

## Sub-Junior Handicapping, Course Set-Up and Rule Modifications Guidelines

The following guidelines are provided to assist Clubs with running their junior programs. They are guidelines only and may be adapted and modified according to the Clubs needs. Golf Australia welcomes any feedback and suggestions by emailing [info@golfaustralia.org.au](mailto:info@golfaustralia.org.au)

### Sub-Junior Handicapping

Creating handicaps for Sub-Junior Golfers should be given appropriate consideration as to the development stage of each player. Introducing a junior player to the competitive nature of golf can be damaging at an early age. In saying this it is human nature to be competitive and should we try and change this?

The introduction of handicaps for Sub-Juniors should be delivered in an educational manner through a golf program. Handicapping is a way of bringing fairness to regular games, a self-measuring barometer of a player's improvement and a tool for goal setting. There are many unique junior handicap systems in place in Australia monitored by the clubs or program providers. The aim of the following guidelines is to bring consistency to this part of the game.

### Average Against Par Handicap (AAPH) 9 hole System

#### Establishment

- Two nine hole scores.
- Initial Handicap = average of the two scores over par.
- No maximum handicap for males or females.

#### Adjustment (ongoing)

Sub-Juniors can only reduce their handicap thus negating the problem of a player seemingly not improving.

A Sub-Junior Golfer's performance can vary quite considerably from day to day, therefore it is recommended that a handicap reduction of half a shot for every one stroke better than net par on the day with a maximum reduction of two shots per round be implemented.

Example:

Player	ABCXYZ	Old 9-hole Handicap	15			
	Score	Handicap	Net	Par	Adjusted Handicap	New 9-hole (Rounded up)
Rd 1	50	15	35	36	14.5	15
Rd 2	48	15	33	35	13.5	14
Rd 3	52	14	38	35	13.5	14
Rd 4	47	14	33	35	12.5	13

This method could be used to establish a 3,6,9,12,15 and 18 hole handicap. It is recommended that when a Sub-Junior progresses from 3 to 6 holes he/she is given more handicap shots through a percentage progression system (PPS) referred to below; this is repeated for all progressions.

Example:

Example Handicap Progression - Rounded up						
*Current Handicap						
Holes	3 Holes	6 Holes	9 Holes	12 Holes	15 Holes	18 Holes
3 holes	*4	8	12	16	20	24
		100%	50%	33.33%	25%	20%
6 holes		*10	15	20	25	30
			50%	33.33%	25%	20%
9 holes			*14	19	24	29
				33.33%	25%	20%
12 holes				*8	10	12
					25%	20%
15 Holes					*30	36
						20%
18 Holes						36

A Sub-Junior playing off a 4 handicap for 3 holes then progresses to 6 holes, handicap is adjusted to 8 for the first 6 hole event. These guidelines do not replace the Golf Link system. Handicaps that are established within a Sub-Junior program are not accepted in any competition which is conducted under the official GA Handicap System. Juniors will need to establish an official handicap before competing in a competition which is conducted under the official GA Handicap System.

### **Occasional Player – Callaway System**

The Callaway System is ideal in handicapping the occasional player on the day. This should only be applied to those sub-juniors who do not have a handicap.

Under this method, a player's handicap is determined after each round by deducting from the gross score for the 18 holes the scores of the worst individual holes during the first 16 holes of the round.

The table below shows the number of 'worst holes' the player may deduct and the adjustment to be made, based on the gross score. For instance, if the gross score for 18 holes is 91, the player may deduct the total of the two worst holes scores and half of the third worst (rounded up) on holes one through sixteen inclusive. Thus, if the player has one 9, one 8 and a 7, the handicap totals 21. From this total, a further plus or minus adjustment is then made according to the adjustments indicated at the bottom of each column. For a gross score of 91, the adjustment requires a deduction of 2 strokes, resulting in a final handicap of 19. Thus, 91-19 handicap equals a net score of 72 for this player.

SCORE					DEDUCT
68	69	70	71	72	Scratch - no adjustment
73	74	75			½ worst hole and adjustment
76	77	78	79	80	1 worst hole and adjustment
81	82	83	84	85	1½ worst holes and adjustment
86	87	88	89	90	2 worst holes and adjustment
91	92	93	94	95	2 ½ worst holes and adjustment
96	97	98	99	100	3 worst holes and adjustment
101	102	103	104	105	3 ½ worst holes and adjustment
106	107	108	109	110	4 worst holes and adjustment
111	112	113	114	115	4 ½ worst holes and adjustment
116	117	118	119	120	5 worst holes and adjustment
121	122	123	124	125	5 ½ worst holes and adjustment
126	127	128	129	130	6 worst holes and adjustment
ADJUSTMENT					
-2	-1	0	+1	+2	Add to or Deduct from Handicap

**Note:**

1. No hole may be scored at more than twice its par.
2. Half strokes count as a whole.
3. The 17<sup>th</sup> and 18<sup>th</sup> holes are never deducted.
4. In case of ties, lowest handicap takes preference.

### **Course Set-up Guidelines**

It is recommended that considerable thought be given to modifying the length of the course played for Sub-Junior Events. A common practice is to play the event from the 150 metre markers on the course by placing temporary tee markers (domes/witches hats) adjacent to a mark on the fairway or light rough. This method doesn't offer much variety in par or length of hole and once a junior player becomes proficient enough in skill he/she tends to just use the driver all day.

An alternate option is to reduce the holes by 50% of their full length and still refer to the holes as the existing par and stroke index. It also recommended that when placing temporary tee markers they be placed at the nearest practical point to the measurement.

Example

- 460m par 5 @ 50% = 230m par 5
- 375m par 4 @ 50% = 187.5m par 4
- 142m par 3 @ 50% = 71m par 3

## Rule Modifications

Consideration should be given to at what stage in a Junior Golfers development you introduce the Rules of Golf in their entirety. A progression from none for the very new golfer to a few and finally a good understanding of the basic rules would be considered a development pathway.

Example Rule modification for Sub-Juniors without a golf handicap:

**Green - Side Bunkers** – Drop out to nearest point not on the green and so the player does not have to play over the bunker. A player may choose to play from the bunker and after any shot in the bunker may proceed as above. Scoring when relief is taken: add one stroke extra to that hole's score.

**Fairway Bunkers** – Drop out to the nearest point, not closer to the hole, so the player does not have to play over the bunker. A player may choose to play from the bunker and after any shot in the bunker may proceed as above. Scoring when relief is taken: add one stroke extra to that hole's score.

**Lateral Water Hazard** – Drop a ball from near the point on the fairway where the ball went into the hazard. Scoring: add one stroke extra to that hole's score for each time it enters the hazard.

**Water hazard** – Drop out to the nearest point, not closer to the hole, so the player does not have to play over the hazard. Scoring: add one stroke extra for each time the ball enters the hazard and relief is taken on the hole to the score.

**Lost Ball** – Play a ball from where you hit the shot, no penalty.

**Out of Bounds** – Play a ball from where you hit the shot, no penalty.

**Air Swings** – If a player does not have a handicap, they are not penalised for air swings. When playing for a handicap they must be counted as it is part of their progression.

**Pick up Rule (1)** – Pick up after 8 shots on a hole and score an 8+ on the card. If a player has made the green in eight shots; allow them to proceed to the green and putt from three paces. Score on the hole is still 8+.

To complete the card add up scores and then for every + on the card add one more to the total.

Example:

Hole1	Score
1	6
2	5
3	8+
4	4
5	7
6	8+
7	8+
8	5
9	4
Subtotal	55
Extras (+'s)	3
Total	58

**Pick up Rule (2)** – (Maximum of 10 shots) Pick up after seven shots, proceed to the green and place the ball 3 metres from the hole (three paces) and putt from this point with a maximum of 10 shots on the hole. If a player has made the green in seven shots they should proceed to three paces from the hole and putt from there. If the ball is inside three metres after seven shots play ball from where it is.