



Guidelines for Clubs

The Junior Pennant is usually played by experienced players who may have come through the Encourage Shield where they will have learned match play. To ensure that they continue to enjoy this type of event it is essential that they know the **basic rules of golf** and that they understand the **concept of pace of play**. They should by now **know the concept of “giving a putt”** and when to **“concede” a hole**. They need to know that they must **discuss rulings with their opponent** and then, if necessary, **ask only their manager or host club rules official** for assistance. They must not involve their parents or supporters in this situation.

Guidelines for Team Managers and Assistant Managers

Once your Club has selected the team, the Manager should accept these responsibilities.

Before the Event:- Entry form by closing date
 Team apparel
 Practice sessions and trial matches including Pace of Play etc.

Before Each Contest:- Advise venue and time to all Team members
 Check handicaps are correct on the day
 Establish dress code for the venue

At the Contest:- Record names on Team/Result sheet in correct (adjusted) order
 Liaise with your opponent manager to complete team sheet.
 Mark shots given or received on each player’s card.
 Remind parents and supporters of their responsibilities

Remind your players of the importance of Pace of Play – See page 4

Tees - Put your tee in the ground while the previous player is picking theirs up.
Fairways - Walk quickly to your ball and be ready to play when it is your shot.
Greens - One match putts out and goes to the next tee to hit off, while the other match putts. Line up your putt while others are putting.



Host Club Starting Guidelines

Advise Conditions of Play and Course Information

Local Rules

Tees (Boys and Girls)

Fairways – Play as it lies **OR** Preferred Lies ____ cm

GUR areas

Course specific items (Hazards, OOB, Bunkers in wet weather)

Location of bistro or Halfway house for drinks and sandwich.

Emphasise the importance of Pace of Play: –

Walk quickly to your ball and be ready to play when it is your shot.

Line up your putt while others are putting.

One match putts out and goes to the next tee to get ready to hit off, while the other match putts.

They may hit off if safe and then wait for the other players.

Remind Parents & Supporters of their responsibilities.

Welcome to walk around keeping in the rough or tree lines (not middle of fairway) or going ahead as spotters on some holes.

Congratulate with applause and encourage with “Well Done” or “Good Shot”

Do not give advice at any time.

Do not get involved in rulings. The players are to decide between themselves on any rulings or call the Team Manager for a decision.

Do not caddy until the match is over.

Be aware of players behind and on other fairways – Safety First.

Any Problems or Assistance required.

Your manager can contact me on _____

OR _____

Captain Toss

Order of Play - 6 & 5, then 3 & 4, then 1 & 2

Call players to the tee. Tell them when it is safe to hit.



Rules for Parents and Supporters at Junior Pennant Matches

What Parents and Supporters **MAY DO** on the Golf Course.

On Course You are welcome to walk around keeping in the rough or tree lines (not middle of fairway) or go ahead and act as a spotter on some holes.

Congratulate Applause and Encouragement with “Well Done” or “Good Shot” are OK.

Be a spotter With safety first in mind, you can be very helpful to be about 150 to 200 metres down the fairway, or near the green, so you can see where the ball goes. Knowing the location of each player’s ball will speed up play.

Search If a player cannot find their ball, help in the search.

Respect Show respect for all players and team managers. Put your **Mobile Phone on Silent**.

Be helpful If the group you are following is behind time (that is, the group is not waiting on the group in front to play), offer to fill divots or rake bunkers to save time.

Be safe Do not stand in the fairway or in front of the green.

What Parents And Supporters **MAY NOT DO** on the Golf Course.

Give Advice Do not coach the players or offer advice on what club they should use or what shot they should play. Do not indicate line of play or stand on or near the line of play. It is best not to talk to the players at all during the match. Let them learn from the experience.

Rulings Do not get involved in rulings at any time. The players are to decide between themselves on any rulings or call the Team Manager or Asst. Manager for a decision.

Distractions Do not talk loudly or move during a player’s shot.

No Caddying Do not caddy until the match is over.

You may be asked to leave the course if you do not comply with these conditions.

Good Golf Habits - Guidelines for avoiding slow play	
When you arrive at the course.	
Go to the Registration Desk or ProShop.	
Get your card, check local rules and conditions. Have a putt.	
Warm up stretches, chipping, hit a small bucket of balls or a hit in the practice nets.	
On The Tee	
Arrive at the tee 5 minutes before your tee time	
Decide on strategy for the first hole - select your club	
If you are first off, tee up and be ready to hit when the players in front are out of range.	
If you are second, be ready to walk up and tee up your ball as the first player is picking up their tee.	
On the Fairway	
Being aware of others, walk briskly to your ball, thinking about your next shot.	
Select your club and be ready to play when it is your turn.	
Repair your divot and move to your ball, thinking about your next shot.	
Watch others balls and help search for their ball if necessary.	
Match Play - the furthest ball from the hole is played first	
Match play - be aware of what your opponent is doing at all times, counting his strokes.	
Match Play - ask your opponent how many strokes they have had as you approach the green	
Leave your clubs between the green and the next tee	
Your group should always be immediately behind the group in front of you.	
>>>>>>>Turn over for what to do on the green >>>>>>>	

Good Golf Habits - Guidelines for avoiding slow play	
On the Green	
Leave your clubs between the green and the next tee	
Check your line as you approach the green (up or down hill, left or right break)	
Don't walk or stand on any players line of putt including your own.	
Repair your pitch mark	
Mark and clean your ball	
Assess who's putt it is, and if it is your's, then read the putt and proceed. Putt out if possible (but not in Match Play)	
If it is not your putt, read your line (up or down hill, left or right break) and be ready when it is your turn.	
Ask the player with the longest putt if they would like you to attend the flagstick and do so or remove it and walk away.	
Be aware of where your shadow is. It should not be across a line of putt.	
Move on to the next tee and write scores on your card there, not on the green.	
If your group is behind time, two may go to the next tee before the others finish putting.	
On the Green	Match Play
Match Play - Ask your opponent how many strokes they have had before you putt.	
If you cannot win the hole "concede" it to them.	
Match Play - You and your opponent putt out first then go to the next tee and hit off if it is safe. Wait for the others.	
Match Play - The player who's ball is furthest from the hole always putts next.	
Match Play - You may "give a putt" if it is very short. The player must count the "gimme" in their score.	
Your group should always be immediately behind the group in front of you.	
>>>>>>>Turn over for what to do on the Tee and Fairway >>>>>>>	