



### Notice to Players-Section Championship Qualifier

**Format:** Two-person scramble **STROKE PLAY**. Low nine hole team aggregate total will determine the winner, three of four team scores used.

**Scorecards:** Please record the **NUMBER of STROKES** taken on each hole on the scorecard. You **MUST** finish out play on each hole unless you reach the scoring max (triple bogey).

**Conceding Putts:** You may **NOT** concede a putt. If you fail to finish a hole you will receive the triple bogey max

**Tees:** Boys 11-under and Girls 13-under will play from the **FORWARD** tees  
Boys 12-14 & Girls 14 & up will play from the **MIDDLE** tees  
Boys 15-17 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 must play first**

**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, or 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. 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 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 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. Or, 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 17.1d incurring the 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.**

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

**Standing on Extension of Line of Play or Line of Putt:** Only 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. A one-stroke penalty will be applied if a Captain or Coach breaches this rule (USGA Rule 10.2b).

**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. EX: if a player uses their one club length and places the ball at the edge of the one club length and is now standing on a sprinkler head, they will not receive free relief, since the sprinkler head was not interfering with the original ball & stance.

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

**A team with less than 8 players:** Captains must submit an 8-player roster to participate in the first two stages of postseason (Section Qualifiers and Championships). There will be no penalties for less than 8 players at Qualifiers and Section Championships.

### Local Rules

**RULES REMINDERS:** See Appendix IV-Common Situations in the 2021 PGA Jr. League Conditions of Play Handbook for valuable points about PGA Jr. League Rules of Play.

**Out of Bounds-** Defined by white stakes on the following holes: #1,2,3,17 - relief should be taken as prescribed in Rule 17

**Wooded Areas -** Wooded areas on boundary of course, on holes: #5,6,14 are to be played as a red penalty area.

#### **Please play all red staked areas as a Penalty Area**

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

**Stones in Bunkers:** Stones in Bunkers are movable obstructions

### After Play

**Please review your scores with your fellow competitors. 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.**

**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 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.