



PNGA PACE OF PLAY GUIDELINES

MATCH PLAY - *Revised 2019*

Rule 5.6a. Unreasonable Delay of Play states: “A player must not unreasonably delay play, either when playing a hole or between two holes.”

Rule 5.6b. Prompt Pace of Play states: “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 both those in the player’s own group and those in following groups.”

Rule 5.6b(I). Pace of Play Recommendations states: “The player should play at a prompt pace throughout the round, including the time taken to:

- Prepare for and make each stroke,
- Move from one place to another between strokes, and
- Move to the next teeing area after completing a hole.

A player should prepare in advance for the next stroke and be ready to play when it is his or her turn. When it is the player’s turn to play:

- It is recommended that the player make the stroke in no more than 40 seconds after he or she is (or should be) able to play without interference or distractions, and
- The player should usually be able to play more quickly than that and is encouraged to do so.”

Summary

Players are expected to adhere to the pace of play recommendations outlined in Rule 5.6b(I) as well as complete play of each hole in the time determined by the on-site Championship Committee. When a group is out of position at any point during the match, the players in the group are subject to penalty under these guidelines.

Allotted Time: Flagstick in the Hole

Maximum times to play will be determined for each day of the championship by the on-site Championship Committee. Maximum times to complete each hole will be printed on the official match play scorecard. Competitors will be advised, prior to starting, of that day’s maximum time to complete the round. It is the group’s responsibility to finish each hole within the times outlined on the scorecard or within position of the group directly in front of them. When a group falls behind – regardless of the reason – it must regain its position. **Time for ball searches, rulings, and walking time between holes is included in the allotted time.**

Definition “Out of Position” – Match Play

First Match Only: The first match is out of position if it takes more than the allotted time to complete a hole (see times on scorecard).

All Following Matches:

A following match is out of position if it:

- (a) Takes more than the allotted time to complete a hole and
- (b) Reaches the tee of a par-3 hole and the preceding group has cleared the next tee; reaches the tee of a par-4 hole and the putting green is clear; or reaches the tee of a par-5 hole when the preceding group is on the putting green.

Group Out of Position

An out of position match may be monitored and timed. Anytime a match is being monitored and timed they will be notified of such timing by a Rules Rover.

The following are the penalties, in sequence, for any player in a match being timed who takes more than the allotted time (see below) to play a stroke after timing of the player’s stroke begins:

- 1st breach – warning
- 2nd breach – loss of hole
- 3rd breach – 2nd warning
- 4th breach – disqualification

Timing

When a match is being monitored and timed each player is expected to play any stroke within 40 seconds after timing of the player’s stroke begins.

Other than on the putting green, the timing of a player’s stroke will begin when he/she has had a reasonable opportunity to reach his/her ball, it is his/her turn to play and he/she can play without interference or distraction. Time spent determining yardage will count as part of the time taken for the next stroke.

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

NOTE 1: The Committee reserves the right, at any time, to monitor or time a group/match when the Committee deems it necessary. Players should also be aware that the Committee may assess a “bad time” to a player in a match that is out of position if the player makes no effort to help his match get back in position. An example of this would be a player who delays play between shots.

NOTE 2: If the match in question regains its proper position, any previous breach of these guidelines will be carried over for the remainder of that stipulated round in the event that the match requires additional monitoring.