

# Junior Match Information



## Information for match days:

1. It's recommended to arrive at least 30 minutes before their tee time.
2. The Links will provide range balls for the matches which will be put in 4 big piles on the range. **All PGA Jr. League members MUST hit from these piles** so our teams don't take over the entire driving range.
3. Juniors will share the piles and will be limited to 20 range balls.

## Match Rules:

1. Juniors must walk during the matches except for pace-of-play help.
2. Juniors are not permitted to have caddies.
3. Our goal is to play in 2 hours or less. In the event that a group lags behind, **we'll ask them to skip a hole.**
4. One parent will serve as a scorekeeper per group. They will keep score, help with order of play, safety, and our pace of play goals (under 2 hours).

## Junior League Format:

1. A scramble format is played. Each player will tee off at the beginning of each hole. The team then selects their best shot of the two and then each player plays again. Repeat this process until the ball is in the hole.
2. A scramble format encourages teamwork and its nurturing nature creates a fun environment where the negative effect of performance errors is minimized.
3. While each match is only actively played by two players from each team, the team Captain will substitute a third player into the match every 3 holes.
4. When the player is not one of the two active players in the match, they can still play an integral role in the success of their team by reading putts, discussing strategy, etc. At no time should a substitute ever feel left out of the team's efforts!

## Flags & Points:

1. Flags are 3-hole segments of each match. Since each match is played over the course of 9 holes, there are three flags per match.
2. Whichever team wins the most holes within each flag (i.e. 3 holes-to-0 or 2 holes-to-1 hole), wins the corresponding flag.
3. Each flag won by the team is worth one point. Each tied flag won by the team is worth a half point. The team with the most points at the end of the game wins.
4. If one team wins the first two holes, then the 3rd hole doesn't matter. That hole may be played for fun/practice as long as the group is on pace.