



# 119<sup>TH</sup> MGA Amateur Championship

## Olympic Hills Golf Club, Eden Prairie, MN

### July 18-20, 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.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Allotted Time	0:16	0:14	0:15	0:13	0:14	0:20	0:14	0:15	0:15	0:23*	0:14	0:13	0:15	0:18	0:15	0:17	0:14	0:17
Total Time	0:16	0:30	0:45	0:58	1:12	1:32	1:46	2:01	2:16	2:39	2:53	3:06	3:21	3:39	3:54	4:11	4:25	4:42
									2:16									2:26

	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9
Allotted Time	0:16	0:14	0:13	0:15	0:18	0:15	0:17	0:14	0:17	0:20*	0:14	0:15	0:13	0:14	0:20	0:14	0:15	0:15
Total Time	0:16	0:30	0:43	0:58	1:16	1:31	1:48	2:02	2:19	2:39	2:53	3:08	3:21	3:35	3:55	4:09	4:24	4:39
									2:19									2:20

**NOTE:** These times include a seven (7) minute turn time from 9 → 10 and four (4) minute turn time from 18 → 1.

#### Checkpoints

Officials will 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 their 9<sup>th</sup> hole score**. 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 the 18<sup>th</sup> 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 their 9<sup>th</sup> hole score**. 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 the 18<sup>th</sup> 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.

## **MGA PACE OF PLAY POLICY**

The MGA Pace of Play is a “checkpoint” policy based on players reaching a specific point on the course by the time established by the Committee. The concept is simple: maintain your position on the golf course. It places the responsibility for maintaining the pace where it belongs – with you, the player.

**The goal of the MGA 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.**

**Scorecards will have the time your group is expected to complete each hole.** If you fall behind, you are expected to play efficient golf and get back into position. This might mean playing ready golf or continuous putting (both are permitted in stroke play). If available, atomic clocks will be stationed behind the putting greens on holes #5 and 14. Then, if available, clocks will be placed on the teeing grounds of holes #9 and 18 giving you the opportunity to check on your pace throughout the course.

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

There will be 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 flagstick is returned to the hole. You will be shown a **GREEN** card if your group is within your allotted time; a **YELLOW** card if you are behind your allotted time but within 14 minutes of the preceding group; a **RED** card if you are **OUT OF POSITION** (behind your allotted time and more than 14 minutes behind the preceding group). **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. No warnings are issued with this policy (**RED card = automatic penalty**). (NOTE: See below for the Appeals Process.)

### **OUT OF POSITION:**

**First Group Only:** If the lead group is behind its expected time after completing one checkpoint (9<sup>th</sup> or 18<sup>th</sup> hole) players will be shown a RED card and each player in the group must add a ONE-STROKE PENALTY to his score for that hole. If they pass the second checkpoint behind their expected time, another RED card will be shown and 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 pass the second check point behind their expected time AND more than 14 minutes behind the last group off the opposite starting hole, another RED card will be shown and 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.

**Subsequent Groups:** If any subsequent group passes one checkpoint (9<sup>th</sup> or 18<sup>th</sup> hole) behind its expected time AND more than 14 minutes behind the preceding group, players will be shown a RED card and each player in the group must add a ONE-STROKE PENALTY to his score for that hole. If they pass the second checkpoint behind their expected time AND more than 14 minutes behind the preceding group, another RED card will be shown and 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 signed and returned.** 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).