



2024 NCAA D-I MEN'S CHAMPIONSHIPS

Player Pace of Play Information

In an effort to address slow play, the NCAA has adopted a group pace of play policy for the NCAA D-I Men's Regionals and Championship. This policy monitors each group as they complete each of the four checkpoints. Since adopted, this group pace of play policy has had a positive result in reducing the length of rounds. The following items are to help you better understand and adapt to the policy.

- Each group will be given a fixed amount of time in which to play 4 or 5 holes within each of the four checkpoints. Times will be reflected on the score cards. Each group will be required to complete each checkpoint hole based on the allocated time or within 14 minutes of the group ahead.
- Checkpoints will normally be located at the 4th, 8th, 13th and 17th putting greens. A checkpoint will be considered missed if: The hole is not completed (flagstick in the hole or last ball lifted from hole, whichever comes last) within the allocated cumulative time and the group has not completed the hole within 14 minutes of the group ahead. If a group misses a checkpoint all players within the group will be informed by the checkpoint official as follows:
 - 1st missed checkpoint – *warning
 - 2nd missed checkpoint – liable to a one stroke penalty
 - 3rd missed checkpoint – liable to a two stroke penalty
 - 4th missed checkpoint – liable to disqualification

* If a group clears the 3rd checkpoint and has not missed any other checkpoints, but is out of position at the 4th checkpoint or final hole, each player in the group is liable for a one stroke penalty if in the Committee's view a reasonable effort was not made by the players to complete their round within the allotted time for the final checkpoint. This is to prevent such a group to slow play the last five holes of the round.

- As long as you keep up with the group ahead of you (within 14 minutes) your group will never be in jeopardy of being out of position. Always look ahead – not behind.
- Be aware of the checkpoint holes. In the following situations your group may be in danger of missing the checkpoint:
 - If your group reaches the tee of a par 3 checkpoint hole and the group ahead has finished the hole.
 - If your group fails to clear the tee of a par 4 checkpoint hole prior to the group ahead finishing the hole.
 - If your group reaches the tee of a par 5 checkpoint hole and the group ahead is on the putting green.

This is the time to let your group know the situation and to expedite play of the hole.

- If a group is out of position and may become liable to penalty, a rules official may monitor the group's play. This rules official is looking at each player for the following:
 - How long it takes the player to get to his ball.
 - When it's the players turn to play, how long does it take him to make the stroke.
 - Any other actions the player takes to expedite or delay play.

This information will be critical during a review when determining if a player was delayed by another player or players in the group.

- If a group is liable to penalty, the players in the group may request a review before signing and returning his score card. A review will be successful only if there is evidence the player was:
 - delayed by the Committee
 - delayed because of a circumstance beyond control of the player or group
 - delayed because of another player in the group

And this is what caused the group to miss the checkpoint(s).

- Review and application of the penalty will only occur after the round. Discussion of the situation with the checkpoint official will only cause further delay of the group. If a player is concerned about a non-responsive (slow) player in his group, he should request a rules official to monitor the group in case the group is or becomes liable to penalty under this policy.
- Decisions made by the Pace of Play Committee are final and no further review is available.