

Conditions of Play



Overview

First and foremost, PGA Jr. League is about the enriching experiences provided by PGA Coaches and Assistant Coaches that transcend the game of golf itself. The rules and Conditions of Play will be fully enforced throughout the PGA Jr. League All-Star Season, beginning with All-Star Play Days and Sectionals. By embracing the core values of PGA Jr. League—Safety, Care and Organization—Coaches deliver amazing experiences that create far-reaching value for everyone involved.



- I speak up and take action to put safety first.
- I am aware and intentional at games and practices.
- I commit to principles of the Safe Sport Act.
- I include everyone.
- I create fun experiences.
- I support every child as a golfer.
- I am prepared for practices and games.
- I communicate frequently.
- I am proactive and empathetic.

We invite all leagues to adopt the PGA Jr. League rules and Conditions of Play, however, these are simply recommendations throughout local league play. The rules and Conditions of Play will be fully enforced throughout the All-Star Season, beginning with All-Star Play Days and Sectionals. As scramble play is not recognized in the USGA Rules of Golf, the PGA of America feels it is important to establish guidelines by which this format can be reasonably governed. The following PGA Jr. League official guidelines do not constitute any attempt to alter or revise the Rules of Golf, but attempt to fairly apply them to a two-person scramble match play format. Additional rules addendums will be released at each level of the All-Star Season.

Players should be familiar with the most current **USGA Rules of Golf**, as PGA Jr. League is governed by these rules, and the following Conditions of Play specific to a two-person scramble.

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Glossary of Terms

Throughout the Conditions of Play, there will be many different terms mentioned. Here's a quick refresher on what each one means.

ACTIVE PLAYER

All-Star players must be active PGA Jr. League participants. This is defined as being a registered #GameChanger Club member and participating in a majority of team events (including games, practices and other team activities) throughout a reasonable local league season. Players must participate in the local league in which the All-Star team represents. The National Committee reserves the right to request proof that a player meets the active player eligibility requirements via scorecard requests, schedules, photos, and other forms of validation.

ALL-STAR PLAY DAYS

An additional and optional part of the All-Star Season, All-Star Play Days are 9-hole aggregate stroke play competitions that teams compete in to receive a Regional Leaderboard score. All-Star Play Days must meet all competitive requirements in order to be deemed official. To view the requirements, check out the [All-Star Play Day Handbook](#).

AMERICAN DEVELOPMENT MODEL (ADM)

Golf's new player pathway is built on the principles of the ADM, a proven long-term athlete development model that has been successfully adopted by the United States Olympic & Paralympic Committee (USOPC) and implemented by USA Hockey, USA Basketball and USA Lacrosse. PGA Coaches and Assistant Coaches are encouraged to become ADM certified via [PGA.Coach](#).

PGA COACH

The PGA Coach must be a PGA or LPGA Member, Associate or Student who oversees a team and/or league. All PGA Coaches must pass a required background screening and complete the required Abuse Prevention Systems (APS) training.

ASSISTANT COACH

This person assists the PGA Coach with supervising and managing the team. He or she may be a PGA or LPGA Member, Associate, Student, family member or other approved volunteer. All Assistant Coaches must pass a required background screening and complete the required Abuse Prevention Systems (APS) training.

LOCAL LEAGUE

An organized, recreational season environment for teams to play games against one another. Leagues may be facilitated internally (in-house) or among multiple facilities. Local leagues have specific requirements in order to be eligible for an All-Star team(s).

PGA JR. LEAGUE ALL-STAR SEASON

The PGA Jr. League All-Star Season consists of two age divisions: 13u and 17u. All-Star teams from each age division are formed from a combination of players from each of the teams in your league. The All-Star Season refers to and encompasses events within the pathway taken by All-Stars.

PAIR

Refers to two players from the same team, playing as scramble partners in a competition.

PGA JR. LEAGUE MATCH PLAY

Scoring format commonly found at games throughout local league play, as well as championship rounds at both Regional competitions and the PGA Jr. League Championships. PGA Jr. League match play is a form of play where opposing pairs compete directly against each other in a head-to-head match.

PGA JR. LEAGUE STROKE PLAY

Scoring format commonly found at all levels of the PGA Jr. League All-Star Season. In some cases, the stroke play rounds of competition will determine which teams will move on to the match play championship round(s). PGA Jr. League stroke play is a form of play where all pairs compete against each other in the competition by comparing a total score for one or more rounds.

REGIONAL LEADERBOARD

All-Star teams that choose to compete in All-Star Play Days will have their scores posted to the Regional Leaderboard. Teams that compete in three or more Play Days will have the opportunity to advance on to Regional Championships. The top four 13u and top four 17u teams from each of the 12 Regions participating in the Regional Leaderboard advance to the Regional competition. The Regional Leaderboard can be found at PGAJrLeague.com.

RESIDENCE

Defined as a continuous, genuine place of habitation or education, and it can only be changed with a genuine move. Residency shall be determined based upon the street address, city, state and zip of a parent(s) or court-appointed guardian(s) or school within the calendar year in which the applicable season occurs.

ROUND

A round consists of playing the holes of the course in the order set by the Committee. A match play round in PGA Jr. League is three holes and a stroke play round in PGA Jr. League is nine holes, unless noted otherwise in a rules addendum.

SCRAMBLE

Refers to the format that PGA Jr. League uses. Both players in a pair hit drives. The best shot is selected, then each player plays from the selected spot, and this process continues until the ball is holed.

TEAM

Refers to a group of at least eight players, who are a part of the same side, participating in a PGA Jr. League practice or competition.



American Development Model (ADM)

WHY DOES THE ADM WORK?

The American Development Model (ADM) was designed by sports scientists to help foster a lifetime affinity to sports and to develop athletes to their greatest potential. These principles align physical and psychological development to stages, delivering appropriate skills and exercise at the appropriate time.

HOW DOES THE ADM WORK?

Creating positive experiences early, for all athletes, will keep more players engaged and retained in our sport. Introducing the right aspects of play in a structure that is fun, engaging and progressively challenging allows golfers of all ages to experience the challenges and joys of our sport.

WHAT IS THE ADM?

Golf's new pathway is built on the principles of the ADM, a proven, long-term athlete development model that was developed through the United States Olympic and Paralympic Committee (USOPC). It has been successfully applied to USA Hockey, USA Basketball, USA Lacrosse and others.

PGA Jr. League is committed to aligning with golf's ADM to provide developmentally appropriate experiences that set our players up for lifelong sport participation.

Through a welcoming format, age-appropriate yardages, All-Star player age minimums and more, the ADM is implemented throughout our entire program from start to finish.

Coaches who have questions about the ADM are encouraged to visit PGA.Coach and complete the free training.



Responsibility Reminders

Before players hit the links, there are some important safety reminders to ensure everyone stays healthy and responsible while having fun!

SAFETY

Together, we can keep golf a physically safe sport by following these simple rules:

1. Stop and look before you swing to make sure other players are clear. Also, when you are walking, make sure no one is hitting around you!
2. Rule of 5 - Be sure there are **5 BIG STEPS** between you and other players. Always strive to use the Rule of 5!
3. Club Check - Hold your club upside down until it is your turn to swing. If it is not your turn to play, put your club away!
4. Listen to adults because they care about your safety.
5. Don't forget to yell "**FORE!**" if your ball comes close to landing near someone else.

FRESH AIR

Golf is an opportunity to enjoy the great outdoors, while keeping a few things in mind:

1. Wear sunscreen. If the sun is in the sky, make sure to reapply!
2. Wear a hat. A hat protects your face, which is the most important place!
3. Find shade. When you start to fade, find a spot in the shade!
4. Drink **LOTS** of water. Drink water each day to stay hydrated the right way!
5. Watch for storms and lightning. Thunder can be frightening, but the danger is in the lightning!



QUICK HITS

A few more reminders while at the golf course:

- Make friends and say hi to other golfers.
- Wait your turn.
- Never stand near or in front of someone who is hitting their ball.
- Be quiet and stand still while others are hitting.
- Play quickly.
- Listen to and learn from players more experienced than you.

- Leave the course better than you found it.
- Walk softly and carefully on the greens.
- Always rake sand before leaving a bunker.
- Repair your divots.
- Fix your ball marks and the ball marks of others that they may have forgotten.



Conduct

All coaches, participants and spectators are requested to display traditional customs of etiquette, proper attire, decorum and behavior, and to obey all policies, signs and verbal instructions of persons administering PGA Jr. League events. Abuse of the golf course or host facility, verbal or physical abuse, threatening or disrespecting a participant, spectator, volunteer, event staff, or other persons conducting, participating in, hosting, or attending a PGA Jr. League event, or interfering in any way, may result in removal from the host facility, and/or disqualification from current or future events.

PLAYER CONDUCT

1. Players acknowledge that the purpose of PGA Jr. League is to have fun with friends.
2. Players agree to demonstrate sportsmanship, teamwork and a positive attitude.
3. Players agree to be respectful of Coaches, fellow players, spectators and facility staff.
4. Players agree to care for the golf facility and leave it in better condition than they found it.

SPECTATOR CONDUCT

1. Spectators acknowledge that the goal of PGA Jr. League is for players to have fun with friends.
2. Spectators are encouraged to cheer, have fun and be supportive of all players.
3. Spectators agree to stay on the cart path at all times.
4. Spectators agree to refrain from having any contact with players during the competition.
5. Spectators agree to defer the review and enforcement of rules decisions to PGA Jr. League Officials.
6. Spectators agree to abstain from caddying.
7. Spectators agree to demonstrate sportsmanship, respect and a positive attitude.
8. Spectators agree to abide by any rules and regulations of the host facility (*dress code, cell phone policy, spectator policy, etc.*)
9. Spectators agree not to argue with other spectators, players, Coaches, host facility staff or PGA Jr. League Officials.

COACH CONDUCT

In addition to complying with any federal or state laws that may be applicable to hosting a team in the PGA Jr. League program, PGA Coaches and Assistant Coaches agree to comply with the waivers and Code of Conduct communicated at registration and within the Conditions of Play. Any breach will be handled at the National Committee's discretion and may be communicated to the respective PGA Section office or may include a PGA Code of Ethics violation to be reviewed by the PGA Board of Control.

The PGA Jr. League National Committee trusts that all Coaches respect the principle of adhering to the rules, proper conduct and fair play in the spirit of the game and of PGA Jr. League. The Committee has the right to remove a Coach from a competition for blatant and/or extreme breaches of etiquette. The Committee also has the right to suspend or remove a Coach from the program if it is believed that he/she is not acting within the appropriate guidelines.

What is PGA Jr. League?

PGA Jr. League is a fun, team golf experience for players ages 17 and younger. Each team is organized into a league, in which they play together in a two-player scramble format. At the local level, the program provides flexibility for all Coaches to facilitate leagues in a way that best fits their team members. However, specific parameters must be met in order to participate in the PGA Jr. League All-Star Season. Below you will find the recommended local league structure for each age division.

Recommended Local League Structure

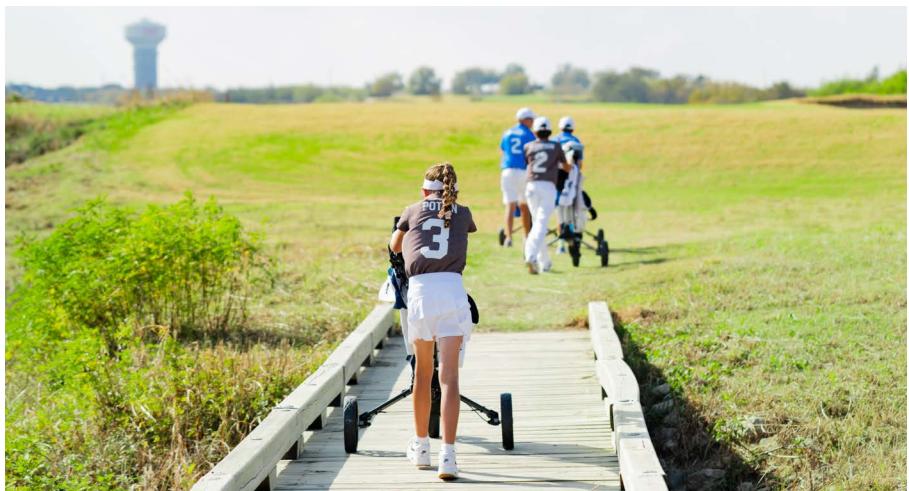
TEAMS PER LEAGUE	PLAYERS PER TEAM	MATCHES PER GAME	FORMAT
4+	8+	4	Head-to-head match play with three 3-hole flags, 1 point per flag for a total of 3 points available in each match, and substitutes used as appropriate. *Stroke play format may also be utilized where applicable.

FLEXIBILITY

- Based on the number of players at the game, as well as their ages and abilities, team sizes and matches per game can be adjusted up or down.
- Shorter flags can be implemented (e.g. 2-hole flags for a 6-hole match) for younger or newer players.

NOTE: Any adjustments made in multi-facility leagues must be approved by all PGA Coaches in the league along with the Player Engagement Consultant.

In order for a league to be eligible for an All-Star team, minimum thresholds must be met.



How to Play PGA Jr. League

PGA Jr. League utilizes a two-person scramble format for competition. The two-person scramble format will be played across both the recreational season and the PGA Jr. League All-Star Season. However, there are two ways this format will be brought to life.

PGA JR. LEAGUE MATCH PLAY

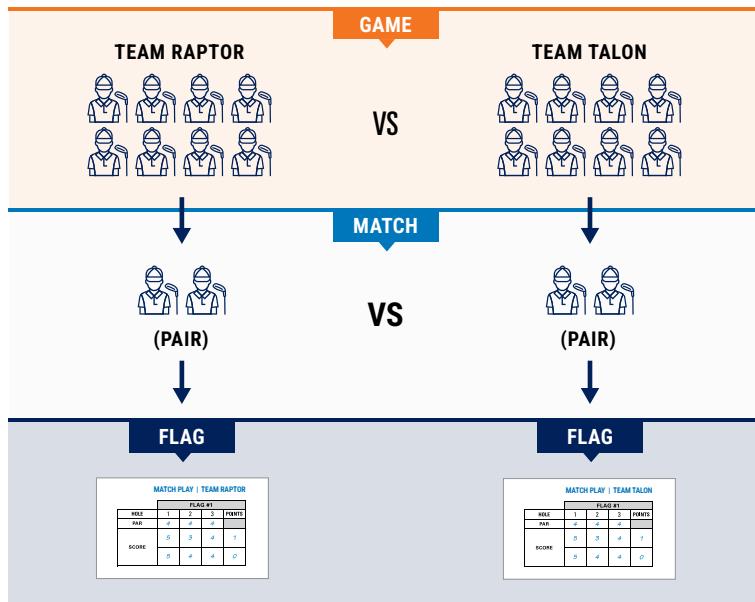
The match play scoring format is the most common and will be utilized in recreational season games as well as throughout the All-Star Season. Please see below for some important terms to know when it comes to the match play format and how it is brought to life through our recommended league structure.

GAME A competition between two PGA Jr. League teams. A GAME consists of two teams each fielding multiple players that are broken down into two-person pairs.

MATCH As part of the GAME, pairs participate in head-to-head MATCHES. A MATCH is 9 holes in length, and the Coach is responsible for appropriately assigning pairs to each MATCH. Note: once assigned to a MATCH, a player must remain with that MATCH for the entire GAME. The only exception to this rule would be in the case of an injury or illness.

FLAG Each MATCH is broken into three of these. A FLAG is 3 holes in a row, and each team has the opportunity to earn points at the end of each FLAG. Each GAME consists of 12 FLAGS in each Division.

SCRAMBLE FORMAT WITH MATCH PLAY SCORING



ADDITIONAL MATCH PLAY SCORING INFORMATION

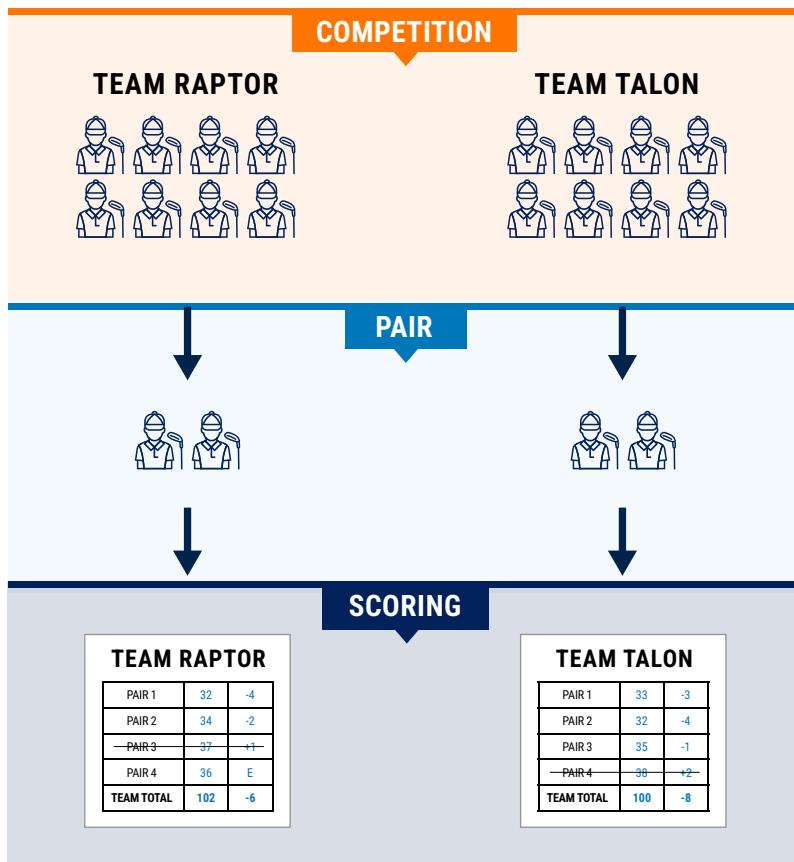
- As in traditional match play, each hole is won by the team with the lowest score.
- The team that wins more holes in a flag, wins that flag, and wins one point.
- If a flag ends in a tie, then each team will be awarded a half-point.
- The team with the most points at the end of the game is determined to be the winner.
- A game must complete seven of 12 flags to be deemed official.
- Regardless of a win or loss, each team retains their total points won in a game towards their season total.
- The score for each match will be kept by the official markers. Each team is responsible for providing two adults as markers (who may also be Coaches of the team).
- At the Regional competitions and PGA Jr. League Championships, it is the player's sole responsibility to record and submit the accurate score. Parent scorers and walking scorer volunteers will be secondary.
- Following local league matches, for every flag that a team member wins, they should be awarded a PGA Jr. League flag sticker, provided to the PGA Coach by the PGA of America. All match scorecards should be saved by the team PGA Coach for the entirety of the season and be made available upon request to verify results and/or player participation.



PGA JR. LEAGUE STROKE PLAY

The stroke play scoring format within a team scramble will be found throughout the All-Star Play Days, as well as qualifying rounds of the PGA Jr. League All-Star Season. Typically referred to as “aggregate stroke play competitions,” two-player pairs will play their best golf in order to contribute to a team aggregate total. Team aggregate totals are used for the Regional Leaderboard, to create rankings at a Sectional, Regional or National competition, or may even determine a winner of a competition, such as a Section Champion. The best three out of four pair scores will be counted toward the team total for both divisions. It is important to familiarize yourself with the rules differences between stroke play and match play scoring formats.

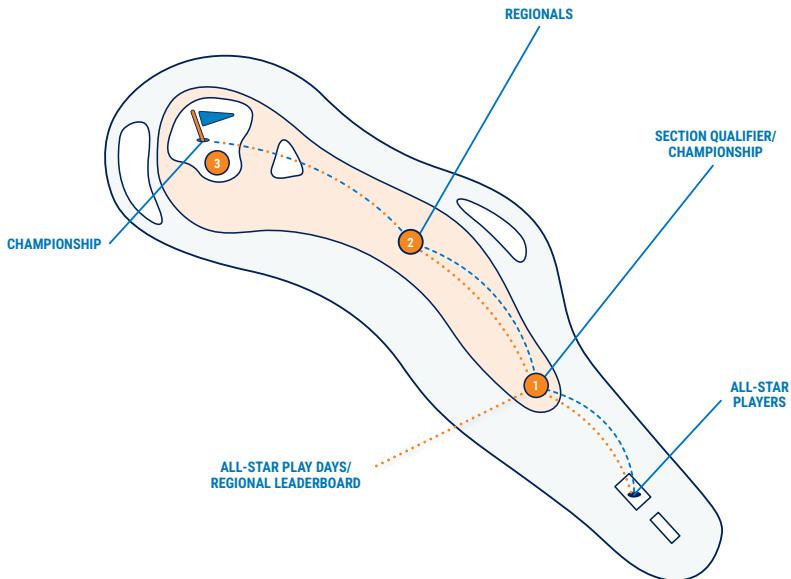
SCRAMBLE FORMAT WITH STROKE PLAY SCORING



PGA Jr. League All-Star Season

The PGA Jr. League All-Star Season highlights the aspirational nature of competition, celebrated in a way unique to PGA Jr. League. Ultimately, it's a celebration of PGA Jr. League as a whole, and all competitions are designed to have a fun, family-friendly and festival-like atmosphere. The following pages cover what the All-Star Season consists of, eligibility and the rules that apply at each level of competition.

Note: Any deviation from the policies outlined are not permissible without expressed, written consent from the PGA of America.



SECTIONALS – These are 13u and 17u All-Star competitions hosted across the country in each of the 41 PGA of America Sections. Depending upon the size of the Section, there may be Section Qualifiers prior to the Section Championship. Competitions may be stroke play and/or match play, and all Section Champions will move on to Regionals. There are no entry fees for these events.

ALL-STAR PLAY DAYS – These are 9-hole team scramble events with aggregate stroke play scoring hosted across the country at PGA Jr. League facilities. These events are open to both 13u and 17u All-Star teams, and teams must participate in at least three or more All-Star Play Days to qualify for the Regional Leaderboard. The top four 13u and top four 17u teams from each of the 12 Regions participating in the Regional Leaderboard advance to the Regional competition. All PGA Coaches are eligible to host an All-Star Play Day, and each event must meet specific competitive requirements to ensure equity. Requirements and all qualification information can be found in the **All-Star Play Day Handbook**.



REGIONALS – This is the second level of qualifying for All-Star teams in the PGA Jr. League All-Star Season. There are 12 Regional events, consisting of both stroke play and match play team scramble competitions. There will be eight 13u All-Star teams and eight 17u All-Star teams competing at each Regional, with four 13u and four 17u teams qualifying through the Section and four 13u and four 17u teams qualifying through the Regional Leaderboard. Note: If a team wins both the Section Championship and earns a spot via the Regional Leaderboard, they will receive the spot allocated to the Section and the next eligible team from the Regional Leaderboard will also qualify. There is a \$300 entry fee per All-Star player at each Regional.

PGA JR. LEAGUE CHAMPIONSHIP – This is the culminating, celebratory event for the 12 Regional Champions in each age division. The Championship consists of both stroke play and match play team scramble competitions. Championship entry fees are \$500 per player and that includes practice and competition rounds, player meals and gifting, as well as access to discounted hotel options. Teams are encouraged to fundraise or find local sponsors to support their Championship expenses.

ALL-STAR TEAMS

The PGA Jr. League All-Star Season is composed of All-Star teams made up of a combination of players from all teams in a league. At the end of the recreational season, a league champion team will be crowned. In order for a league to be eligible to create an All-Star team, they must have an active recreational program as well as meet a minimum number of active and unique players in their league.

13u

- A league must consist of 24 or more active and unique 13u players to be eligible for a 13u All-Star team. 13u players are defined as any player in the league who is 13 years of age or younger as of July 31, 2026.
- Leagues with 48 or more active and unique 13u players will be eligible for two 13u All-Star teams.
- Leagues with 72 or more active and unique 13u players will be eligible for three 13u All-Star teams.
- For every additional 24 players in a 13u league, the PGA Coach is eligible to form another 13u All-Star team if he/she chooses.
- All 9u division players will count toward your 13u All-Star team eligibility

17u

- A league must consist of 8 or more active and unique 17u players to be eligible for a 17u All-Star team. 17u players are defined as any player in the league who is 14-17 years of age or younger as of July 31, 2026.
- Leagues with 16 or more active and unique 17u players will be eligible for two 17u All-Star teams.
- Leagues with 24 or more active and unique 17u players will be eligible for three 17u All-Star teams.
- For every additional eight (8) players in a 17u league, the PGA Coach is eligible to form another 17u All-Star team if he/she chooses.

Coaches who run multiple in-house leagues within the eligibility period can combine their programs into one.

Once a league is eligible to create an All-Star team, the following guidelines must be met.

Note: 17u minimums may increase in 2027 based upon participation.

ALL-STAR TEAM COMPOSITION

- All-Star teams are composed of eight (8) players from the local league's teams.
- The league may agree to compose the team as they see fit, which includes determining All-Star players prior to the completion of the recreational season.
- In order to be eligible, PGA Coaches must submit All-Star rosters either by the deadline put in place by the Section or prior to participation in their first All-Star Play Day.
- A team that arrives to a competition with less than a full roster will not be penalized. However, groups must be constructed in the following way: A team with 7 players must fill three 2-player pairs with 1 player playing one ball. A team with 6 players must fill three 2-player pairs and all scores will count toward the team total. A team with 5 players must fill two 2-player pairs with 1 player playing one ball and all scores will count toward the team total. Teams that arrive with 4 players or less to a All-Star Season competition will be ineligible to advance.
- In general, when any side only consists of one player, only one ball may be in play.

ALL-STAR ELIGIBILITY

All-Star players must meet all of the following requirements in order to be eligible to participate on an All-Star team:

- **Active Player:** All-Star players must be active PGA Jr. League participants. This is defined as being a registered #GameChanger Club member and participating in a majority of team events (including games, practices and other team activities) throughout a reasonable local league season. Players must participate in the local league in which the All-Star team represents. The National Committee reserves the right to request proof that a player meets the active player eligibility requirements via scorecard requests, schedules, photos, and other forms of validation.

- **Mileage:** In order to be eligible for All-Star Season participation as All-Star players, participants must play in a local PGA Jr. League program that is within 75 miles of driving distance of either their residence or the school in which they are enrolled. Residency shall be determined based upon the street address, city, state, and zip of a parent(s), court-appointed guardian(s), or school. Residency must be held within the calendar year in which the player is participating.
- **League Age:** 13u All-Star players must be no younger than 10 years of age and no older than 13 years of age as of July 31, 2026, and 17u All-Star players must be no younger than 14 years of age and no older than 17 years of age as of July 31, 2026.
- All-Star Players must also be registered #GameChanger Club members by July 31, 2026 and may only be rostered on one All-Star team at a time.
- All-Star Coaches must be active PGA Jr. League participants, which includes completion of the APS training and required background screening.
- Players and Coaches must attest to meeting these requirements at each stage of the All-Star Season. Proof of eligibility (such as birth certificates, utility bills, school records, etc.) will also be required at different stages of the All-Star Season, such as Regionals and National Championships.
- The National PGA Jr. League Committee will review any requests for exemptions from the above eligibility requirements and has the right to waive the policy due to special circumstances.

RULES OF PLAY

The following rules of play are recommended for PGA Jr. League local league play and will govern the PGA Jr. League All-Star Season. Additional rules addendums may be released for specific competitions.

The Competition Committee will be defined here as: PGA Section Staff, PGA or LPGA Representative from host facility, PGA Jr. League Rules Committee and assigned designees at All-Star Season events.

COACH ADVICE

Advice is defined as any verbal comment or action (such as hand signals) that is intended to influence a player in choosing a club, making a stroke, or deciding how to play during a hole or round. Advice does not include: any form of encouragement, public information (such as location of a player's ball, location of items on the course, or rules of the game), or providing players with necessities (such as snacks and water).

Local League play, Sectionals and All-Star Play Days:

PGA Coaches and Assistant Coaches may provide advice to their players at any time during the playing of a game. However, it is required that they maintain pace of play while doing so.

Additionally, it is recommended that each 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.
- Refrains from reading putts for players.

Regional competitions and PGA Jr. League Championship:

PGA Coaches and Assistant Coaches may only communicate with their players between holes (from green to tee). Once both teams have holed out, a Coach may provide advice and communication until any player in the group has teed off on the next hole. If a Coach chooses to communicate to their player(s) between two holes, he or she must do so without unduly delaying play.

Simply put, while a group is playing a hole, Coaches have the same status as a spectator, however they are not restricted to the cart path.

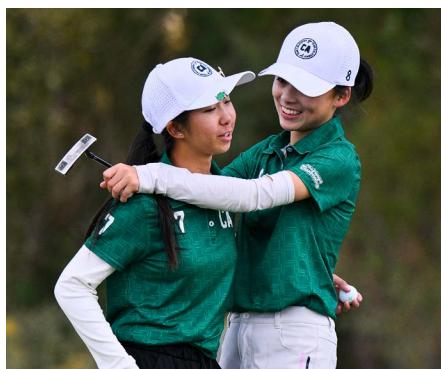
The **full advice policy** for Regional competitions and the PGA Jr. League Championship can be viewed on our website.

CONCESSIONS

In match play, 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. Concessions may not be made in any stroke play competitions. If a pair does not hole out in a stroke play competition, they will receive the maximum score for that hole.

COURSE SET-UP

- It is recommended that at every level of play, tees and yardages are configured based on players' ages and abilities.
 - Girls 10-11 will play from the CIRCLE tees. Boys 10-11 and Girls 12-13 will play from the PENTAGON tees. Boys 12-13 and Girls 14-over will play from the SQUARE tees. Boys 14-over will play from the TRIANGLE tees.
 - As a general rule, the total yardage difference between each set of tees should be between 85%-90%. These differentials will be upheld at all All-Star Season events operated by the PGA of America.
 - [Click here](#) to view detailed recommendations for course set-up at the local level, as well as requirements for specific All-Star Season competitions.
 - All-Star Play Days must meet specific yardage requirements in order to be considered official.



Notes:

- These yardages are recommended in order to accommodate athletes of all skill levels and promote birdies, while creating an exceptional player experience.
- Regional and Championship yardages may exceed the above maximums by approximately 25%.
- Players may occasionally share teeing areas due to differing golf course layouts, however each of the four locations will always be designated by their specific tee (CIRCLE, PENTAGON, SQUARE or TRIANGLE). For example, a common course-set up method for the PENTAGON tees may be to share the CIRCLE tee location on par 3's and share the SQUARE tee location on applicable par 4's or 5's.

DETERMINING A PLAYER'S TEEING AREA

Throughout the PGA Jr. League All-Star Season, the player's league age (their age on July 31, 2026) is the age that will be used to determine the appropriate tees.

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.

LIFTING AND MARKING SELECTED BALL

The selected ball may be lifted by the player, 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, unless the original ball is played from its original location. The mark must be placed right behind or right next to the ball and the mark may be moved up to one clubhead-length on the putting green or one club-length off the putting green. If a selected ball is lifted without being marked prior to taking a stroke, the pair will incur a one stroke penalty.

NOTE: If the original ball is played from its original location without being marked, there is no penalty. The second ball, if selected, will incur a one stroke penalty for playing from the wrong place.

LOST BALL

If a pair's selected ball becomes lost outside of a penalty area, the pair must take stroke and distance relief by adding one penalty stroke and playing the original ball or another ball from where the previous stroke was made.

MAKING STROKES/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.

MAXIMUM SCORE

The maximum score on a hole is "triple bogey." Once a pair has not holed out their shot(s) for double bogey (two-over par), they will pick up their ball and a triple bogey is recorded.

OFFICIAL RESULT OF A GAME

The Committee will determine when to suspend or call the event. It is strongly encouraged that every effort be made to finish a competition. Six out of 9 holes must be decided for the result to be official, with an exception. In situations when play is suspended for player safety; and all efforts to conduct or reschedule the competition have been exhausted; and the Player Engagement Consultant or the Competitions Committee approves; a competition can be deemed "official" if fewer than six holes have been completed. Note: for a stroke play competition, all players must have played the same holes in order for them to be counted.

These additional guidelines can be applied to a match play competition: If at least one flag is complete, the winner of that flag is declared to have won the game. If the flag is tied, the Committee may elect to use a chip-off (if possible). The PGA Coaches 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 PGA Coaches conduct a coin flip to determine a winner.

ORDER OF PLAY FROM THE TEEING AREA

Throughout local league play, All-Star Play Days and Sectionals: all players designated to hit from the BACK tees will play first on every hole.

Exception: If all players are playing from the same tee box on a hole, the order of play is at the discretion of each side.

Violations For Stroke Play: There will be no penalty for players who accidentally play out of order. However, if it is determined that a player/side intentionally played out of order, the side will incur one penalty stroke for the first breach and will be disqualified from the round for any subsequent breaches.

Violations For Match Play: USGA Rules of Golf Rule 6.1b applies: The opposing side may opt to cancel the stroke, but it must be done before either side makes another stroke.

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.

In a PGA Jr. League competition, players may use the same **relief** options for a ball out of bounds as for a ball within a red penalty area. Note: This means that a ball still may not be played from out of bounds, however players may choose to take lateral relief instead of stroke and distance.

PACE OF PLAY

Teams should always encourage each other to keep up with the group in front of them.

The Competition Committee has the right to penalize groups that are behind.

The **full pace of play policy** can be viewed on our website and will be enforced at the Regionals and PGA Jr. League Championships.

PENALTIES

The maximum penalty for any rules violation in PGA Jr. League is one stroke. When implementing one stroke penalties, penalty strokes incurred solely by playing a ball which is not selected are disregarded.

PENALTY AREAS

Defined as any body of water on the course including a 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 the 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 Rule 17.1d.

PERMANENT ROSTER REPLACEMENT

As previously mentioned, if any team arrives at any competition with fewer than the eight rostered players, the team will not be penalized if they choose to compete without that player(s). If a team has fewer than the appropriate number of active players in attendance for a game, they must fill as many two-player matches as possible.

Roster Changes

Roster changes may be made throughout the All-Star Play Days and Sectionals by Coaches via their Coach Dashboard. Players who have been removed from the roster during this time will be eligible to return to the roster, if applicable. PGA Coaches must also adhere to any specific roster deadlines put in place by their PGA Section. Note: The roster change feature on the Coach Dashboard will lock on August 24, 2026, in preparation for Regional Championships. Coaches may still make roster changes at this time, but must do so by requesting the change via their Player Engagement Consultant, Regional Championship Tournament Director or the website. Roster changes may not be made during play of a competition, unless approved by the on-site Committee.

Permanent Roster Replacements

Beginning with Regional Championships, if an All-Star player is no longer able to participate in the All-Star Season, they may be permanently replaced by a new, eligible player. The All-Star PGA Coach must submit a request via the Coach Dashboard as well as the permanent roster replacement form where they will sign off on the new player's participation and eligibility. Upon receipt of this form, the replacement player is considered a part of the team's All-Star roster. Permanent roster replacements must be completed prior to the first starting time of the Regional or National Championship, unless noted differently in a specific addendum for the competition. Once a player has been permanently replaced, he/she is not eligible to return to the team. Additionally, permanently replaced players are not eligible to join another All-Star team that he/she may be associated with. In each case, All-Star team composition and eligibility requirements still apply.

PLACING A BALL

- A ball 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 the 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.
 - Under a penalty of one stroke, a player or both players may opt to take back-on- the-line relief outside of the bunker under Rule 19.2b.

- If the selected ball is in a penalty area, a ball must be placed 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 one 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.**

PLAYING FROM WRONG TEES

Players must play the round from the teeing area that they are assigned to in advance of the competition. For violations of this rule see below:

For Stroke Play: 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 tees, the PGA of America reserves the right to declare him/her ineligible for the All-Star Season.

For Match Play: USGA Rules of Golf Rule 6.1b applies: The opposing side may opt to cancel the stroke, but it must be done before either side makes another stroke.

SHARING CLUBS

Each player must not start a round with more than 14 clubs. However, the pair may share clubs regardless of the total number of clubs carried.

STANDING ON EXTENSION OF LINE OF PLAY

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. At no point may a Coach be positioned behind the player on an extension of the player's line of play while the player is making a stroke.

TIEBREAKER PROCEDURES

Additional rules addendums will be released at each level of the PGA Jr. League All-Star Season to include tiebreaker procedures for each round of competition, as well as for each format of play.

TRANSPORTATION

Players must not ride on any form of transportation during a round unless authorized by the Committee. Penalty for violating this rule is a one stroke penalty of player(s) involved at each occurrence.

Exception: On holes in which the Committee is providing a player shuttle, for safety reasons, the Committee authorizes any person (i.e. parent/spectator) to transport the player's clubs. In particular, bags that are on pushcarts.

Prohibit the Use of Electric Pushcarts: The use of electric pushcarts is prohibited for All-Star season competition beginning with the Sectional Qualifiers & Championships. This is to ensure competitive equity for all players. Coaches can make their own decision on the use of Electric Pushcarts for local league play.

UNIFORMS

Players should wear the assigned jerseys throughout the competition.

Home Team: Purple Jerseys

Away Team: Gray Jerseys

Common Situations

As mentioned, we highly encourage leagues to adopt the Conditions of Play. Below are a few situations that commonly occur once the rules are enforced in the All-Star Season. As a best practice, use these situations to help PGA Jr. League players prepare for All-Star Season participation.

MARKING THE GOLF BALL

Regardless of where the golf ball is located (general area, putting green, bunker, etc.), one of the most important things players should do is mark it with something that can be seen easily and quickly by all participants. We discourage the use of sticks, leaves or other natural objects to mark the position of the golf ball.

PENALTIES

The penalty for all rules infractions in PGA Jr. League is one stroke. However, it is important to keep in mind that at times, a penalty may only be applied to one player on the side.

For example: Player A and B are a pair, and the ball they've selected is on the lip of the bunker. Player A takes three club-lengths out of the bunker and hits. Player B takes one club-length and stays in the bunker to hit. If the team selects Player A's next shot, they will incur a penalty for playing from the wrong place. If they select Player B's shot, they will receive no penalty.

MOVING ONE CLUB-LENGTH OR ONE CLUBHEAD-LENGTH

In PGA Jr. League, players are allowed to move one club-length to either side of the original spot of the selected ball in the general area, penalty area, teeing area or bunker. Players are allowed one clubhead-length to either side of the original spot of the selected ball on the putting green. This should never result in the ball being placed closer to the hole. When measuring the club-length or clubhead-length, the ball must stay in the same area of the course. The five areas of the course are:

1. General Area (includes the rough and the fairway)
2. Teeing Area
3. Penalty Area
4. Bunker
5. Putting Green

Utilizing the five areas of the course means the following:

- A ball may be moved from rough to fairway or fairway to rough if it is within the club-length.
- A ball that is located on the teeing area or putting green or in a penalty area or bunker, must remain in that same area.

MAKING A STROKE

A stroke is the forward movement of the club made to strike the ball. A stroke has not been made if the player:

1. Decides during the downswing not to strike the ball and avoids doing so by deliberately stopping the clubhead before it reaches the ball.
2. Accidentally strikes the ball when making a practice swing or preparing.

If the club accidentally hits the ball more than once, there has been only one stroke and there is no penalty. If the player swings and misses the ball, however, the stroke does count. In this situation, the player may either count the stroke and use that ball, or simply choose to use their partner's ball instead.

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 a pair 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 an opponent's next stroke, players should communicate clearly with verbiage such as: "Your next stroke is good." "Go ahead and pick up, that's good." Players can even pick up their opponent's ball if they want to concede their next stroke.

HOLING OUT

It is recommended that each partner in a pair attempts his/her putt prior to an additional putt being attempted by one partner. However, the scenario is similar to the concession options shared above. For example, Player A and Player B are a pair and have a putt for birdie. Player A, putts first and rolls it close to the hole. Player A then taps in the putt for par, prior to Player B receiving the attempt at birdie. In this case, Player B still receives a chance at making the birdie putt. If the putt is made, the pair will score birdie. If the putt is missed, the pair will score par with Player A's ball. In the instance that Player A missed their par putt, Player A's ball is no longer in play and Player B still receives the birdie attempt. If Player B misses, he/she must complete the rest of the hole without any assistance from Player A.

BUNKERS

A bunker is a specially prepared area of sand, which is often a hollow from which turf or soil was removed. If a selected ball is located in the bunker, both players must play from the bunker, unless they choose to take penalty relief.

If Player A is to hit first from the bunker, he/she may mark and lift the golf ball in order to rake the surrounding sand area. If Player B is second to hit from the bunker, he/she may rake the surrounding sand area after Player A has hit and before he/she places or drops the second ball.

Have a question or need clarification about the PGA Jr. League Conditions of Play or the USGA Rules of Golf? PGA Coaches may contact their Player Engagement Consultant or chat with us at PGAJrLeague.com for more information.

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