



2020 CONDITIONS OF PLAY



OVERVIEW

Before the regular season begins, we invite leagues to adopt all the recommended PGA Jr. League rules and conditions of play. 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 them to a two-person scramble match play format

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



SAFETY

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!

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!

QUICK HITS

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| <ul style="list-style-type: none">▶ 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. | <ul style="list-style-type: none">▶ 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. |
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PLAYER CONDUCT

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

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.
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.**

CAPTAIN AND COACH CONDUCT

In addition to complying with any federal or state laws that may be applicable to hosting a team in the PGA Jr. League program, Captains and Coaches agree to comply with the Code of Conduct communicated at registration. To view the complete Code of Conduct, [click here](#). Any breach of the Code of Conduct will be handled at the Competition Committee's discretion.

CAPTAIN AND COACH ETIQUETTE:

The PGA Jr. League Competitions Committee trusts that all Captains and Coaches respect the principle of adhering to the rules, proper conduct and fair play in the spirit of the game.

The Committee has the right to remove a Captain or Coach from a competition for blatant and/or extreme breaches of etiquette.

DEFINITIONS

ADVICE – Any verbal comment or action (such as hand signals) that is intended to influence a player in choosing a club, making a stroke, or deciding how to play during a hole or round. Advice does not include: any form of encouragement, public information (such as location of a player's ball, location of items on the course, or rules of the game), or providing players with necessities (such as snacks and water).

CAPTAIN – PGA or LPGA Member who oversees a team and/or league. Responsible for providing mentorship and being a positive role model for all players.

COACH – Assists the Captain with supervising and managing the team. May be a PGA or LPGA Member, parent and/or guardian.

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. Your All-Star team will need to compete in a Section Championship 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. There are 12 Regional events hosting the top 48 teams from Section Championships. Each Regional champion will advance to the PGA Jr. League Championship presented by National Car Rental.

ROUND – A round consists of playing the holes of the course in the order set by the Committee. A round in PGA Jr. League is three holes.

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.

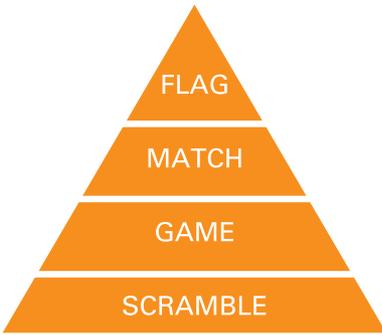
SIDE – Refers to two or three players who are all on the same team in a match.

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



FLAG – Each MATCH is broken into three of these. A FLAG is three holes in a row, and each team has the opportunity to earn points at the end of each FLAG. At the end of a FLAG is also where substitutions may be made. Each GAME consists of 12 FLAGS.

MATCH – As part of the GAME, players participate in head-to-head MATCHES. A MATCH is nine holes in length and the Captain or Coach is responsible for appropriately assigning players to each MATCH.

GAME – A competition between two PGA Jr. League teams. A GAME consists of two teams, each fielding at least eight players (ten players in postseason) broken into four groups of two.

SCRAMBLE – In the format that PGA Jr. League uses, both players on a team hit drives. The best shot is selected, then each player plays from the selected spot, and this process continues until the ball is holed.

GAME REQUIREMENTS

- ▶ All players in attendance must play a minimum of one flag in regular season and two 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 their match where no substitute is assigned.
- ▶ The home team Captain or 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 (4 players), then the game will be deemed a forfeit and a score of 12-0 will be the result
- ▶ If a team has less than eight active players in attendance for a game, they must fill as many two-player matches as possible:
 - ▶ Six players= Matches 1, 2 & 3 will have two players each, Match 4 is forfeited.
 - ▶ Five players – Matches 1 & 2 will have two players each, Match 3 will have one player and Match 4 is forfeited.
 - ▶ In general, when any pairing only consists of one player, only one ball should be in play.

SCORING

- ▶ As in traditional match play, each hole is won by the team with the lowest score.
- ▶ 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 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.
- ▶ At the Regional Competitions and National Championship, it is the player's sole responsibility to record and submit the accurate score. Parent scorers and walking scorer volunteers will be secondary.
- ▶ Following regular season matches, for every flag that a team member wins, they should be awarded a PGA Jr. League flag sticker.

SAMPLE SCORECARD

MATCH SCORECARD

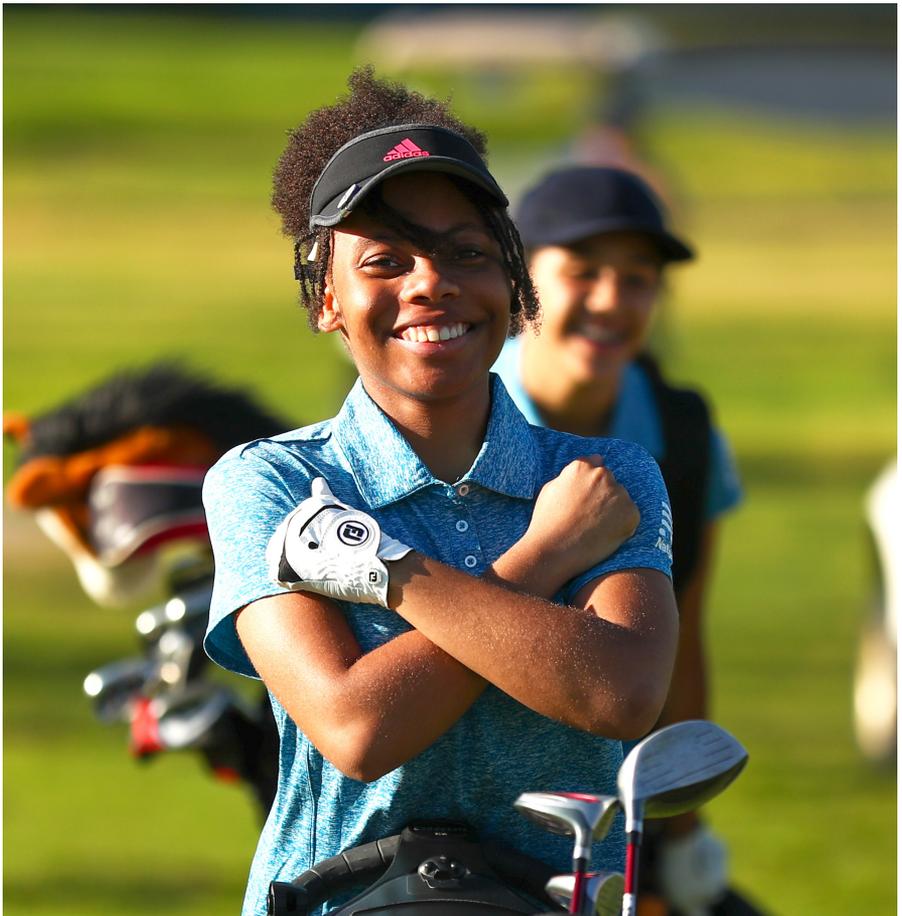
MATCH
SCORECARD

- ▶ Scorekeepers are **ONLY** to confirm the scores for each team after each hole.
- ▶ Scorekeepers are **NOT** Rules Officials! Please do not make any rulings. If the players need assistance, please call a Captain/Coach.
- ▶ Thank you for your assistance!

SUBSTITUTIONS

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 ball marks and other damage 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.



ALL-STAR TEAM COMPOSITION

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. Your All-Star team will need to compete in Section Qualifiers/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

- ▶ All-Star players must be 13 years of age or under on July 31, 2020 in order to be eligible to participate in the postseason. The player's age as of July 31 will be referred to as their "League Age." All-Star players will have to produce birth certificates prior to the Regional competitions.
- ▶ Each All-Star player must be a registered, regular season participant and must have played in at least three of their team's regular season games to be eligible. Captains may be randomly selected to produce scorecard proof of a player's participation.
- ▶ Eligible All-Star Captains and Coaches must be registered, regular season participants.



ROSTERS

Captains must submit a 10-player roster to participate in the first stage of postseason (Section Qualifier and/or Championships). These rosters must be submitted by the deadline put in place by the Section, in order to be eligible.

SECTION QUALIFIERS/CHAMPIONSHIPS:

There will be no penalty for less than 10 players at this level.

REGIONALS AND NATIONAL CHAMPIONSHIP:

10 All-Star players are required to participate at these levels. 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.

EXCEPTIONS:

The Competitions Committee has the authority to waive penalty strokes and/or point forfeitures outlined above for extenuating circumstances and permanent roster replacements.

Extenuating Circumstances:

Each medical situation or extenuating circumstance that affects an All-Star player's ability to compete will be handled on a case by case basis by the Competitions Committee.

Permanent Roster Replacement:

If an All-Star player is no longer able to participate in the postseason, they may be permanently replaced by a new, eligible player. The All-Star Captain must submit a permanent roster replacement form where they will sign off on the new player's participation and eligibility. Upon receipt of this form to pgajrleague@pgahq.com or **here** at the Captain Resource Center, the replacement player is considered a part of the team's All-Star roster. Permanent roster replacements must be completed prior to the starting time of the postseason event, unless noted differently in the Notice to Competitors.

PGA JR. LEAGUE RULES OF PLAY

The following rules and conditions of play are recommended for PGA Jr. League regular season and will govern the postseason. 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.
- ▶ Refrains from reading putts for players.

Regional competitions and PGA Jr. League Championship presented by National Car Rental: Captains and Coaches may only communicate with their players between two holes (from green to tee). Once both teams have holed out, a Captain or Coach may provide advice and communication until any player in the group has teed off on the next hole. If a Captain or Coach chooses to communicate to their player(s) between two holes, he or she must do so without unduly delaying play.

Simply put, while a group is playing a hole, Captains and Coaches have the same status as a spectator, however are not restricted to the cart path.

For the full Regional competitions and Championship policy, [click here](#).

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 is approximately 2,300 yards.

Recommended maximum yardages for the BACK tees throughout regular season and Section Championships/qualifiers is approximately 2,600 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 approximately 25%.

***Players may occasionally share teeing areas due to differing golf course layouts.

DETERMINING A PLAYER'S TEEING AREA:

Throughout the postseason, the player's league age (their age on July 31, 2020) is the age that will be used to determine the appropriate tees.

DISTANCE-MEASURING DEVICES:

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

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, unless the original ball is played from its original location. If not, the mark must be placed right behind or right next to the ball and the mark may be moved up to one clubhead-length or club-length if the player chooses to play from the original spot. If a selected ball is lifted or played without being marked, the team will incur a one stroke penalty.

LOST BALL:

If a team's selected 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.

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.

Exception —

If all players are playing from the same teeing area on a hole, the order of play is at the discretion of each side.

Violations For Stroke Play (Section Qualifiers only) —

There will be no penalty for players who accidentally play out of order, when the exception is not in place. However, if it is determined that a player/side intentionally played out of order, the Competitions Committee 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.

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:

Section Qualifiers/Championships —

Please refer to the rules addendum provided to you at your Section event.

Regionals —

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 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.

PGA Jr. League Championship presented by National Car Rental Session Standings —

The standings at the PGA Jr. League Championship presented by National Car Rental will be determined based on each 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 most points accumulated in Session 1; if still tied, the most points accumulated in Session 2; if still tied the most points accumulated in Session 3; if still tied the most points accumulated in Session 4

PGA Jr. League Championship presented by National Car Rental Championship Session

Determining the winner of each division —

If there is a tie in overall record, head-to-head game, and points between two teams vying for a spot in the Championship match, a chip-off will be conducted. Captains will select two players to represent their team with the single closest ball to the hole of all four players determining the winner.

Determining the winner of the Championship Session —

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.

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.

At no point may a Captain or Coach be positioned behind the player on an extension of the players' line of play, while the player is making a stroke.

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.

CONCESSIONS:

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

As mentioned, we highly encourage Captains and Coaches to adopt the Conditions of Play into their regular season program. Below are a few situations that commonly occur once the rules are enforced in the postseason. As a best practice, use these situations to help PGA Jr. League players prepare for postseason participation.

MARKING THE GOLF BALL

Regardless of where your golf ball is located (general area or putting green), one of the most important things you should do is mark it with something that can be seen easily and quickly by all players. We discourage you from using sticks, leaves or other natural object to mark the position of your golf ball.

PENALTIES

The penalty for all rules infractions in PGA Jr. League is one stroke. However, it is important to keep in mind that at times, a penalty may only be applied to one player on the side.

For example: **Player A and B** are on a side, and the ball they've selected is on the lip of the bunker. **Player A** takes one club-length out of the bunker and hits. **Player B** takes one club-length and stays in the bunker to hit. If the team selects **Player A's** next shot, they will incur a penalty for playing from the wrong place. If they select **Player B's** shot, they will receive no penalty.

MOVING ONE CLUB-LENGTH OR ONE CLUBHEAD-LENGTH

In PGA Jr. League, players are allowed to move a club-length to either side of the original spot of the selected ball in the general area, penalty area, teeing area or bunker. Players are allowed a clubhead-length to either side of the original spot of the selected ball on the putting green. This should never result in the ball being placed closer to the hole. When measuring the club-length or clubhead-length, the ball must stay in the same area of the course. The 5 areas of the course are:

1. General Area (includes the rough and the fairway)
2. Teeing Area
3. Penalty Area
4. Bunker
5. Putting Green

Utilizing the 5 areas of the course means the following:

- ▶ A ball may be moved from rough to fairway or fairway to rough if it is within the club-length.
- ▶ A ball that is located on the teeing area or putting green or in a penalty area or bunker, must remain in that same 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 the 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 1: 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 opponent's next stroke, players should communicate clearly with verbiage such as: "**Your next stroke is good.**" "**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.

BUNKERS

A bunker is a specially prepared area of sand, which is often a hollow from which turf or soil was removed. If a selected ball is located in the bunker, both players must play from the bunker. If **Player A** is to hit first from the bunker, he/she may mark and lift the golf ball in order to rake the surrounding sand area. If **Player B** is second to hit from the bunker, he/she may rake the surrounding sand area after **Player A** has hit.

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 that substitutes 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. For a full list of pace of play best practices, visit the Captain Resource Center at PGAJrLeague.com/CRC.

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

Sometimes spectators and parents look for specific ways to help out and it is great to involve them in your PGA Jr. League community!

If I do not have 8 active players for a game, can a player competing by themselves play two balls?

No.

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 ball marks and other damage 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.

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.

What is the importance of a pre-season Captains meeting with all league Captains?

It is important that all Captains are in agreement to the policies that will be enforced throughout the regular season games, along with any agreed upon adaptations to the Conditions of Play based on the skill levels of the players in the league. It is recommended that you determine items such as playoff procedures and teeing areas prior to the first game. If, at any time, a discrepancy regarding a policy occurs between Captains in a league, the rule written in the Conditions of Play will govern the situation.





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