

NYSGA Pace of Play Policy

(Revision Dated: April 3, 2024)



The NYSGA Pace of Play Policy is a condition of competition of all NYSGA/allied golf association competitions.

“Out of Position” Defined

The first group to start will be considered out of position if, at any time during the round, the group is behind the maximum allotted time (MAT) as determined by the NYSGA Committee. This time is provided on a competitor’s scorecard and is provided to all Rules Officials. Any subsequent group will be considered out of position if they (a) are behind their MAT and (b) is out of position (see below).

Par 3 – Group arrives to tee when group in front has left the tee of the next hole.

Par 4 – Group arrives to tee when group in front has left the same hole’s putting green.

Par 5 – Group arrives to tee when group in front has all reached the same hole’s putting green.

Warnings, Timing and Penalties

A group which is out of position and behind their allotted time will be told of their status and instructed to play faster to get back into position. If in a short period the group does not get closer into position, the group will be timed. If for any reason the official is unable to get to the group promptly, they may begin timing before talking to the group.

The timing of a player’s stroke will begin when they have a reasonable opportunity to reach their ball, it is their turn to play, and they can play without interference or distraction. On the putting green, timing will begin after the player has been allowed a *reasonable* amount of time to mark, lift, clean and replace his ball, repair his ball mark and other ball marks on his line of putt, and remove loose impediments on his line of putt. The player is expected to play a stroke within 40 seconds. Time spent walking forward or backward for determining yardages as well as time spent looking at the line of putt from beyond the hole and/or behind the ball counts as part of the time taken for the next stroke.

Any player being timed who takes more than 40 seconds to play a stroke receives a ‘bad time’ and is subject to the following penalties:

1st Bad Time: Warning || 2nd Bad Time: 1 Stroke || 3rd Bad Time: 2 Strokes || 4th Bad Time: Disqualification

Note #1: If a group being timed regains its proper position, any previous bad timings will be carried over for the remainder of the round if the group requires additional timing.

Note #2: If a ruling or other uncontrollable delay causes a group to lose its position, the group is expected to regain its position within a reasonable time.

