

NSAA PACE OF PLAY POLICY

Rule 6-7 provides that “The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish,” and thereafter prescribes penalties for slow play.

Maximum Allowable Time

Maximum allowable time is the **MAXIMUM** time deemed necessary by the Committee for a group to complete its stipulated round. This is expressed in a per-hole and aggregate time format on the chart attached to this document. 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 rulings and walking times between holes, is included in all **maximum allowable times**.

Definition of “Out of Position”

A group is **out of position** when it: Completes play of a hole (replaces the flagstick) later than the **maximum allowable time** given (see attached chart) **and**: Reaches a par-3 hole that is clear of all play and all players in the preceding group have played their strokes from the teeing ground of the next hole; Reaches a par-4 or par-5 hole which is not clear of all play but which becomes clear of all play **before** all players in the group have played their strokes from the teeing ground or Reaches a par-4 or par-5 hole which is clear of all play.

Note: If a ruling or some other legitimate delay occurs which causes the group in question to be out of position, that group is expected to regain its position within a reasonable time.

Timing

When the Committee determines that a group (or individual) will be timed, all players (or a specified individual) in the group will be notified by a Rules Rover.

Other than on the putting green, the timing of a player's stroke will begin when it is his turn to play and he can play without interference or distraction. Time spent determining yardage and other conditions (such as wind) will count as time taken for the next stroke.

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

A player is permitted a maximum of **40 seconds** to play a stroke.

Any player in a group being timed who exceeds the **maximum allowable time** to play a stroke will be informed as soon as practicable by the Rules Rover.

A Rules Rover will not advise a group that it has regained its proper position on the course and is no longer being timed. As previously noted, a player may inquire at any time regarding the group's pace of play status.

Note: The Committee reserves the right, at any time, to time a group when deemed necessary. Further, if the Committee determines a player to be unreasonably slow, he may be timed individually at the Committee's discretion regardless of whether his group is out of position. Players should also be aware that the Committee may assess a “bad time” to a player in a group which is out of position if the player makes no effort to help his group get back in position. An example of this would be a player who delays play between shots or holes.

Pace of Play Penalties

The following are the penalties, in sequence, for any player in a group being timed who takes more than the **maximum allowable time** to play a stroke after timing of the player's stroke begins:

1st bad timing exceeding the allotted time – **Warning**

2nd bad timing – **1 stroke penalty**

3rd bad timing – **Additional 2 stroke penalty**

4th bad timing – **Disqualification**

Note: If a group being timed regains its proper position, any previous “bad times” will be carried over for the remainder of that round in the event that group requires additional monitoring. Any player who has a bad time(s) will be reminded of the bad time(s) if he or his group requires additional timing during the round.

NSAA BOYS GOLF CHAMPIONSHIP
 Quail Run Golf Course
 PACE OF PLAY TIME CHART

THREE (3) PLAYERS

PACE OF PLAY LIMIT – TIME SCHEDULE IN HOURS AND MINUTES																			
Hole #	1	2	3	4	5	6	7	8	9	Turn	10	11	12	13	14	15	16	17	18
Par	4	4	4	3	5	4	5	3	4		5	3	4	5	3	4	4	4	4
Time Given	:14	:15	:16	:12	:19	:14	:19	:12	:16	:03	:18	:12	:17	:18	:11	:15	:14	:16	:17
Total Time	:14	:29	:45	:57	1:16	1:30	1:49	2:01	2:17	2:20	2:38	2:50	3:07	3:25	3:36	3:51	4:05	4:21	4:38

PACE OF PLAY LIMIT – TIME SCHEDULE IN HOURS AND MINUTES																			
Hole #	10	11	12	13	14	15	16	17	18	Turn	1	2	3	4	5	6	7	8	9
Par	5	3	4	5	3	4	4	4	4		4	4	4	3	5	4	5	3	4
Time Given	:18	:12	:17	:18	:11	:15	:14	:16	:17	:03	:14	:15	:16	:12	:19	:14	:19	:12	:16
Total Time	:18	:30	:47	1:05	1:16	1:31	1:45	2:01	2:18	2:21	2:35	2:50	3:06	3:18	3:37	3:51	4:10	4:22	4:38