



# 2021

## CONDITIONS OF PLAY





# OVERVIEW

First and foremost, PGA Jr. League is about the enriching experiences provided by Captains and Coaches that transcend the game of golf itself. These experiences extend beyond playing and competing to encompass social connections among families and friends and making fun memories that will last for a lifetime. By embracing the core values of PGA Jr. League—Safety, Care and Organization—Captains and Coaches deliver amazing experiences that create far-reaching value for everyone involved.



- ▶ I speak up and take action to put safety first.
- ▶ I am aware and intentional at games and practices.
- ▶ I commit to principles of the Safe Sport Act.



- ▶ I include everyone.
- ▶ I create fun experiences.
- ▶ I support every child as a golfer.



- ▶ I am prepared for practices and games.
- ▶ I communicate often and frequently.
- ▶ I am proactive and empathetic.

We invite all leagues to adopt the PGA Jr. League rules and Conditions of Play, however, these are simply recommendations throughout local league play. The rules and Conditions of Play will be fully enforced throughout the National Car Rental PGA Jr. League Championship Season, beginning with Section competitions. As scramble play is not recognized in the USGA Rules of Golf, the PGA of America feels it is important to establish guidelines by which this format can be reasonably governed. The following PGA Jr. League official guidelines do not constitute any attempt to alter or revise the Rules of Golf, but attempt to fairly apply them to a two-person scramble match play format. Additional rules addendums will be released for all scramble stroke play events.

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

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# GLOSSARY OF TERMS

Throughout the Conditions of Play, there will be many different terms mentioned. Here's a quick refresher on what each one means.

## ACTIVE PLAYER

Defined as a player who is registered for PGA Jr. League and participating on a team or teams.

## AMERICAN DEVELOPMENT MODEL (ADM)

Golf's new pathway is built on the principles of the American Development Model (ADM), a proven long-term athlete development model to avoid burnout and injury due to early specialization.

## CAPTAIN

PGA or LPGA Member, Associate or Student who oversees a team and/or league. Responsible for providing mentorship and being a positive role model for all players. All Captains must pass a required background screening and complete the required APS training.

## COACH

Assists the Captain with supervising and managing the team. May be a PGA or LPGA Member, Associate, Student, family member or other approved volunteer. All Coaches must pass a required background screening and complete the required APS training.

## LOCAL LEAGUE

An organized, recreational season environment for teams to play games against one another. Leagues may be facilitated internally (in-house) or among multiple facilities.

## MATCH PLAY

Scoring format commonly found at games throughout local league play, as well as championship rounds at both Regional competitions and the National Car Rental PGA Jr. League Championship. Match play is a form of play where a player (or players) competes directly against an opponent (or opponents) in a head-to-head match.

## NATIONAL CAR RENTAL PGA JR. LEAGUE CHAMPIONSHIP SEASON

The National Car Rental PGA Jr. League Championship Season is comprised of 13u and 17u All-Star teams formed from a combination of players from each of the teams in a league. An All-Star team will need to compete in and win a Section Championship before advancing to Regional competitions and ultimately, for 13u players only, the National Car Rental PGA Jr. League Championship.

## PAIR

Refers to two players from the same team, playing as scramble partners in a game or competition.

## 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, unless noted otherwise in a rules addendum.

## SCRAMBLE

Refers to the format that PGA Jr. League uses. Both players in a pair hit drives. The best shot is selected, then each player plays from the selected spot, and this process continues until the ball is holed.

## STROKE PLAY

Scoring format commonly found at all levels of the National Car Rental PGA Jr. League Championship Season. The stroke play rounds of competition will determine which teams will move on to the match play championship round(s). Stroke play is a form of play where a player (or players) competes against all others in the competition by comparing a total score for one or more rounds.

## SUBSTITUTES

Not utilized in the Championship Season, however may be implemented throughout local league play.

## TEAM

Refers to a group of at least six 17u players or eight 13u players, who are a part of the same side, participating in a PGA Jr. League practice, game or competition.

# AMERICAN DEVELOPMENT MODEL (ADM)

## WHY DOES THE ADM WORK?

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The American Development Model (ADM) was designed by sports scientists to help support a lifetime affinity to sports and to develop athletes to their greatest potential. These principles align physical and psychological development to stages, delivering appropriate skills and exercise at the appropriate time.

## HOW DOES THE ADM WORK?

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Creating positive experiences early, for all athletes, will keep more players engaged and retained in our sport. Introducing the right aspects of play in a structure that is fun, engaging, and progressively challenging allows golfers of all ages to experience the challenges and joys of our sport.

## WHAT IS THE ADM?

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Golf's new pathway is built on the principles of the ADM, a proven, long-term athlete development model that was developed through the United States Olympic and Paralympic Committee. It has been successfully applied to USA Hockey, USA Basketball, USA Lacrosse and others.

PGA Jr. League is committed to aligning with golf's ADM to provide developmentally appropriate experiences that set our players up for lifelong sport participation. Through a welcoming format, age-appropriate yardages, All-Star player age minimums and more, the ADM is implemented throughout our entire program from start to finish.

Captains and Coaches who have questions about the ADM are encouraged to visit [www.PGA.Coach](http://www.PGA.Coach) and complete the free training.



# RESPONSIBILITY REMINDERS

Before players hit the links, there are some important safety reminders to ensure everyone stays healthy and responsible while having fun!

## SAFETY

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**Together, we can keep golf a physically safe sport by following 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.

## FRESH AIR

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**Golf is an opportunity to enjoy the great outdoors, while keeping a few things in mind:**

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!

## HEALTH

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**Golf is a great way to improve your overall physical and mental health. If modifications need to be made to a program to address community health concerns, such as Covid-19, the following adaptations should be considered to remain socially connected while physically distanced:**

1. Limit team gatherings and parties to avoid large groups of people congregating together.
2. Avoid physical handshakes and high-fives, but implement your most creative "non-handshake handshake!"
3. Players should not share equipment with each other, when possible.

You can review the **Covid-19 PGA Jr. League Program Guidelines** at [PGAJrLeague.com/Safety](https://www.pgajrleague.com/Safety).

## QUICK HITS

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### A few more reminders while at the golf course:

- ▶ 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.
  - ▶ 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.
  - ▶ **HAVE FUN!**



# CONDUCT

## 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.
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

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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. Any breach of the Code of Conduct will be handled at the Competition Committee's discretion and communicated to the respective PGA Section office as appropriate.

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.

# WHAT IS PGA JR. LEAGUE?

PGA Jr. League is a fun, team golf experience for players ages 17 and younger. Each team is organized into a league, in which they play together in a two-player scramble format. At the local level, the program provides flexibility for all Captains and Coaches to facilitate leagues in a way that best fits their team members. However, specific parameters must be met in order to participate in the National Car Rental PGA Jr. League Championship Season. Below you will find the recommended local league structure for each age division.

## 13u Recommended Local League Structure

TEAMS PER LEAGUE	PLAYERS PER TEAM	MATCHES PER GAME	FORMAT
4+	8+	4	Head-to-head match play with three 3-hole flags, 1 point per flag for a total of 3 points available in each match, and substitutes used as appropriate.

## 17u Recommended Local League Structure

TEAMS PER LEAGUE	PLAYERS PER TEAM	MATCHES PER GAME	FORMAT
4+	6+	3	Head-to-head match play with three 3-hole flags, 1 point per flag for a total of 3 points available in each match, and substitutes minimized as much as possible.

## FLEXIBILITY

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- ▶ Based on the number of players at the game, as well as their ages and abilities, team sizes and matches per game can be adjusted up or down.
- ▶ Shorter flags can be implemented (e.g. 2-hole flags for a 6-hole match) for younger or newer players.

NOTE: Any adjustments made in multi-facility leagues must be approved by all Captains in the league along with the Regional League Manager.

In order for a league to be eligible for an All-Star team, minimum thresholds must be met. This information can be found on Page 12 under "All-Star Teams."

# HOW TO PLAY PGA JR. LEAGUE

PGA Jr. League utilizes a two-person scramble format for competition. The two-person scramble format will be played across both the recreational season and the National Car Rental PGA Jr. League Championship Season. However, there are two ways this format will be brought to life.

## MATCH PLAY

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The match play scoring format is the most common and will be utilized in recreational season games, as well as throughout the Championship Season. Please see below for some important terms to know when it comes to the match play format and how it is brought to life through our recommended league structure.



**GAME** – A competition between two PGA Jr. League teams. A GAME consists of two teams each fielding multiple players that are broken down into two-person pairs.

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

**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. Each 13u GAME consists of 12 FLAGS and each 17u GAME consists of 9 FLAGS.



# ADDITIONAL MATCH PLAY SCORING INFORMATION

- ▶ 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.
- ▶ The team with the most points at the end of the game is determined to be the winner.
- ▶ A 13u game must complete seven of 12 flags to be deemed official. A 17u game must complete five of nine 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 and/or player participation.
- ▶ At the Regional competitions and National Car Rental PGA Jr. League 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 local league matches, for every flag that a team member wins, they should be awarded a PGA Jr. League flag sticker, provided to the Captain 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 and/or player participation.

**SAMPLE 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!

## ADDITIONAL GAME REQUIREMENTS

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- ▶ 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 or illness.
- ▶ If a team has less than the required number of active players in attendance for a game, they must fill as many two-player matches as possible.
- ▶ In general, when any side only consists of one player, only one ball may be in play.



# STROKE PLAY

The stroke play scoring format within a team scramble will be found throughout qualifying rounds of the National Car Rental PGA Jr. League Championship Season. Typically referred to as “aggregate stroke play competitions,” two-player pairs will play their best golf in order to contribute to a team aggregate total. Team aggregate totals are used to create rankings at an All-Star competition, or may even determine a winner of a competition, such as a Section Champion. For a 13u stroke play competition, the best three out of four pair scores will be counted toward the team total. For a 17u stroke play competition, the best two out of three pair scores will be counted toward the team total. Below is an example of how 13u aggregate scores are totaled and winners may be determined.

TEAM FOWLER		TEAM WIE	
PAIR 1	36	PAIR 1	35
PAIR 2	34	PAIR 2	39
PAIR 3	39	PAIR 3	38
PAIR 4	41	PAIR 4	42
TOTAL	109	TOTAL	112

**WINNER!**



# NATIONAL CAR RENTAL PGA JR. LEAGUE CHAMPIONSHIP SEASON

The National Car Rental PGA Jr. League Championship Season highlights the aspirational nature of competition, celebrated in a way unique to PGA Jr. League. Ultimately, it's a celebration of PGA Jr. League as a whole, and all competitions are designed to have a fun, family-friendly and festival-like atmosphere. The following pages cover what the Championship Season consists of, eligibility and the rules that apply at each level of competition.

*Note: Any deviation from the policies outlined are not permissible without expressed, written consent from the PGA of America.*

## JULY - AUGUST

PGA Jr. League Section Qualifiers & Championships are underway. Good luck to all!



1



## SEPTEMBER

PGA Jr. League Regionals are conducted at 12 facilities nationwide.

2



## OCTOBER



The National Car Rental PGA Jr. League Championship is taking place at Grayhawk Golf Club in Scottsdale, Arizona, where it will stay through 2022.

**SECTION QUALIFIERS AND/OR CHAMPIONSHIPS** – 13u and 17u competitions hosted across the country in each of the 41 PGA of America Sections. Depending on the Section, there may be Section Qualifiers prior to the Section Championship. Competitions may be stroke play and/or match play, and all Section Champions will move on to Regionals.

**REGIONALS** – Second level of qualifying for 13u teams for the National Car Rental PGA Jr. League Championship and the culminating, celebratory event for 17u teams. There are 12 Regional events consisting of both stroke play and match play competitions. Regional entry fees are \$200 per player, which includes the two-day competition, practice round, welcome reception, lunch, gifts and awards. Each 13u Regional champion will advance to the National Car Rental PGA Jr. League Championship.

**NATIONAL CAR RENTAL PGA JR. LEAGUE CHAMPIONSHIP** – This is the culminating, celebratory event for the 12 13u Regional champions. The Championship consists of both stroke play and match play competitions and is featured live on select ESPN networks (broadcast schedule to be released in advance). Championship entry fees are \$500 per player, which includes the three-day competition, two practice rounds, five nights of lodging, ground transportation, welcome reception, most meals, gifts, uniforms, and awards.



## ALL-STAR TEAMS

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The National Car Rental Championship Season is comprised of All-Star teams made up of a combination of players from all teams in a league. At the end of the recreational season, a league champion team will be crowned. The winning Captain will be the 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.

In order for a league to be eligible to create an All-Star team, the league must meet a minimum number of active players. A league must consist of 24 or more active 13u players to be eligible for a 13u All-Star team, and it must consist of eight (8) or more active 17u players to be eligible for a 17u All-Star team.

*Note: In 2022, leagues will be required to have 16 or more active 17u players to be eligible for a 17u All-Star team.*

Once a league is eligible to create an All-Star team, the following guidelines must be met:

### ALL-STAR TEAM COMPOSITION

- ▶ 13u All-Star teams are comprised of eight (8) players from the local league's teams.
- ▶ 17u All-Star teams are comprised of six (6) players from the local league's teams.
  - Each team from the league must be represented by at least one player.
  - No 13u All-Star team may have more than four players from one local team and no 17u All-Star team may have more than three players.
- ▶ The league may agree to compose the team as they see fit (tryouts, etc.). However, the following recommendation can serve as a guideline for allocating spots on an All-Star team:
  - 13u
    - For a seven team league: the league champions get two spots, one spot each from the remaining six teams.
    - For a six team league: the league champions get two spots, runner-up gets two spots, one spot each from the remaining four teams.
    - For a five team league: the league champions get three spots, runner-up gets two spots, one spot each from the remaining three teams
    - For a four team league: the league champions get three spots, runner-up gets two spots, two spots for the third place team, one spot for the fourth place team.
  - 17u
    - For a five team league: the league champions get two spots, one spot each from the remaining four teams.
    - For a four team league: the league champions get two spots, runner-up gets two spots, one spot each from the remaining two teams.
- ▶ Captains must submit All-Star rosters by the deadline put in place by the Section in order to be eligible.

### ALL-STAR ELIGIBILITY

- ▶ 13u All-Star players must be no younger than 10 years of age and no older than 13 years of age as of July 31, 2021.
- ▶ 17u All-Star players must be no younger than 14 years of age and no older than 17 years of age as of July 31, 2021.
  - The player's age as of July 31 will be referred to as their "League Age." To easily determine a player's league age, view our **2021 PGA Jr. League Age Chart**.
  - All-Star players will have to produce birth certificates prior to the Regional competitions.
- ▶ Players must be active PGA Jr. League participants, which is defined as being registered for and participating on a team or teams in the league.
- ▶ Captains and Coaches must be active PGA Jr. League participants, which includes completion of the APS training and required background screening.

## RULES OF PLAY

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The following rules of play are recommended for PGA Jr. League local league play and will govern the National Car Rental PGA Jr. League Championship Season. These rules specifically apply to match play competitions and additional rules addendums will be released for all stroke play competitions.

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 Championship Season competitions.

### CAPTAIN/COACH ADVICE

Advice is defined as 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).

#### **Local League play and Section competitions:**

Captains and Coaches may provide advice 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 National Car Rental PGA Jr. League Championship:**

Captains and Coaches may only communicate with their players between 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 they are not restricted to the cart path.

The **full advice policy** for Regional competitions and the National Car Rental PGA Jr. League Championship can be viewed on our website.

### CONCESSIONS

In match play, 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. Concessions may not be made in any stroke play competitions.

## COURSE SET-UP

It is recommended that at every level of play, tees and yardages are configured based on players ages and abilities. The following recommendations may be used as a guideline.

Boys 11-under and Girls 13-under will play from the FORWARD (CIRCLE) tees. Boys 12-15 and Girls 14-over will play from the MIDDLE (SQUARE) tees, and Boys 16-older will play from the BACK (TRIANGLE) tees.



Recommended maximum yardage for the FORWARD tees throughout local league play and Section Qualifiers/Championships is approximately 2,300 yards.



Recommended maximum yardage for the MIDDLE tees throughout local league play and Section Qualifiers/Championships is approximately 2,600 yards.



Recommended maximum yardage for the BACK tees throughout local league play and Section Qualifiers/Championships is approximately 2,900 yards.

### Notes:

- ▶ These yardages are recommended in order to accommodate athletes of all skill levels and promote birdies, while creating an exceptional player experience.
- ▶ Regional and Championship yardages may exceed the above maximums by approximately 25%.
- ▶ Players may occasionally share teeing areas due to differing golf course layouts, however each of the three locations will always be designated by their specific tee (CIRCLE, SQUARE OR TRIANGLE). For example, a common course-set up method for the MIDDLE tees may be to share the FORWARD tee location on par 3's and share the BACK tee location on applicable par 4's or 5's.

## DETERMINING A PLAYER'S TEEING AREA

Throughout the National Car Rental PGA Jr. League Championship Season, the player's league age (their age on July 31, 2021) is the age that will be used to determine the appropriate tees.

## 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, 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. The mark must be placed right behind or right next to the ball and the mark may be moved up to one clubhead-length on the putting green or one club-length off the putting green. If a selected ball is lifted without being marked prior to taking a stroke, the pair will incur a one stroke penalty.

NOTE: If the original ball is played from its original location without being marked, there is no penalty. The second ball, if selected, will incur a one stroke penalty for playing from the wrong place.

## LOST BALL

If a pair's selected ball becomes lost outside of a penalty area, the pair 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 pair 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. Seven out of 12 flags in a 13u game and five out of nine flags in a 17u 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.

## 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 tee box on a hole, the order of play is at the discretion of each side.

**Violations For Stroke Play:** There will be no penalty for players who accidentally play out of order. However, if it is determined that a player/side intentionally played out of order, the side will incur one penalty stroke for the first breach and will be disqualified from the round for any subsequent breaches.

**Violations 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. In a PGA Jr. League competition, out of bounds is treated as a penalty area and appropriate penalty relief should be taken.

## 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 on our website and will be enforced at the Regionals and National Car Rental PGA Jr. League Championship.

## PENALTIES

The maximum penalty for any rules violation in PGA Jr. League is one stroke. When implementing 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.

## PERMANENT ROSTER REPLACEMENT

If any team arrives to any competition with less than the eight rostered 13u players or the six rostered 17u players, the team will not be penalized if they choose to compete without that player(s).

If a team has less than the appropriate number of active players in attendance for a game, they must fill as many two-player matches as possible.

Additionally, If an All-Star player is no longer able to participate in the Championship Season, 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, the replacement player is considered a part of the team's All-Star roster. Permanent roster replacements must be completed prior to the first starting time of the competition, unless noted differently in the Notice to Competitors.

In each case, All-Star team composition and eligibility requirements still apply.

## PLACING A BALL

- ▶ A ball must be placed by the player or his/her partner.
- ▶ 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, 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 Rule 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

Additional rules addendums will be released at each level of the National Car Rental PGA Jr. League Championship Season to include playoff procedures for each round of competition, as well as for each format of play.

## PLAYING FROM WRONG TEES

Players must play the round from the teeing area that they are assigned to in advance of the competition. For violations of this rule see below:

**For Stroke Play:** 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 Championship Season.

**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 may be positioned behind the player on an extension of the player's 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 player's 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. Penalty for violating this rule is a one stroke penalty of player(s) involved at each occurrence.

**Exception:** 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.

# COMMON SITUATIONS

As mentioned, we highly encourage leagues to adopt the Conditions of Play. Below are a few situations that commonly occur once the rules are enforced in the Championship Season. As a best practice, use these situations to help PGA Jr. League players prepare for Championship Season participation.

## MARKING THE GOLF BALL

Regardless of where your golf ball is located (general area, putting green, bunker, etc.), one of the most important things players should do is mark it with something that can be seen easily and quickly by all participants. We discourage the use of sticks, leaves or other natural objects to mark the position of the 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 three club-lengths 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 one 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 one 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 player:

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

If the club accidentally hits the ball more than once, there has been only one stroke and there is no penalty. If the player swings and misses the ball, however, the stroke does count. In this situation, the player may either count the stroke and use that ball, or simply choose to use their partner's 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." Players can even pick up their opponent's ball if they want to concede their next stroke.

In the above scenario, if Player A chooses to hole the conceded putt before Player B attempts the original putt, there is no penalty and Player B is able to make an attempt. If the putt is not conceded and Player A chooses to hole the putt before Player B attempts the original putt, the side must take Player A's final score and Player B is unable to attempt the original putt.



## 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, unless they choose to take penalty relief.

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 and before he/she places or drops the second ball.



*Have a question or need a clarification about the PGA Jr. League Conditions of Play or the USGA Rules of Golf? Captains may contact their Regional League Manager or chat with us at [PGAJrLeague.com](https://www.PGAJrLeague.com) for more information.*







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