

MWGA PACE OF PLAY POLICY

Policy, Procedure, Penalties, Appeals

The MWGA Pace of Play (POP) Policy has been adopted in accordance with the GAM and the USGA, placing the responsibility for maintaining Pace of Play with the players. Players are expected to play efficient golf and to keep up with the group in front of them. The GAM POP policy and the USGA POP recommendations have been incorporated into this policy and modified to address MWGA starting formats (tee times, crossovers and shotguns) and limited resources (lack of marshals, officials and atomic clocks).

I. Policy

Groups should play and complete their rounds within 4 hours and 50 minutes:

- 15 minutes per hole , 10 minutes at the turn and 10 minutes after the last hole to arrive at the scoring table
- 2 hours, 25 minutes for nine holes, including all breaks
- 4 hours, 50 minutes for eighteen holes, including the time required to get scorecards stamped at the scoring table at the conclusion of play

A) The team(s)/players in the lead group are in breach of the MWGA POP policy if their scorecards are not time stamped at the scoring table by the expected time (4 hours, 50 minutes after their actual starting time).

B) All teams/players following the lead group are in breach of the MWGA POP if their scorecards are not time stamped at the scoring table by the expected time (4 hours, 50 minutes after their actual starting time) **or if over that time within 15 minutes of the group in front them for tee time and crossover starts for "A" groups within 10 minutes of the group in front them for shotgun starts for "B" groups within 15 minutes of the group in front them**

II. Procedure ([Pace of Play Definitions and USGA Rules Covering Slow Play](#))

A) Mark actual starting time on the official scorecard(s). Time starts when the first player in the group takes the tee.

1) For **tee time and crossover starts**, the starter, an official or a member in each group will punch or mark the actual start time of the group on the official scorecard(s).

2) For **shotgun starts**, a member of each group will punch or mark the actual start time of the group on the official scorecard(s).

B) If there are any unusual delays before the start of play or during the round, players should briefly note on the back of the scorecard(s). Players may be asked to explain in more detail following tournament play.

C) THERE MAY BE NO WARNINGS regarding slow play or being out of position. Pace of play is the responsibility of the players.

D) A player concerned about the slow play of others in her group should speak with the player(s) and encourage them to play more efficiently. If the slow play continues, the player may ask a rules official, if present, to monitor the group. If no rules officials are present, the players in the group should document the incident and inform the Rules Committee of the situation at the conclusion of play. During the round, a player may also request that a marshal or pro-shop staff member report the situation to the MWGA Rules Committee.

E) The official scorecard(s) must be taken to the scoring table **immediately** after play.

- The official scorecard(s) must be time stamped at the scoring table.
- Scores should be verified and totaled by the players. Scorecards must be signed and left at the scoring table.

III. Penalties

A) When a group fails to comply with the MWGA Pace of Play Policy, the team(s)/players in the offending group will be subject to a penalty assessment of two (2) strokes.

B) An additional 2-stroke penalty may be assessed for each additional 15 minutes the team(s)/players in the offending group take to have their scorecard time stamped at the scoring table behind the group in front of them.

C) Once the Rules Committee has confirmed the penalty assessment, the scorecard will be returned to each team or player being assessed for their initials as acknowledgment of the assessment before the card is returned to the scoring table for posting.

IV. Appeals

A) There are only three (3) situations that are grounds for appeal:

- The group was delayed by the Committee.
- The group was delayed by circumstances beyond their control.
- The player or players were delayed by another player in the group, not on the player's team.

B) Teams/Players that are subject to pace of play penalty assessments may appeal the ruling to the Rules Committee. The appeal must be made at the time the players are informed of the assessment and before any player initials and returns the scorecard. The decision of the Rules Committee will be final.