

NWAGA PACE OF PLAY POLICY

PROMPT PACE OF PLAY

A round of golf is meant to be played at a prompt pace. Each player should recognize that their 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.

Pace of Play Recommendations. 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 their 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 they are (or should be) able to play without interference or distraction, and The player should usually be able to play more quickly than that and is encouraged to do so.

Playing Out of Turn to Help Pace of Play: Depending on the form of play, there are times when players or sides may play out of turn to help the pace of play: In match play, the players may agree that one of them will play out of turn to save time (see Rule 6.4a Exception). In stroke play, players may play "ready golf" in a safe and responsible way (see Rule 6.4b(2)).

UNREASONABLE DELAY OF PLAY

A player must not unreasonably delay play, either when playing a hole or between two holes. A player may be allowed a short delay for certain reasons, such as: When the player seeks help from a referee or the Committee, When the player becomes injured or ill, or When there is another good reason.

DEFINITION OF "OUT OF POSITION"

A group is **out of position** when it: Reaches a par-3 hole that is clear of all play and all players in the preceding group have played their strokes from the teeing ground of the next hole; Reaches a par-4 or par-5 hole which is not clear of all play but which becomes clear of all play **before** all players in the group have played their strokes from the teeing ground or Reaches a par-4 or par-5 hole which is clear of all play.

Note: If a ruling or some other legitimate delay occurs which causes the group in question to be out of position, that group is expected to regain its position within a reasonable time.

PACE OF PLAY PENALTIES

The following are the penalties, in sequence, for breach of Rule 5.6a.:

1st bad timing exceeding the allotted time – Warning

2nd bad timing – 1 stroke penalty

3rd bad timing – Additional 2 stroke penalty

4th bad timing – Disqualification

Note: If a group being timed regains its proper position, any previous "bad times" will be carried over for the remainder of that round in the event that group requires additional monitoring. Any player who has a bad time(s) will be reminded of the bad time(s) if she or her group requires additional timing during the round.

We sincerely request your cooperation. If everyone will cooperate, the Tournament will be a more pleasant experience for all the players.