



Notice to Players-Section Championship Qualifier

Format: Two-person scramble MATCH PLAY. 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 two 3-hole flags in post-season. 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. Each player **MUST** play in a minimum of two flags per round.

Match Scoring: 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”. 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. 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).

Tees: Boys 11-under and Girls 12-under will play from the **FORWARD** tees
Boys 12-up and Girls 14-up will play from the **BACK** tees
A player who plays from the wrong tee box will not incur a penalty unless it was done intentionally.

Cart Rules: No carts will be used by players at any time.

Pace of Play: 15 minutes per hole (2 hrs 15 min).

Order of play: The team listed first on the scorecard will have the honor to start the round. The team with the lowest score on the hole last played has the honor at the next teeing ground. **All players designated to hit from the BACK tees will play first**

Player Substitutions: You may only substitute players before you tee off on holes 1,4, & 7.

Coach/Captain 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

Parent/Spectators: You may not talk to the spectators/parents during the round except to get food, drink or in search of a lost golf ball. **Spectators may not point out any rules violations to the players, captains or coaches.**

Making Strokes and Selecting Ball: At each hole, both players on a side may make a stroke from the teeing ground. 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. Once a ball is holed no further strokes count (A player should not hole out until both players have played from the previous location). Maximum score on a hole is “triple-bogey”. Once a team reaches three-over par on a hole, the ball is picked up, and “triple-bogey” is recorded. Any rules violations must be reported to the official scorekeeper before play begins on the following hole or leaving the putting surface of the final hole.

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.

Placing a Ball: A ball to be placed must be placed by the player, his/her partner or their substitute; If the selected ball is through the green, a ball must be placed through the green, within one club-length of and not nearer the hole than the

original ball's position; If the selected ball is in a 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; If the selected ball is in a penalty area and the player elects to play the ball as it lies, a ball must be replaced 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 Rule 26-1 incurring the penalty stroke; If the selected ball is on the putting green, a ball must be placed on the putting green, within one club-head length of and not nearer the hole than the original ball's position. In all situations, the ball must be placed by hand (not with a club.) **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.**

Line of Putt: A player can 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.

Standing on Extension of Line of Play or Line of Putt: A player's partner or their substitute may be positioned behind the player on an extension of the player's line of play or line of putt, while the player is making a 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.

Flagstick: 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.

Dropping a Ball in Taking Relief: In taking relief, you must let go of the ball from a location at knee height.

Substitute: When a substitute is assigned to a two-person side, the substitute is considered part of that side. Please note, all players must play a minimum of six holes. Substitutions can be made at holes #1, #4 or #7. The following are examples of acts which the substitute may perform.

- 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.
- Assisting

A team with less than 10 players: 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.

Local Rules

RULES REMINDERS: See Appendix IV-Common Situations in the 2018 PGA Jr. League Conditions of Play Handbook for valuable points about PGA Jr. League Rules of Play.

Out of Bounds-Defined by white steaks- relief should be taken as prescribed in Rule 26-1 (Lateral Penalty areas)

Preserve Hole #9- The road is Out of Bounds

Marsh Hole #4- There is Out of Bound on the right side of hole #4 on the Marsh

Please play all yellow & red staked areas as a LATERAL Penalty area

If a player elects to play a ball from within the hazard the ball must be placed within the hazard or under penalty of one stroke use the relief option under Rule 26.

Stones in Bunkers: Stones in Bunkers are movable obstructions

After Play

Please review your scores with your fellow competitors and the walking scorer. Please have ALL players sign the card, and return the card to your Captain. Captains will hand in all of the scorecards for the team to the scoring area on the back patio of the main clubhouse.

Please stick around for our PGA Jr. League Family Fun Zone which will open after the awards are presented.

Playoff Procedures: The winner of the competition will be determined by lowest team nine hole aggregate score (three of four scores). In the event of a tie for any Section Championship qualifying spots, the committee will use the aggregate team total using all four scores; if still tied the total number of birdies or better recorded in the stipulated qualifying round for the entire team (all four groups); if still tied the Committee will use total number of pars recorded for the entire team (all four groups); if still tied the Committee will use team aggregate score (all four groups) on the final three holes, then middle three holes, then first three holes; If after each aggregate hole score is used and still tied the Committee may elect to use individual group scores until tie(s) are broken.

Official Result: The Committee will determine when to suspend the competition. It is strongly encouraged that every effort be made to finish the competition. Six out of nine holes must be completed for the result of a competition to be official (exception below.) In rare 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 competition can be deemed "Official" if less than six holes have been completed.

These additional guidelines can be applied:

- If at least one hole is complete; the aggregate score winner of that hole is declared to have won the competition. If the hole 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 lowest cumulative distance 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 holes have been completed; and all of the stipulations above apply; we recommend Captains conduct a coin flip to determine a winner.