:01	1:16	1:30	1:47	2:02	2:19	2:39	2:55	3:09	3:25	3:39	3:56	4:12	4:28	4:45
									2:19									2:26
Hole	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9
Allotted Time	0:16	0:16	0:14	0:16	0:14	0:17	0:16	0:16	0:17	0:19*	0:16	0:16	0:14	0:15	0:14	0:17	0:15	0:17
Total Time	0:16	0:32	0:46	1:02	1:16	1:33	1:49	2:05	2:22	2:41	2:57	3:13	3:27	3:42	3:56	4:13	4:28	4:45
									2:22									2:23

**NOTE:** Time\* includes a **four (4) minute turn time** from 9 → 10 and 18 → 1.

### Checkpoints

Officials may be present to verify time at the following checkpoints:

1. **#9 Putting Green (Time checked upon completion of #9)**
2. **#18 Putting Green (Time checked upon completion of #18)**

**First Group:** The lead group is expected to maintain the pace as outlined above. If the lead group passes the first checkpoint behind the Expected Pace, each contestant in the group must add a **ONE-STROKE PENALTY to the score for the hole just completed.** If they also pass the second checkpoint behind the expected pace, each contestant in the group must add an additional **TWO-STROKE PENALTY to their score for their last hole.** In the event of a double tee start, the lead group also must pass the second checkpoint within 14 minutes of the last group from the opposite starting hole.

**Subsequent Groups:** If any subsequent group passes one checkpoint over the expected pace **AND** more than 14 minutes behind the group in front, each contestant in the group must add a **ONE-STROKE PENALTY to the score for the hole just completed.** If they also pass the second checkpoint over the expected pace **AND** more than 14 minutes behind the group in front, each contestant in the group must add an additional **TWO-STROKE PENALTY to their score for their last hole.**

### Appeal Process

Pace of Play penalties may be appealed to the Committee in charge of the event but must be made before scorecards are signed and returned. In order for an appeal to be considered, there must have been an action by the Committee, a circumstance beyond the contestant's control, or some similar occurrence that contributed to the delay such as an action by an individual member of the group. An appeal may result in a one step reduction of a penalty (i.e. Three strokes to one stroke then one stroke to no penalty, but not three strokes to no penalty). Each appeal is handled separately.

# **PACE OF PLAY POLICY**

The Pace of Play is a "checkpoint" policy, similar to that which the USGA uses at its Amateur-only championships, based on players reaching a specific point on the course by the time established by the Committee. It places the responsibility for maintaining the pace where it belongs – with you, the player. *The concept is simple – maintain your position on the golf course with the group in front of you.* Please note that you **will not be warned if out of position.**

**The goal of the Pace of Play Policy is to ensure that a reasonable pace of play is maintained by the whole field, not to force an unreasonable pace of play.**

If you fall behind the group in front of you, you are expected to play efficient golf and get back into position. This might mean playing ready golf or continuous putting. Atomic clocks will be stationed behind the putting greens on holes #5 and 14 in order to get an idea of your time to that point of the round.

## **CHECKPOINTS: 9<sup>th</sup> and 18<sup>th</sup> Greens**

There will be may an official present on your 9<sup>th</sup> and 18<sup>th</sup> holes to record your pace. The hole is considered complete when the last person has holed out and/or the flagstick is returned to the hole. **If you are OUT OF POSITION after finishing the 9<sup>th</sup> or 18<sup>th</sup> hole everyone in the group will be assessed a pace of play penalty.** Pace of play penalties are to be added to the score on the 9<sup>th</sup> or 18<sup>th</sup> hole. (NOTE: See below for the Appeals Process.)

## **OUT OF POSITION:**

**First Group Only:** If the lead group has exceeded its expected time after completing one checkpoint (9<sup>th</sup> or 18<sup>th</sup> hole), each player in the group must add a ONE-STROKE PENALTY to his score for that hole. If they fail to regain their position and complete their 18<sup>th</sup> hole behind their expected time, each player must add an additional TWO-STROKE PENALTY to his score for that hole. In the event of a double tee start, if they complete their 18<sup>th</sup> hole and have exceeded their expected time AND more than 14 minutes behind the last group off the opposite starting hole (if applicable), they are OUT OF POSITION. A group may appeal the penalty in the scoring area before returning their scorecards.

**Subsequent Groups:** If any subsequent group passes one checkpoint (9<sup>th</sup> or 18<sup>th</sup> hole) exceeding its expected time AND more than 14 minutes behind the preceding group, players must add a ONE-STROKE PENALTY to his score for that hole. If they complete their 18<sup>th</sup> hole exceeding their expected time AND more than 14 minutes behind the preceding group, each player must add an additional TWO-STROKE PENALTY to his score for that hole. A group may appeal the penalty in the scoring area before returning their scorecards.

A player concerned about a slow player(s) in his group should first speak with the player(s) and encourage them to play more efficiently. Then, the concerned player may, before or after penalties are assessed, ask to have the group monitored. The individual player does not have to be identified; the request just needs to be made. At some point during the stipulated round, the group will be monitored. If a player is identified as holding up the pace of the group, penalties may be applied to that player and rescinded from the others. This is the point where players should step up and identify the slow player.

## **APPEAL PROCESS**

Pace of Play penalties may be appealed to the Committee and **must be made before scorecards are certified.** In order for an appeal to be considered, there must have been an action by the Committee, a circumstance beyond the players' control or some similar occurrence that contributed to the delay, such as an action by an individual member of the group. If a group receives a penalty for exceeding the pace of play for each nine, both penalties may be appealed, however, each appeal must be made and handled separately. Each appeal may result in a one-step reduction of a penalty (i.e., three strokes to one stroke then one stroke to no penalty, but not three strokes to no penalty).