

# 2018/19 MyGolf Junior League Conditions

## 1 Format

### 1.1 General

The clubs electing to participate are separated into a league on a school term basis. The 2018/19 MyGolf Junior League season has a flexible model and consists of round robin or home and away contests between respective clubs in each League followed by a final fun day.

All team(s) representing MyGolf Junior League will be allocated (wherever possible) to the closest geographical league or newly created league by their State/Territory golf association for the season.

## 2 Representation

During 2018/19, eligible MyGolf centres are permitted to enter a team into a MyGolf Junior League. However, a club may enter additional teams in the competition subject to the approval of their State/Territory golf association. Each team is to consist of a minimum of 6 and maximum of 11 players, under 15 years of age as at 1/1/2019.

## 3 Eligibility

### 3.1 Centre Eligibility

Eligible MyGolf centres must have run active MyGolf programs with registered participants during two (2) school terms within the preceding 12 months.

MyGolf (and its affiliated representatives) reserve the right to have final say over eligibility into the MyGolf Junior League.

### 3.2 Player Eligibility

A player is only permitted to represent one team during each season of the MGJL.

A player may represent multiple centres in any one-year.

## 4 Contests

Within each league, centres will play a round-robin **or home and away** series with each centre playing each other club at least once (byes may be required in some instances). The format of the fixture will be determined based on factors such as the number of teams participating in the league and course availability, and will be decided by the MyGolf Joint Venture (and its relevant representatives).

### 4.1 The competition between two teams will be known as a Contest. Each contest must:

- i. Consist of a minimum of 3 pairs or six individual players.
- ii. Be played over nine holes
- iii. Be scored by pairs receiving one point for winning the hole against their opponents and half a point for a halved hole.

### 4.2 The winning team will be decided by:

- i. Totalling up all points to give an overall team score.
- ii. The team with the higher points total will be deemed the winner of that Contest.

#### 4.3 *League Points and Ladder:*

- i. Four points are awarded to the winning team of the Contest
- ii. Two points are awarded to each team for a halved Contest,
- iii. Zero points are awarded for a lost Contest.
- iv. Teams from each League will be eligible to compete in the finals fun day after the round robin contests are completed.

#### 4.4 *League Draw:*

For the round-robin and home and away series, contests should be played at the club and on the date as stated in the draw. The host club shall establish the starting time for the respective contest and advise all the team coaches and/or managers in the League a minimum of one week prior to the contest date.

## 5 **MyGolf Junior League Rules**

### 5.1 *Governing Rules*

- i. Competition shall be played in accordance with the Royal and Ancient Rules of Golf, specific event rules and local rules
- ii. Any dispute shall be decided by the MyGolf Joint Venture (and its relevant representatives) whose decision shall be final.

### 5.2 *Format & Scoring*

- i. The format for the MyGolf Junior League will be two person, ambrose competition. For example:  
On every hole, each member of the team may hit a tee shot.  
The team then selects one of the tee shots from which to play their next shot.  
Both members of the team may then hit from that position.  
This procedure is repeated until the ball is holed.
- ii. Pairs will compete against an opposition pair for 9 holes in a match play format
- iii. The winning pair will receive 1 point for their team for every hole won
- iv. Each pair will receive 0.5 point for every hole halved

### 5.3 *Selected shot*

- i. Through the green and hazards, each team member may place their ball within one club length of the selected shot, no nearer the hole, and play from this position.
- ii. Shots from a sand bunker are permitted to be raked prior to the ball being placed.
- iii. On the putting green, each team member may place their ball within one putter head length of the marked position, no nearer the hole.

### 5.4 *Hole Length*

- i. Courses will be set up using approximate distances to encourage a positive experience for players. The recommended distances (plus/minus 10%) are as follows:
  - Par 3s – 100 metres
  - Par 4s – 150 metres
  - Par 5s – 220 metres
- ii. Distances are a guide and the final course set up is at the discretion of the host PGA Professional or Team Manager.

### 5.5 *Maximum Strokes per Hole*

- i. The maximum number of shots per hole is 3 over par.
- ii. Once the pair has played enough shots to be 2 over the hole par, the ball must be picked up and a score of 3 over par for the hole is recorded.
- iii. If both teams record 3 over par, the hole is declared a tie regardless of whether the hole was completed.
- iv. If teams tie the hole, both teams are awarded half a point for that hole.

## 5.6 Bunkers

If both players fail to hit their shots out of the sand bunker, the following options may apply:

- i. The players may take relief and place from the side of the bunker
- ii. The ball must be no nearer the hole, from the selected failed bunker shot
- iii. There is no penalty for taking relief.

*Example:*

*Jane and Sam are playing a par three and hit both their tee shots in the bunker.*

*Jane and Sam both unsuccessfully attempt to hit out of the bunker.*

*They select Sam's shot (as it is closer) and take relief to the side of the bunker, no nearer the hole.*

*Both players hit chip shots onto the green.*

*Jane holes their first putt.*

*Jane and Sam then record a 4 (1 over par) for that hole.*

## 5.7 Minimum Drives

- i. Both players in a pair must nominate at least two (2) drives as their selected shot during the 9 hole round.
- ii. If a pair has only nominated 1 drive from one of the players from 9 holes, they will be deducted 1 point off their overall score and 1 point will be awarded to the opposition pair.
- iii. If a pair fails to nominate any drives from one of the players from 9 holes, they will be deducted 2 points off their overall score and 2 points will be awarded to the opposition pair.

## 5.8 Lost Ball

For pace of play reasons, if both players in a team lose their ball, the following rules will apply:

- i. The pair must drop another ball as close as possible to where their selected shot was deemed to have been lost, under the penalty of one shot.
- ii. If the nominated shot is out of bounds or in a hazard, the ball must be dropped at the nearest point of entry, no nearer the hole, under the penalty of one shot.

## 5.9 Air Swings

Each player is allowed one 'air swing' without penalty on each shot. If more than one air swing is taken, then that shot will count as one stroke, and the player will pick up their ball and place it within one club length of their partner's shot from the same position.

## 6 Team Lists

A representative of each team shall prepare the list of team members (including the pairings). Teams should attempt to put the more competent and experienced players in the first pairings and the less experienced players at the back of the field, for pace of play reasons.

Lists should then be exchanged between team managers no later than 15 minutes before the start of play. Team lists can be amended up to 15 minutes before hit off time.

Team lists should include emergencies if substitutions are required on the day.

## 7 Team Manager

The Team Manager can be a designated representative as approved by the Team's Club. The role of the team manager is to assist the PGA professional (team coach) with the administration and coordination of their team on the day of competition.

All Team Managers must comply with State/Territory Child Protection Legislation and hold a current Working With Children Check.

## **8 Player/Caddie – Dress, Footwear & Course Requirements**

Players and Caddies must be attired in accordance with Host Club Dress Standards and any caddie not attired in this manner will be withdrawn.

Players/Caddies who fail to adhere to the host club's dress and course requirements (eg: failure to carry/use sand buckets, slicks on buggies etc.) will be subject to sanction in accordance with your State/Territory association Code of Conduct.

## **9 Distance measuring devices**

For pace of play reasons, distance measuring devices must not be used at any time during a MyGolf Junior League round.

## **10 Draw**

- 9.1. Contests shall commence from designated starting tees at the time specified by the host club and in the order listed on the draw unless otherwise advised by your local State/Territory association.
- 9.2. The honour for each contest shall be decided by the team that is listed first on the draw.
- 9.3. If a nominated player is not in attendance or is otherwise unable to play when required to do so, the emergency as named may be substituted for the nominated player,
- 9.4. Emergencies can only substitute for the previous players position/pairing.
- 9.5. If not required, emergencies shall not play on the day of the contest in an official capacity.

Note: - An emergency player can only be substituted up to and including the hit-off time of the listed player who has failed to appear.

## **11 Match Duration/ Hit Off Order**

All Matches shall be played over nine holes modified Ambrose. Play should be in fours (unless agreed otherwise). Matches are to be played from the tee markers as directed by the host club.

## **12 Suspension of Play/Abandonment of Contests**

In the event of heavy rain, lightning, fog, heat, unplayable course conditions or for any other reason, your State/Territory association (or the host club in the absence of your State/Territory association) will be responsible for deciding whether to suspend play. When the course is ready for play, players will be advised to return to their various locations.

During any round of MyGolf Junior League, if not one individual match in any MyGolf Junior League contest has commenced within two hours of the stated sunset time, the contest shall be abandoned. The result of such match(s) is defined as halved with each team being awarded equal points.

Note. In the event of extreme heat, the host club will act in accordance with the heat policy of the host club. Should the host club not have a heat policy, the club will act in accordance with your local State/Territory association heat policy as stated on your local State/Territory association website.

## **13 Pace of Play**

Each group of players must maintain its position on the course with respect to the match preceding it. It is expected that all pairs will complete the nine holes in two hours or less.

Where possible, the first hole should be a Par 4 or Par 5 to assist with speed of play.

It is also recommended that – when on the green – the player lying furthest from the hole is encouraged to hole out prior to the next player taking their first putt.

Players are instructed that they are only permitted to take 2 practice swings to increase pace of play. Players who continually take multiple practice swings should be reminded of the practice swing limit. Failure to adhere to this policy could result in loss of points at the discretion of the governing State/Territory Association.

## **14 Overall Standings**

The overall standings (ladder) of the League are determined by the following rules:

- 13.1. The number of points.
- 13.2. The most points scored from the Contests (points for)
- 13.3. The least points conceded from the Contests (points against)
- 13.4. In the event of teams still being unable to be separated, the matter shall be referred to your local State/Territory association for decision.

## **15 Finals Fun Day**

All teams participating in a MyGolf Junior League will participate in the Finals Fun Day.

The format of the Finals Fun Day will be as follows (using an 8-team League as an example):

- 1 v 2
- 3 v 4
- 5 v 6
- 7 v 8

## **16 MyGolf Junior League winner**

Final MyGolf Junior League positions are determined through the outcome of the contests held on the Finals Fun Day.

The overall winner of the MyGolf Junior League is the winner of the 1 v 2 contest held on the Finals Fun Day.

## **17 Code of Conduct**

Breaches of the Golf Australia Code of Conduct reported during MyGolf Junior League shall be subject to action your local State/Territory association's Junior Disciplinary Tribunal.