

## USGA OPENS QUALIFYING PACE OF PLAY POLICY

The Tournament Committee at each competition will determine the maximum allowable time each group is permitted to play the round. **This time will be posted on each player's scorecard, and it is each group's responsibility to maintain a pace faster than the maximum allowable time.** If the field is playing at a pace that is slower than the maximum allowable time, each group is expected to remain in position.

### **Being in position means:**

- Reaching the teeing area of a par-3 before the group ahead has teed off on the next hole;
- Reaching the teeing area of a par-4 before the group ahead leaves the putting green of that hole;
- Reaching the teeing area of a par-5 before the group ahead gets to the putting green of that hole.

If a group is over its maximum allowable time and out of position, a SCGA official will issue them a warning and provide a checkpoint by when the group must regain its position (e.g. within the next two or three holes). If the group fails to regain its position by the stated checkpoint, a SCGA official will begin timing each player in the group.

### **TIMING**

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. Timing of a player's stroke will begin when the player has had:

- A reasonable opportunity to reach his/her ball;
- It is his/her turn to play;
- On the putting green, the player has had a reasonable amount of time to lift, clean and replace his/her ball, repair ball marks, and remove loose impediments; and,
- He/she can play without interference or distraction.

**Time spent determining yardage or looking at the line from behind the ball and/or beyond the hole will count as part of the time taken for the next stroke.**

NOTE: The Committee reserves the right to time a group whenever the Committee deems it necessary. Players should be aware that the Committee may assess a "bad time" to a player in a group that is out of position if the player makes no effort to help his/her group get back in position. An example of this would be a player who unduly delays play between shots.

### **PACE OF PLAY PENALTIES**

The following are the penalties, in sequence, for any player in a group being timed who takes more than 40 seconds to play a stroke after timing of the player's stroke begins. Any player that is assessed a bad time will be notified as soon as practicable of the warning or penalty:

- **One bad time:** Warning
- **A second bad time:** One-stroke penalty
- **A third bad time:** Additional two-stroke penalty
- **A fourth bad time:** Disqualification

NOTE: If a group in question regains its proper position but later requires additional monitoring or timing during that round, any previous bad times will carry over and the penalty structure will remain intact. A group will be notified if the Committee decides it requires additional monitoring and timing during the round.

### **EXEMPTIONS FROM PENALTY:**

If a group does not regain its position, or if a player being timed takes more than 40 seconds to play a stroke, due to circumstances beyond their control (such as a ruling, a ball search, or any other circumstances which the Committee deems to be exceptional), the Committee **may** be justified in waiving the penalty.

Any group that has a slow, deliberate, or non-responsive player may report the player to SCGA officials at any time during the round and the player will be monitored.

**THE SCGA TOURNAMENT COMMITTEE RESERVES THE RIGHT TO REVIEW ALL PENALTY SITUATIONS.**