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 USGA rules, along with MWGA committee responsibilities have resulted in this policy.

**USGA RULE 5.6. Unreasonable Delay; Prompt Pace of Play (POP)**

- The player must not unreasonably delay play, either when playing a hole or between two holes.
- A round of golf is meant to be played at a prompt pace.
- Each player should recognize that his or her pace of play is likely to affect how long it will take other players to play their rounds, including those in the players own group and those in the following groups.

**I. Policy**

A. Expected POP is 4 hours 30 minutes or less, but groups will be given up to 4 hours and 40 minutes, but NO MORE THAN 15 MINUTES behind the group in front of them. Any group in violation of this pace, is subject to being accessed a penalty. The general guideline is:

1. 15 minutes per hole, 5 minutes at the turn and 5 minutes after the last hole to arrive at the scoring area
2. 2 hours, 20 minutes for nine holes, including all breaks
3. 4 hours, 40 minutes for eighteen holes, including all breaks and time to arrive at the scoring area

B. The teams/players in the lead group are in breach of the MWGA POP policy if they do not arrive at the scoring area in less than the expected time (4 hours, 40 minutes after their actual starting time), unless course conditions prove to be a hinderance.

C. All teams/players following the lead group are in breach of the MWGA POP if they do not arrive at the scoring area in less than the expected time (4 hours, 40 minutes after their actual starting time), or within 15 MINUTES of the group in front of them.

**II. Procedure (Refer to Pace of Play Definitions and USGA Rules Covering Pace of Play)**

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

1. For tee time and crossover starts, the starter, an official and a member in each group will mark the actual start time of the group on the official scorecard.
2. For shotgun starts, a member of each group will mark the actual start time of the group on the official scorecard.

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. 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 the 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(s) 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. Your group should also review the attached Guidelines, **Things You Can Do To Help Create A Good Pace Of Play**. If you are behind, start with splitting up into groups of two, then follow as many of the other suggestions as practical.

E. The official scorecard must be taken to the scoring table immediately after play.

1. The official scorecard must have the time your group returned to the scoring area
2. Scores should be verified and totaled by the players
3. Scorecards must be signed by scorer and attester and left at the scoring table

**III. Penalties**

A. When a group fails to comply with the MWGA Pace of Play Policy, the teams/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 teams/players in the offending group takes to arrive at the scoring area 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 the penalty so they may initial the card in 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:

1. The group was delayed by the Committee
2. The group was delayed by circumstances beyond their control
3. 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 and appeal the ruling to the Rules Committee must do so 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.
Things You Can Do To Help Create A Good Pace of Play (POP)

When playing golf, remember, you are not a SPECTATOR. Be ready to PLAY when it is your turn. If others in your group are not ready when it is their turn, PLAY your ball. POP requires that you keep PLAY moving. If you do that, you should never feel rushed. Keep up with the group in FRONT of you. Below is list of things you can and should do, to keep play moving at a comfortable pace.

1. Minimize your time on the tee; be ready to play your tee shot when you arrive, play READY GOLF
2. Don’t let conversations interfere with play
3. If there is ANY DOUBT on where your ball went, PLAY A PROVISIONAL BALL BEFORE moving forward
4. Watch all balls in your group and landmark their position; help player(s) with ball direction
5. Always go to your ball as soon as possible and prepare to play your shot – if not interfering with other players, play your ball.
   a. don’t just sit in cart waiting, walk or drive to your ball;
   b. don’t help others look for their ball first if your ball is nearby. Help others look for their ball after you have played your ball
6. Share cart duties and share responsibility to keep up with group in front
7. When leaving your bag, estimate your yardage and take enough clubs so you don’t need to return to your bag before your shot. Determine your exact yardage and club selection after arriving at your ball
8. Be ready to hit, with club in hand when it’s your turn. After playing the shot, head directly to your ball and prepare to play your next shot
9. Put your clubs away while waiting for others to play or after you have arrived at your next ball. (i.e. don’t make others wait for you to put your clubs away)
10. Put your bag or cart on the greenside closest to the next tee
11. On the green, look over your line while others are putting; don’t interfere or move; just get ready
12. CONTINUOUS PUTT when you are close and do not need to stand on another players line of play
13. Record and verify scores at the next tee, but while you are doing this, other players should be on the tee; those players can continue verification of scores while you are teeing off
14. When out of position and two people sharing a cart are finished putting, leave the green and proceed to the teeing box. If there is time, tee off before the other players arrive. If the other players are not at the tee or your group is out of position (not within 2 strokes of the group in front of you), split up and play as a twosome, until you catch the group in front of you. Your fellow players should eventually catch up, then you can rejoin them, as long as you are not out of position.

If every player delayed play by 30 seconds over the course of every hole, 36 minutes would be added to the time it takes to play your round. Please, to be respectful to ALL players and the course. DO NOT DELAY PLAY!