



# 2019

CONDITIONS  
OF PLAY

 **National.**  
OFFICIAL PARTNER



# OVERVIEW

Before the regular season begins, we invite leagues to adopt all the recommended PGA Jr. League rules and conditions of play for both their 13u and 17u programs. Although these are simply recommendations throughout the regular season, the rules and conditions of play will be fully enforced throughout the postseason. As scramble play is not recognized in the Rules of Golf, the PGA of America feels it is important to establish some guidelines by which this format can be reasonably governed. The following are PGA Jr. League official guidelines and do not constitute any attempt to alter or revise the Rules of Golf but attempt to fairly apply the Rules of Golf to a two-person scramble match play format.

Players should be familiar with the USGA Rules of Golf, as PGA Jr. League is governed by the Rules of Golf effective from January 2019, the Official Guide to the Rules of Golf and the following local rules and conditions of play specific to two-person scramble match play.



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## SAFETY

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**Golf is a very safe sport as long as you follow these simple rules:**

1. Stop and look before you swing to make sure other players are clear. Also, when you are walking, make sure no one is hitting around you!
2. Rule of 5 – Be sure there are **5 BIG STEPS** between you and other players. Always strive to use the Rule of 5!
3. Club Check – Hold your club upside down until it is your turn to swing. If it is not your turn to play, put your club away!
4. Listen to adults because they care about your safety.
5. Don't forget to yell "**FORE!**" if your ball comes close to landing near someone else.

## FUN IN THE SUN!

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**It's great to play outdoors!**

1. Wear sunscreen. If the sun is in the sky, make sure to reapply!
2. Wear a hat. A hat protects your face, which is the most important place!
3. Find shade. When you start to fade, find a spot in the shade!
4. Drink **LOTS** of water. Drink water each day to stay hydrated the right way!
5. Watch for storms and lightning. Thunder can be frightening, but the danger is in the lightning!

## ETIQUETTE

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### HAVE FUN

- ▶ Make friends and say "Hi" to other golfers.
- ▶ Wait your turn.
- ▶ Never stand near or in front of someone who is hitting their ball.
- ▶ Be quiet and stand still while others are hitting.
- ▶ Play quickly.
- ▶ Listen to and learn from players more experienced than you.

### TAKE CARE OF THE COURSE

- ▶ Leave the course better than you found it.
- ▶ Walk softly and carefully on the greens.
- ▶ Always rake sand before leaving a bunker.
- ▶ Repair your divots.
- ▶ Fix your ball marks and the ball marks of others that they may have forgotten.

## PLAYER CONDUCT

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1. Players acknowledge that the purpose of PGA Jr. League is to have fun with friends.
2. Players agree to demonstrate sportsmanship, teamwork and a positive attitude.
3. Players agree to be respectful of Captains, Coaches, fellow players, spectators and facility staff.
4. Players agree to care for the golf facility and leave it in better condition than they found it.

## SPECTATOR CONDUCT

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1. Spectators acknowledge that the goal of PGA Jr. League is for players to have fun with friends.
2. Spectators are encouraged to cheer, have fun and be supportive of all players.
3. Spectators agree to stay on the cart path at all times.
4. Spectators agree to refrain from having any contact with players during play of a match.
5. Spectators agree to defer the review and enforcement of rules decisions to PGA Jr. League Officials. Failure to do so results in the first offense being a warning and the second offense being loss of the hole and expulsion.
6. Spectators agree to abstain from caddying.
7. Spectators agree to demonstrate sportsmanship, respect and a positive attitude.
8. Spectators agree to abide by any rules and regulations of the host facility (*dress code, cell phone policy, spectator policy, etc.*)
9. Spectators agree not to argue with other spectators, players, Captains, Coaches, host facility staff or PGA Jr. League Officials. Failure to comply will result in the immediate removal of the individuals involved for the remainder of the competition. **Zero tolerance. No warnings will be issued.**



## DEFINITIONS

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**BALL IN PLAY** – A ball is in play beginning when a stroke is made and the ball remains in play until it is marked and lifted. The ball is not back in play until the ball is replaced and the next stroke is made.

**CAPTAIN** – PGA or LPGA Member who oversees a team and/or league.

**COACH** – Assists the Captain with managing the team and can be a parent and/or guardian.

**FLAG** – Each match is 9-holes in length, broken into three 3-hole segments called “flags.” There are three flags per match.

**GAME** – A competition between two teams in PGA Jr. League is referred to as a “game.”

**MATCH** – Two players from one team playing against two players from another team. Each Match is comprised of three Flags.

**PARTNER** – A “partner” is a player associated with another player on the same side.

**POINT(S)** – Each flag is worth one point. Each match is worth a total of three points.

**POSTSEASON** – The postseason is comprised of All-Star teams formed from a combination of players from each of the teams in your league. Depending on the number of leagues in your geographic area, your All-Star team may need to compete in Section qualifiers and Section Championships before advancing to Regional competitions and ultimately the PGA Jr. League Championship presented by National Car Rental.

**REGIONAL** – Second level of postseason qualifying for the PGA Jr. League Championship presented by National Car Rental. Currently 12 Regional events hosting the top 48 teams from Section Championships. Regional champions advance to the PGA Jr. League Championship presented by National Car Rental.

**SCRAMBLE** – Format for PGA Jr. League. Refers to two players on the same side selecting the best shot/location to play from in a match.

**SIDE** – Refers to two or three players who are all on the same team in a match.

**STIPULATED ROUND** – The “stipulated round” consists of playing the holes of the course in their correct sequence, unless otherwise authorized by the Committee. The stipulated round in PGA Jr. League is three holes.

**SUBSTITUTE** – PGA Jr. League allows for the substitution of players within each of a game's four matches. A substitute player may only be subbed in at the start of a new flag. Substitutes are a very important and critical part to the team's success.

**SECTION CHAMPIONSHIPS** – Competitions hosted across the country in each of the 41 PGA of America Section territories. It also serves as a qualifying event for the PGA Jr. League Championship presented by National Car Rental.

**TEAM** – Refers to a group of at least eight players, who are a part of the same side, participating in a PGA Jr. League game.

## GAME FORMAT

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A competition between two teams in PGA Jr. League is referred to as a “**Game.**”

A game consists of two teams, each fielding at least eight players broken into four groups of two, playing a two-person match play, scramble-format vs. a similar pairing from the opposing team. These two-player vs. two-player scramble pairings are called “**Matches.**”

## MATCH FORMAT

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Each match is 9-holes in length, broken into three, 3-hole segments called “flags.” There are three flags per match. Flags are the key scoring component of your games. Each flag is worth one point. Each match is played for three points.

Your Captain or Coach will assign two starting players to each match and will determine where your remaining players will be assigned as substitutes.

All players in attendance must play a minimum of one 3-hole flag in regular season and two 3-hole flags in postseason beginning with Section qualifiers.

Once assigned to a match, a player must remain with that match for the entire game. The only exception to this rule would be in the case of an injury in another match where no substitute is assigned.

The home team Captain (or their designated Coach) is responsible for posting and reporting game/match results, via **PGAJrLeague.com** or the **Mobile App**, available on the **App Store** or **Google Play Store**, within one week of the game.

If a team appears at a regular season or postseason game and cannot compete in at least two matches (four players), then the game will be deemed a forfeit and a score of 12-0 will be the result.

Less than eight active players on a team – must fill as many two-player matches as possible, requiring a minimum of four players to avoid forfeiture.

Six players = Matches 1, 2, & 3 will have two players each. Match 4 is forfeited.

Seven players = Matches 1, 2, & 3 will have two players each. Match 4 will have one player.

In general, when any pairing only consists of one player, only one ball should be in play.



## MATCH SCORING

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- ▶ As in traditional match play, each hole is won by the team with the lowest score.
- ▶ Each 3-hole segment of a match is called a “flag” (shown below). Matches consist of three “flags,” or 9-holes.
- ▶ The team that wins more holes in a flag, wins that flag, and wins one point.
- ▶ If a flag ends in a tie, then each team will be awarded a half-point.
- ▶ Each game has a total of 12 flags/points possible. The team with the most points is determined to be the game winner.
- ▶ A game must complete at least seven of 12 flags to be deemed official.
- ▶ Regardless of a win or loss, each team retains their total points won in a game towards their season total.
- ▶ The score for each match will be kept by the official markers. Each team is responsible for providing two adults as markers (who may also be Coaches of the team).
- ▶ Scorecards will be provided by the PGA of America. All match scorecards should be saved by the team Captain for the entirety of the season and be made available upon request to verify results.
- ▶ Following regular season matches, for every flag that a team member wins, they should be awarded a PGA Jr. League flag sticker to apply to their bag tag as an achievement.

## SUBSTITUTIONS

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PGA Jr. League allows for the substitution of players. A substitute player may only be subbed in at the start of a new flag. Substitutes are considered part of the side and are a critical part to the team’s success. Substitutes should walk with their teammates and provide valuable assistance such as:

- ▶ Give advice to that side.
- ▶ Carry or handle clubs for that side.
- ▶ Mark, lift, clean and place a ball for that side.
- ▶ Repair old hole plugs and ball marks on the putting green.
- ▶ Assist pace-of-play by searching for a ball, retrieving a ball not selected for play, attending the flagstick and raking bunkers.

## POSTSEASON PLAY

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While PGA Jr. League is designed to be more recreational than competitive, there is no denying that the thrill of competition fuels some of the fun. The postseason is comprised of All-Star teams made up of a combination of players from all teams in your league. Depending on the number of leagues in your geographic area, your All-Star team may need to compete in postseason Section qualifiers, Section Championships and Regional competitions in order to advance to the PGA Jr. League Championship presented by National Car Rental.

At the end of your regular season, a league champion team will be crowned. The winning Captain will be your league's All-Star team Captain unless he/she declines the opportunity, in which case the 2nd place Captain will have next priority, then the 3rd place Captain, and so on.

- ▶ All-Star teams are comprised of 10 players from the league's regular season teams.
- ▶ Every team in the league will have some representation on the All-Star team, however the actual numbers will vary based on league size.
- ▶ Forfeiting multiple matches or participating in a league with less than four teams could limit your team's inclusion on a league's All-Star team. Final consideration will be made among all Captains in your league and the PGA of America.
- ▶ Each All-Star team will be comprised of 10 active players. The recommended breakdown is:
  - For a **seven team** league: the league champions get three spots, runner-up gets two spots, one spot each from the remaining five teams.
  - For a **six team** league: the league champions team gets four spots, runner-up gets two spots, one spot each from the remaining four teams.
  - For a **five team** league: the league champions team gets four spots, runner-up gets two spots, one spot each from the remaining three teams, one at large spot awarded by league Captains' majority vote.
  - For a **four team** league: the league champions team gets four spots, runner-up gets three spots, two spots for the third place team, one spot for the fourth place team.
  - At no time, without the expressed permission of the PGA of America, will an All-Star team be permitted to have more than five players on its roster from any one team in the league.



## POSTSEASON ELIGIBILITY:

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All-Star players must be 13 years of age or under on August 1, 2019 in order to be eligible to participate in the postseason. The player's age as of August 1 will be referred to as their "League Age." All-Star players will have to produce birth certificates prior to the Regional competitions.

### PERMANENT ROSTER REPLACEMENT:

Captains must submit a 10-player roster to participate in the first two stages of postseason (Section qualifiers and Championships). There will be no penalties for less than 10 players at qualifiers and Section Championships. However, beginning with Regionals, 10-All-Star players are required to participate. A team that arrives with only nine players will forfeit one point to the opposing side for each overall game score, each session. A team that arrives with eight or less players will forfeit two points to the opposing side for each overall game score, each session. These deductions apply to each round of competition.

The Competition Committee has the authority to waive penalty strokes and/or point forfeitures outlined above for extenuating circumstances and permanent roster replacements. Captains must submit a permanent roster replacement form where they will sign off on the new player's participation during regular season. Upon receipt of this form to [pgajrleague@pgahq.com](mailto:pgajrleague@pgahq.com), the replacement player is considered a part of the team's All-Star roster. Please note that All-Star players must participate in at least three of their team's regular season games to be eligible.

## PGA JR. LEAGUE RULES OF PLAY

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The following rules and conditions of play are recommended for PGA Jr. League regular season and will govern the postseason, starting with Section Championships. The Competition Committee will be defined here as:

PGA Section Staff, PGA or LPGA Representative from host facility, PGA Jr. League Rules Committee and assigned designees at all postseason competitions.

### CAPTAIN/COACH ADVICE:

Captains and Coaches may provide coaching to their players at any time during the playing of a game. However, it is required that Captains and Coaches maintain pace of play while doing so. Additionally, it is recommended that each Captain and Coach:

- ▶ Allows players to apply what they've learned in practice while on-course with teammates.
- ▶ Empowers older team members to develop leadership skills through mentorship of younger team members.



## **COURSE SET-UP:**

It is recommended that at every level of play there are two different sets of tees: The FORWARD tee and the BACK tee.

Boys 11-under and Girls 13-under will play from the FORWARD tees. Boys 12-over and Girls 14-over will play from the BACK tees.

**Recommended maximum yardages for the FORWARD tees throughout regular season and Section Championships/qualifiers will be 2,300 yards:**

- a. Par threes should not exceed 115 yards.
- b. Par fours should not exceed 275 yards.
- c. Par fives should not exceed 375 yards.

**Recommended maximum yardages for the BACK tees throughout regular season and Section Championships/qualifiers will be 2,600 yards:**

- a. Par threes should not exceed 130 yards.
- b. Par fours should not exceed 300 yards.
- c. Par fives should not exceed 415 yards.

\*These yardages are recommended in order to accommodate athletes of all skill levels and promote birdies, while creating an overall exceptional player experience.

\*\*Please note that Regional and Championship yardages may exceed the above maximums by up to 25%.

## **DETERMINING A PLAYER'S TEEING AREA**

Throughout the regular season and postseason, the player's age on the final day of that particular competition is the age they will use to determine the appropriate tees for that particular competition. Birth certificates will be verified beginning at Regionals through the Championship.

**NOTE:** Players participating in Section Qualifiers will play from the tee that corresponds with their age on the last day of the Section Championship.

## **DISTANCE-MEASURING DEVICES:**

The use of distance-measuring devices is permitted at all levels of competition.

## **FORMAT:**

Two-person scramble match play.

## **INDICATING LINE OF PLAY ON PUTTING GREEN**

A player is able to touch the line of play or touch the putting green in pointing out a target. This is acceptable, so long as doing so does not improve the conditions for the player's stroke.

## **INTERFERENCE WITH CONDITION THAT GRANTS FREE RELIEF:**

A player will not receive relief from a condition that by Rule would result in free relief if interference with this condition did not exist when the ball lay in its original spot.

### **LIFTING AND MARKING SELECTED BALL:**

The selected ball may be lifted by the player, his/her partner, their substitute or another person authorized by the player and may be cleaned. The position of the ball must be marked before it is lifted or played. The ball must be marked right behind or right next to the ball and the mark may be moved one club-head length if a player chooses to play from the original spot. If a ball is lifted or played without being marked, the team will incur a one stroke penalty.

### **LOST BALL:**

If a team's ball becomes lost outside of a penalty area, the team must take stroke-and-distance relief by adding one penalty stroke and playing the original ball or another ball from where the previous stroke was made.

### **MAKING STROKES/SELECTING BALL:**

At each hole, both players on a side may make a stroke from the teeing area. Unless the tee shot is holed, the side must select one of the tee shots and both players may make a stroke from that location. Unless the second shot is holed, the side must select one of the second shots and both players may make a stroke from that location. This procedure is repeated until a ball is holed.

### **MATCH:**

Each match is comprised of 3 flags, over 9 holes.

### **MAXIMUM SCORE:**

The maximum score on a hole is "triple bogey." Once a team has not holed out their shot(s) for double bogey (two-over par), they will pick up their ball and a triple bogey is recorded.

### **OFFICIAL RESULT OF A GAME:**

The Committee will determine when to suspend or call the game. It is strongly encouraged that every effort be made to finish a game. 7 out of 12 flags in a game must be decided for the result of a game to be official, with an exception. In situations when play is suspended for player safety; and all efforts to conduct or reschedule the competition have been exhausted; and the Regional League Manager approves; a game can be deemed "Official" if less than seven flags have been decided.

These additional guidelines can be applied:

If at least one flag is complete; the winner of that flag is declared to have won the game. If the flag is tied, the Committee may elect to use a chip-off (if possible). The Captains will select two players to represent their team with the single closest ball to the hole of all four players determining the winner. If teams are unable to conduct a chip off, we recommend Captains conduct a coin flip to determine a winner.

If no flags have been completed; and all of the stipulations above apply; we recommend Captains conduct a coin flip to determine a winner.

### **ORDER OF PLAY FROM THE TEEING AREA**

Throughout local league play, Section Qualifiers and Championships: all players designated to hit from the BACK tees will play first on every hole.

Throughout the Regional and National Championship: It is at the Competition Committee's discretion as to how the order of play is determined (back tees first or honour system).

## OUT OF BOUNDS:

Defined as all areas outside the boundary edge of the course as defined by the Committee. All areas inside that edge are in bounds. Relief should be taken as prescribed in Rule 17.1d for penalty areas.

## PACE OF PLAY:

Teams should always encourage each other to keep up with the group in front of them. The Competition Committee has the right to penalize groups that are behind. The full pace of play policy can be viewed [HERE](#).

## PENALTIES:

The maximum penalty for any rules violation in PGA Jr. League is one stroke. When dealing with one stroke penalties, penalty strokes incurred solely by playing a ball which is not selected are disregarded.

## PENALTY AREAS:

Defined as any body of water on the course including a sea, lake, pond, river, ditch, surface drainage ditch or other open watercourse and any other part of the course the Committee defines as a penalty area.

If a player elects to play the ball from within the penalty area, the ball must be placed within the penalty area or under penalty of one stroke, a player may use the relief options under Rule 17.1d.

## PLACING A BALL:

- ▶ A ball must be placed by the player, his/her partner or their substitute.
- ▶ If the selected ball is in the general area, a ball must be placed in the general area within one club-length of and not nearer the hole than the original ball's position.
- ▶ If the selected ball is in the bunker, a ball must be placed in the bunker, within one club-length of and not nearer the hole than the original ball's position. Under a penalty of one stroke, a player or both players may opt to take back-on-the-line relief outside of the bunker under rule 19.2b.
- ▶ If the selected ball is in a penalty area and the player elects to play the ball as it lies, a ball must be placed in the penalty area, within one club-length of and not nearer the hole than the original ball's position. Or, the player may take relief under 17.1d incurring one penalty stroke.
- ▶ If the selected ball is on the putting green, a ball must be placed on the putting green, within one clubhead-length of and not nearer the hole than the original ball's position.
- ▶ **There is no limit to the number of times a player may place and replace the ball, and may do so by any means as long as he/she does so within the appropriate area and does so without unduly delaying play.**

## PLAYOFF PROCEDURES:

**Round Robin Competitions** — this format is primarily used during Regional competitions and opening rounds of the PGA Jr. League Championship presented by National Car Rental. Ties and places will be determined by the team's overall record. In the event of a tie with the overall record, the winner of the teams head-to-head game will be used; if still tied the most points won; if still tied the total number of holes won in head-to-head Match; if still tied total number of overall holes won, if still tied the Committee may elect to use a chip-off. The Captains will select two players to represent their team with the single closest ball to the hole of all four players determining the winner. Please note, this can also be applied to regular season league standings.

**Section & PGA Jr. League Championship presented by National Car Rental games** — in the event that the championship game is halved, the team Captain or Coach will pick two players to represent their team and begin a sudden death playoff to determine the winner. If no winner is determined after the playoff hole, two different players will represent their team and the hole will be played again.

## PLAYING FROM WRONG TEES:

**For Stroke Play (Section qualifiers only):** There will be no penalty for a player who accidentally plays from the incorrect tees. However, if it is determined that a player intentionally played from the incorrect tees, the PGA of America reserves the right to declare him/her ineligible for the postseason.

**For Match Play:** USGA Rules of Golf Rule 6.1b applies: The opposing side may opt to cancel the stroke, but it must be done before either side makes another stroke.

## PUTTING WITH THE FLAGSTICK IN:

A player may make a stroke with the flagstick left in the hole, so that it is possible for the ball in motion to hit the flagstick. The player must decide whether or not to remove the flagstick prior to making their stroke.

## SHARING CLUBS:

Each player must not start a round with more than 14 clubs. However, the side may share clubs regardless of the total number of clubs carried.

## STANDING ON EXTENSION OF LINE OF PLAY:

A player's partner or their substitute may be positioned behind the player on an extension of the players' line of play, while the player is making a stroke.

## SUSPENSION OF PLAY DUE TO A DANGEROUS SITUATION:

When play is suspended for a dangerous situation, play must be discontinued immediately.

**NOTE 1:** A suspension for a dangerous situation will be signaled by one prolonged siren or horn blast. All other types of suspension will be signaled by three intermittent siren or horn blasts. Resumption of play will be signaled by two intermittent siren or horn blasts.

**NOTE 2:** All practice areas will be closed during suspension for a dangerous situation until the Committee has declared them open for use.

## TRANSPORTATION:

Players must not ride on any form of transportation during a round unless authorized by the Committee.

**NOTE 1:** On holes in which the Committee is providing a player shuttle, for safety reasons, the Committee authorizes any person (i.e. parent/spectator) to transport the player's clubs. In particular, bags that are on push carts.

**NOTE 2:** Substitute's bags can be transported on the Captain or Coach's golf car.

## WINNER OF FLAG/CONCESSIONS:

A flag (3-hole match) is won when one side leads by a number of holes greater than the number remaining to be played. However, all three holes should be played. The total number of holes won is part of a tie breaking procedure. If a flag ends in a tie, each side receives a half point.

A player may concede his/her opponent's next stroke at any time. This concession does not affect the other opponent's right to play from the previous location. A concession may not be declined or withdrawn.

The opponent is considered to have holed out with his or her next stroke, and the ball may be removed by either team.



## COMMON SITUATIONS

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Before the regular season begins, we invite leagues to adopt all of the recommended PGA Jr. League rules and conditions of play. We also encourage teams to sit down and review this handbook to ensure everyone understands how PGA Jr. League games are to be conducted. Below are some common situations and advice on how to help PGA Jr. League players navigate them in the future.

### MARKING THE GOLF BALL

Regardless of where your golf ball is located (general area, bunker, penalty area or putting green), one of the most important things you can do is mark it with something you, your teammates and your opponents **can easily see and locate quickly**. We discourage you from using sticks, leaves or other natural objects (loose impediments) to mark the position of your golf ball.

### TAKING ONE CLUB OR ONE CLUB-HEAD RELIEF

In PGA Jr. League, players are allowed take a club length to either side of the original spot in an area of the course, however, only one club-head length is allowed on the putting green. This relief should never result in the ball being placed closer to the hole. When measuring the club length or club-head length, the ball selected **MUST** stay in the same condition as the original lie. i.e., if the original ball which was selected is in a bunker, the ball placed within one club length **MUST** also be in the bunker. If the original ball that was selected is in the general area, the ball placed within one club length **MUST** also be placed in the general area.

### MAKING A STROKE

A stroke is the forward movement of the club made to strike the ball. A stroke has not been made if the you:

1. Decide during downswing not to strike the ball and avoid doing so by deliberately stopping the clubhead before it reaches the ball.
2. Accidentally strike the ball when making a practice swing or preparing.

**NOTE:** If your club accidentally hits the ball more than once, there has been only one stroke and there is no penalty. If you swing and miss the ball, however, the stroke does count. You can either count the stroke and use your ball, or simply choose to use your partners ball instead.

### CONCEDING PUTTS

We encourage players to concede short putts in PGA Jr. League mostly because it can help with pace of play. In this scenario, **Player A** and **Player B** are on the same side and have a putt to win the hole. **Player A**, putts first and rolls it close to the hole. **Player C** on the opposing side concedes **Player A's** next stroke. Can **Player B**, attempt the same putt to win the hole? Yes, just because **Player A's** next stroke was conceded doesn't mean **Player B** cannot attempt to make the original putt for the win. When conceding your opponent's next stroke, **PLEASE communicate it clearly**. i.e., "**Your next stroke is good,**" or "**Go ahead and pick up, that's good.**" You can even pick up your opponent's ball if you want to concede their next stroke.

Players are encouraged to talk through situations with opponents during a match. It's important to help and support each other and avoid any "**gotcha**" moments.

## FAQ

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### How can I appropriately encourage a faster pace of play?

Walking scorers/parent volunteers can be used to remind players of their pace and speed them along. Captains may also encourage substitutes to help the pace of play by retrieving golf balls, tending the flag, and any other jobs that help increase speed. It also helps to teach your players what pace of play means and set appropriate pace goals for them to strive toward.

### How can I properly utilize spectators?

It is important that spectators acknowledge that the goal of PGA Jr. League is for players to have fun with friends. Spectators can be:

1. Encouragers
2. Snack/Organizational Assistants
3. Volunteer Coaches
4. Walking Scorers

We encourage Captains and Coaches to involve spectators, parents and family members in their PGA Jr. League community!

### If I do not have eight active players for a game, can a player competing by himself/herself play two balls?

No. Please refer to MATCH FORMAT on page 4 for proper procedures.

Less than eight active players on a team – must fill as many two-player matches as possible, requiring a minimum of four players to avoid forfeiture.

Five players = Matches 1 & 2 will have two players, Match 3 will have one player, Match 4 is forfeited.

Six players = Matches 1, 2, & 3 will have two players each. Match 4 is forfeited.

Seven players = Matches 1, 2, & 3 will have two players each. Match 4 will have one player.

In general, when any pairing only consists of one player, only one ball should be in play.

### How do I best utilize my substitutes/how do I make my substitutes feel a part of the team?

Give advice to that side.

Carry or handle clubs for that side.

Mark, lift, clean and place a ball for that side.

Repair old hole plugs and ball marks on the putting green.

Assist pace-of-play by searching for a ball, retrieving a ball not selected for play, attending the flagstick and raking bunkers.

### Can parents or a non-team member caddie in order to assist with pace of play?

No. Only substitutes are allowed to act as caddies.

To better understand the value of substitutes, **CLICK HERE** to read an article by a PGA Jr. League Captain.

### What is the difference between a game and a match?

A competition between two teams is a game, the two-player versus two-player scramble pairings are called matches.

### What happens if the Captain cannot make it to a match?

The Coach or a designated parent may step in for the Captain that day.

### If there is a rules discrepancy and the answer is unclear in the PGA Jr. League Conditions of Play or in the USGA Rules of Golf, who do I contact?

The PGA Jr. League Competitions Committee is led by a group of outstanding LPGA and PGA Professionals that are experts in the Rules of Golf. Please contact your Regional League Manager if you have a rules question to be submitted to the Committee.

### Can the players take golf carts?

We do not recommend allowing the use of golf carts unless extreme circumstances exist (weather conditions, player medical conditions, etc.). If a Captain elects to use golf carts, all other Captains involved must agree.





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