



PGA Jr. League

Section Qualifier/Championship Stroke Play Rules Addendum

The following rules of play and conditions of competition govern only Section Qualifiers and/or Championships utilizing the stroke play scoring format.

As scramble play is not recognized in the USGA 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 PGA Jr. League official guidelines 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 format. PGA Jr. League is governed by the most current USGA Rules of Golf, the PGA Jr. League Conditions of Play, the following Local Rules specific to two-person scramble, and other Local Rules mentioned below. The Competitions Committee will be defined here as: PGA Section Staff, PGA or LPGA Representatives from the host facility, PGA Jr. League Rules Committee and assigned designees at all Championship Season competitions.

FORMAT: Two-person scramble.

SCORING: Low nine-hole team aggregate total will determine the winner. The low three of four team scores will be used for 13u and the low two of three team scores will be used for 17u.

CHAMPIONSHIP SEASON ELIGIBILITY: All players participating in a Championship Season competition must be on the official All-Star Team roster and meet all eligibility requirements. If an ineligible player participates in a Section Qualifier/Championship, all strokes made by that player's pair will not be counted toward the team's aggregate score.

TEAM SIZES: 13u All-Star teams are composed of eight (8) players and 17u All-Star teams are six (6) players. A 13u or 17u team that arrives at a competition with less than the above stated players, will not be penalized. However, groups must be constructed in the following way for 13u: A team with 7 players must fill three 2-player pairs with 1 player playing one ball. A team with 6 players must fill three 2-player pairs and all scores will count toward the team total. A team with 5 players must fill two 2-player pairs with 1 player playing one ball and all scores will count toward the team total. 13u Teams that arrive with 4 players or less will be ineligible to advance from the competition. Groups must be constructed in the following way for 17u: A team with 5 players must fill two 2-player pairs with 1 player playing one ball. A team with 4 players must fill two 2-player pairs and all scores will count toward team total. A team with 3 players must fill one 2-player pair with 1 player playing one ball and all scores will count toward the team total. Teams that arrive with 2 players or less will be ineligible to advance from the competition.

ROUND: 9-holes is considered a round in Section Qualifiers/Championships.

PACE OF PLAY: The Competitions Committee has the right to penalize groups that are behind.

COURSE SET-UP: Boys 11-under and Girls 13-under will play from the FORWARD tees. Boys 12-14 and Girls 14-over will play from the MIDDLE tees. Boys 15-17 will play from the BACK tees.

DETERMINING A PLAYER'S TEEING AREA: the player's league age (their age on July 31, 2022) is the age that will be used to determine the appropriate tees.

PLAYING FROM THE WRONG TEEING AREA: There will be no penalty or correction needed for a player who accidentally plays from the incorrect tees. However, if it is determined that a player *intentionally* played from the incorrect teeing area, the PGA of America reserves the right to declare him/her ineligible for the Championship Season.

ORDER OF PLAY: The team listed first on the scoreboard/scorecard will have the honor to start the round. However, all players designated to hit from the furthest back set of tees will play first on every hole, regardless of which team has the honor.

MAKING STROKES AND 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.

PLAYING TWO BALLS: In stroke play, if a team is uncertain about the right procedure while playing a hole, they may complete the hole with two balls without penalty:

- The team must decide to play two balls after the uncertain situation arises and before making a stroke.
- The team should choose which ball will count if the Rules allow the procedure used for that ball, by announcing that choice to the opposing team.
- If the team does not choose, the ball played first is treated as the ball chosen by default.
- The team must report the facts of the situation to the Committee before the competition is completed.



MAXIMUM SCORE PENALTY: Unless noted as a serious breach of player conduct or eligibility, all stroke play violations that would result in a disqualification under the USGA Rules of Golf will be treated as with the penalty of the maximum score on the hole. See below "Conceding Putts" section for example.

CONCEDING PUTTS: All teams **must** hole a ball on each hole; there shall be **NO** concessions. If a team fails to hole out and begins play on the next hole, they will automatically receive the maximum score of triple bogey for the hole not completed.

TRANSPORTATION: Players must **NOT** ride on any form of transportation during a round unless authorized by the Committee. Pull carts are permitted. Penalty for violating this rule is a one stroke penalty of player(s) involved for each occurrence.

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 by each player.

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.

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.

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.

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.**

OFFICIAL RESULT: The Committee will determine when to suspend 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; 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 closest shot to the hole 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; it is recommended Captains conduct a coin flip to determine a winner.

PLAYOFF PROCEDURES: The winner of the competition will be determined by lowest team nine-hole aggregate score (three of four scores for 13u and two of three scores for 17u). In the event of a tie for any qualifying spots, the committee will use the aggregate team total using all four 13u and all three 17u pair scores; if still tied the Committee will use team aggregate score (all pairs) on the final three holes, then middle three holes, then first three holes; if still tied the Committee will use the team aggregate score (all pairs) for the 9th hole only, and continuing backwards by comparing the 8th hole only, 7th hole only, etc. until a winner has been determined.

Further information regarding the rules of competition can be found in the PGA Jr. League Conditions of Play.