



## ***Get In The Game***

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### **2007 AGA PACE OF PLAY RULES**

1. Rule 6-7 states, "The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish. Penalty for breach: Stroke play - Two Strokes; Match Play - Loss of Hole."

If a player takes any action deemed by the Committee to be purposefully delaying play, the player will be assessed a two stroke penalty in addition to any other penalties earned under the following Guidelines.

When not "In Position" as defined in this document, individual player(s) may be assessed a one stroke penalty at the discretion of the Committee, or under Rule 6-7, separate from this policy, a two stroke penalty for any action which may prevent a group from regaining position.

2. A group is considered "In Position" either when it completes a hole within the time allocations of the Pace Chart for that course OR completes play of a hole within 14 minutes of the group in front of them. Two or more checkpoints will be monitored for groups that may be out of position. These are noted on the Supplementary Rules of Play sheet.

#### **CHECKPOINTS:**

- **Green Card** (No Penalty): The group is in position AND within overall time par through the check point
- **Yellow Card** (No Penalty): The group is in position OR within overall time par through the check point (but not both)
- **Red Card**: (liable to One Stroke Penalty): The group is out of position AND behind overall time par through that check point

**Any Potential Breach with a RED CARD: Group is liable to a One Stroke Penalty  
Actions causing the Group to incur a Breach, Player is liable to a Two Stroke Penalty**

#### **Final Determination Regarding Breach / Appeal Process**

Before returning their scorecard, the group that received a Red Card during their round may consult with the Tournament Committee in the scoring area. Final determination on whether the group and or player(s) receive the Penaltie(s) will depend on whether:

- The group receiving a Red card at a Checkpoint, then passes succeeding checkpoints without a second Red Card, thus getting back in position and/or getting back under the overall TimePar established by the Committee
- The group was delayed by the Committee
- The group was delayed by a circumstance beyond control of the player(s)
- The group was clearly delayed by one of the players in the group

If a player or group incurs a penalty, it will be applied to the check-point hole where the breach occurred.