



# Carolinas PGA Jr. League

## Summer Shootout Tournament– Rules Sheet

The following rules of play and conditions of competition govern Carolinas PGA Jr. League Summer Shootout Tournament.

**PLAYER ELIGIBILITY:** An ineligible player at a Section PGA Jr. League Summer Shootout will be defined as:

- A player who does not meet the age requirements.
- A player who is not in the 2020 PGA Jr. League database.

The penalty for an ineligible player participating in the Carolinas PGA Jr. League Summer Shootout is a 1-point forfeiture per round.

**ROSTER POLICY:** Teams will not be penalized at the Carolinas PGA Jr. League Summer Shootout, if they do not have all 10 players present. Permanent roster replacements will be allowed for any reason with proper documentation. Replacements are official and permanent no matter the circumstances. The new player takes the spot of the old player and the old player will not be allowed to re-join the Carolinas PGA Jr. League Summer Shootout at any subsequent stage of the tournament. If player(s) are missing due to a death in the family, a vacation, or any other obligation but can play in the following round, you do not have to make a roster replacement but can show up with 8 or 9 players without penalty. A minimum of 8 out of 10 players must compete.

**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.

**GAME FORMAT:** A competition between two teams in PGA Jr. League is referred to as a "game".

A game consists of two teams, each fielding eight (8) of their ten (10) players broken into four groups of two, playing a 2-person match play, scramble-format vs. a similar pairing from the opposing team. These 2-player vs. 2-player scramble pairings are called "matches".

**MATCH FORMAT:** 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 of one 3-hole flag. Once assigned to a match, a player must remain with that match for the entire game. The winning team Captain (or their designated Coach) is responsible for posting and reporting game/match results, via the Carolinas PGA within by the midnight of the last day of the respective round.

**PACE OF PLAY:** The Competition Committee has the right to penalize groups that are behind. All teams will receive a copy of the full pace of play policy prior to beginning the competition.

**COURSE SET-UP:** 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. The maximum yardage for the FORWARD tees is 2,300 yards and the maximum yardage for the BACK tees is 2,600 yards.

**DETERMINING A PLAYER'S TEEING AREA:** The player's age on the final day of the final round (August 13, 2020) is the age that will be used to determine the appropriate teeing area for that player.

**PLAYING FROM THE WRONG TEEING AREA:** 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 teeing area, the Carolinas PGA reserves the right to declare him/her ineligible for the postseason.

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

**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.

**TRANSPORTATION:** Players must NOT ride on any form of transportation during a round. Pull carts are permitted. Penalty for violating this rule is a one stroke penalty of player(s) involved. The stroke will be added to the player's next hole played.

**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. Penalty area relief should be taken as prescribed in Rule 17.1d.

**PENALTY AREAS:** Defined as any body of water on the course including 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 a 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 17.1d.

**LOST BALL:** If a player's ball becomes lost outside of a penalty area the player MUST play under stroke and distance, playing their ball from where the previous stroke was made.

**INDICATING LINE OF PLAY ON PUTTING GREEN:** 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:** Only a player's partner or their substitute 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).

**SUBSTITUTE:** 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.
- Repair ball marks and other damage on the putting green.
- Assist pace-of-play by searching for a ball.

**LIFTING AND MARKING SELECTED BALL:** The selected ball may be lifted ONLY by that player. His/her partner or another person authorized by the player may not touch their ball and clean it. 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 ONLY. 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.

**WINNER OF FLAG/CONCESSIONS:** A flag (3-hole match) is won when one side leads by a number of holes greater than the number remaining to be played. However, all three holes should be played. The total number of holes won is part of a tie breaking procedure. If a flag ends in a tie, each side receives a half point. 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.

**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 your opponent's next stroke, PLEASE communicate it clearly. i.e., "Your next stroke is good," or "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. Players are encouraged to talk through situations with opponents during a match. It's important to help and support each other and avoid any "gotcha" moments.

**PLAYOFF PROCEDURES:** In the event that the section summer shootout match 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. The process will repeat itself until a winner is determined.

**WEATHER POLICY:** PGA Jr. League captains and the host professional will determine when to suspend or call the game. If the two (2) captains cannot agree they will contact the Carolinas PGA to determine an outcome. 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. 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 at least one flag is complete, the team with the most flags is declared to have won the game. If the game is tied, both PGA Jr. League Captains at the match 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." Please note, you have at least 3 days to compete your matches. The Carolinas PGA recommends captains completing those matches on the first day for they have two additional days to make it up. There will be NO extension to complete your round.

**COVID-19 POLICY & PROCEDURES:** The Carolinas PGA is currently developing plans to make sure players, parents, captains, and coaches are safe during the Carolinas PGA Jr. League Summer Shootout. More guidelines and policies to come in a few weeks from PGA Jr. League and there will be a separate document with those guidelines in place.