



2021 GPJGA SUMMER TOUR

RULES FOR JUNIOR MASTERS

FOR ALL 36-HOLE PLAYERS



Rules of Play & Procedures:

Format: Individual Stroke Play Under the USGA Rules of Golf

The Rules of Golf issued by The USGA and R&A (effective January 2019) shall govern all play along with any Local Rules and Terms of Competition adopted by the Committee for the particular competition or course (Rule 1.3). The player is responsible for knowing and applying the Rules and Terms of Competition to themselves. If there are uncertainties on the course during the competition, the player can flag a Tournament Official for a ruling. If that cannot be done in a timely manner, a player may complete the hole with two balls without penalty, until a ruling can be made (Rule 20.1c); but the player may not delay play. Asking advice from spectators or other players is not allowed (Rule 10.2) and **caddies are not permitted**. For the USGA/R&A Rules of Golf: USGA.org.

After the Round:


Proceed **immediately** to the scoring table, verify scores hole by hole, and sign scorecard. A player should raise any rules issues with the Committee before signing his or her scorecard. Changing a score without the Marker's approval or failing to include a known penalty either by the player or his or her partner may result in a disqualification(s). If a player signs for a lower score than actual score, player is disqualified; if a player signs for a higher score than actual score, player must accept that score. (Rule 3.3)

Awards: Trophies for 1st-3rd place are distributed after all players in each division have completed their round(s) each week. Overall Summer Tour Champions are recognized at the Awards Banquet on July 22. Player must compete in at least three tournaments to be eligible for end-of-season awards. Results are posted at firstteegulfcoast.org/2021-summer-tour-tee-times-and-results/

The Cut:

The Junior Masters is our "advanced" Division. Players must make a "Cut" to compete in this Division. On the player's first attempt, he/she must score a 54 or better on their front nine in order to proceed to the back nine. If they do not score at least a 54, they must end their round. They will be allowed to re-attempt the next week. If the player does not make the Cut within two attempts, the player will be placed in the 9-hole Future Masters Division and receive a partial refund. **54 Plays and 55 Stays**—No Exceptions. (Opportunities to attempt the Cut are only offered on Monday tournament dates.)

Tee Assignments: *Yardages and tee assignments vary per Course. Please verify player's tee assignment at the starting tee box.

	TEES	APPROX. YARDAGES
 BOYS 15 & Under and BOYS 16-18	Typically Blue	18 holes (6,000-6,500)
GIRLS 15 & Under and GIRLS 16-18	Typically Red	18 holes (5,000-5,500)

Scoring:



The player's score will be kept by a marker (playing partner). Players exchange scorecards on the first tee and should verify the score of each hole with partners prior to teeing off on the next hole. Please move forward to the next tee box as you confirm scores to clear the way for players behind you.

- Play the ball as it lies.
- Hole out all putts.
- There is no maximum stroke limit for a hole.
- The one-ball rule is not in effect.
- If a player is uncertain about a situation during the competition and a Tournament Official is not immediately available for a ruling, a player may play two balls. The player must announce which ball they intend to score with if allowed by the rules; keep both scores; then confirm ruling with a Tournament Official prior to signing scorecard (Rule 20.1c).

Junior Scoreboard: All 36-hole results are ranked and listed on Junior Golf Scoreboard: juniorgolfscoreboard.com (as long as there are at least five players in the division completing 36 holes).

Ties: Ties for first place will play off on-course by sudden death playoff. Ties for 2nd—3rd place will be broken by the USGA scorecard playoff method: aggregate score on holes played: last nine; last six; last three; then hole 18. If at this point, a tie still exists, that tie will stand.

Bags and Push/Pull Carts:



Players must walk while playing their entire round—no riding in carts.

A player can carry their bag or use a push cart. No riding between holes, **add one stroke penalty per hole of violation**. EXCEPTION: If the Committee permits a shuttle cart to be used between any two holes to transport a player and push cart. **TOWING A PUSH CART BEHIND A GOLF CART IS NOT ALLOWED. SERIOUS INJURY COULD OCCUR.** When shuttling, the wheels of the push cart may not touch the ground (attach cart to back or break it down).

Range finders:



Distance measuring devices are permitted under USGA rules—please show courtesy and share distances with other players when possible. Devices that measure wind or slope are not allowed.

Pace-of-Play Policy:



Players should arrive at their assigned first tee at least 10 minutes before their tee time and play without delay. A round of golf is meant to be played at a prompt pace.

Each group should maintain pace within one hole of the group in front of them. Being “out of position” may result in stroke penalties depending on number of breaches (Rule 5.6). If a group is more than one hole behind, a warning will be issued to pick up the pace. If the pace is not picked up, the Committee may assess penalties in this order: one stroke per hole, two strokes per hole, DQ. **Three minutes** is the maximum time to search for a ball. **40 seconds** is the recommended allotted time to make a stroke once the ball is reached. “Ready golf” (playing out of turn in a safe, reasonable manner) is encouraged. If a player is late for their tee time, stroke penalties or DQ may occur.

Flagstick Rule:



There is no penalty if a ball played from the putting green hits a flagstick left in the hole. Players are not required to putt with the flagstick in the hole; rather, they have the choice to have it removed (which includes having someone attend the flagstick and remove it after the ball is played).

The Course—Out of Bounds and Penalty Areas:



It is important to know the area of the course where the ball lies and the status of interfering objects and conditions, because they often affect the player’s options for playing the ball or taking relief.

Out-of-Bounds: A ball is out of bounds when all of the ball is outside the boundary edge of a course (determined by white stakes, white lines, boundary fences, roadways, etc.). A player is not permitted to play a ball that is out of bounds. The player can play under stroke-and-distance relief from where the original ball was played and **add one penalty stroke** (Rule 18). **Stroke-and-distance is the only option. (Local Rule 8-E-5 is no longer an option.** *Players MAY NOT find relief for a ball out of bounds by dropping in a large area between the point where the ball is estimated to have come to rest or gone out of bounds and the edge of the fairway of the hole being played that is not nearer the hole and adding two strokes.)*

Penalty Areas: These areas are defined by yellow or red stakes/lines. See Rule 17 for relief options. **If a Drop Zone Relief Area** has been adopted by the Committee and has been put into use, the player has the option of utilizing the drop zone. When taking relief in a drop zone, the player must drop the ball in the zone and have it come to rest in the zone and play on from that point, **add one penalty stroke**. (Local Rule 8-E-1).

Weather Policy:



One long siren or horn blast signals suspension of play. Immediately stop play and seek shelter.

Safety is our primary concern. If play is suspended due to weather or any other issue, the player must immediately stop play and seek shelter. If you’re near your ball, quickly mark its position with a tee (but don’t worry if you can’t). When play is suspended, practice areas are also closed. Penalties will be assessed for violation. A player may stop play if they reasonably believe there is danger from lightning but must report to the Committee as soon as possible. Rain itself is not a reason to discontinue play. The Committee will determine length of delay or cancellation. (5.7)

If there is an emergency: Call 9-1-1 or the golf course pro shop where the tournament is being held.

Spectator Policy:



Spectators may watch players by walking or renting carts, but all spectators must remain on the cart path or in the rough, slightly behind the players.

Cart fees are set by the golf course and availability of carts is not guaranteed. A valid driver’s license is required to rent/drive a cart. Spectators must stay on the cart path or in the rough (if paths are unavailable). Spectators may quietly encourage all players but may not give players advice or act as scorekeepers or caddies during the round.

Other Important Policies:



The following policies are enforced in this order: Warning; +2 penalty strokes; DQ; Removal from Tour

Dress Code: All players and spectators should wear generally accepted golf attire that follows the host course dress code: e.g., no metal spikes, tank tops, or denim.

Electronic Devices: Cell phone use during tournament play is prohibited except for emergency. Headphones, AirPods, etc., are not allowed during play and are discouraged in practice areas and the clubhouse.

Tobacco and Alcohol Use: Not permitted by players and discouraged of spectators.

Code of Conduct: Players and spectators should all always display the highest manner of etiquette. GPJGA reserves the right to remove any player or spectator at any time for any reason during an event. Our code of conduct policies are stated here: <https://firstteegulfcoast.org/gpjpga-summer-tour/>