



## MyGolf Junior League

MyGolf Junior League is a 9 hole inter club match team play event for players aged approximately 6 -12 years of age who are not yet ready to get an AGU handicap, but are involved in a beginners "Mygolf" program. It is played in two person ambrose format. The players would not yet be ready to play in the JNJG 9 hole event Juniors on the Move. It is played on a shortened course with 3 x 250m par 5, 3 x 175m par 4 and 3 x 100m par 3 holes. Each Club should use the same length holes (+/- 10%)

Typically, four or 6 clubs of close proximity will each nominate a team and play against each other over 3 or 5 weekends (during daylight saving), to provide an opportunity for these beginners to play "on the course". Parents are welcome to walk around with the players, pull their buggies, assist with raking bunkers, tending the flagstick and helping the kids keep up the pace of play, but they should be encouraged not to coach during the game.

**Pathway** Junior League → Juniors on the Move → Encourage Shield → Junior Pennants

### Match Conditions

**Teams** – Teams consist of 4 – 6 players (preferably with at least one girl) Players may be swapped for different contests

**Matches** - Players should be ranked by approximate level of ability. The game is played in fours, with players 1 & 2 from each team in the first group, players 3 & 4 in the second group and so on.

Each hole is for 1 point (Winner – 1 pts, halved hole – 1/2 pt each). All 9 holes are played. Team with highest number of points wins the match.

Maximum score on each hole is triple bogey. Once the double bogey putt is missed, pick up and score triple bogey.

**Supervisor** - Each group must have adult supervision to assist with keeping scores, help with rulings and keep up the speed of play, rake bunkers etc.

**Tyro Course** – Each Club will design a course with hole lengths **3 x 100m par 3, 3 x 175m par 4, 3 x 250m par 5**

**Catering after the Match** – The host club should provide a soft drink and plate of chips (or similar) for the players at the completion of the contest

**Entry Fees** – \$170 per team will be invoiced to the Club by Golf Australia

**Time and Day** – It is up to the participating Clubs, but a suggestion is that these events are played during daylight saving on a Sunday afternoon at 3pm

### Playing Conditions

**Tees** - All players use same tees.

**Preferred lies** – 1 club length through the green, no nearer the hole but clear of any trees etc. (for safety and fun)

**Bunkers** – 1 attempt each player then move the ball beside the bunker for a clear shot. No Penalty for grounding club

**Hazards** – as per rules of golf for lateral hazards, drop just near where it went in – **plus 1 penalty stroke**

**Lost ball** – as for hazards, drop just near where it was lost – **plus 1 penalty stroke**

**Out of Bounds** – as for hazards, drop just near where it went OOB – **plus 1 penalty stroke**

**Play** – Maximum hole score is triple bogey. Pick up if double bogey putt misses and score triple bogey.

**Practice Swings** - only 1 practice swing allowed with each shot (saves time and energy)

**If your Club is interested in getting involved with Junior League contact:-  
Greg Watkinson – JNJG Territory Manager – 0407 422 112 – greg@jnjg.com.au**

## Team Managers

Each club should appoint a Team Manager who will decide which players are in their squad. The Team Manager is responsible liaising with the other managers to get the contest organised on the day of the contest. The Manager will ensure the Tyro Course is set up for the event on the day. The manager is also responsible for the conduct of the players and the parents and supporters. It is recommended that they discuss the guidelines for parents and supporters and explain the importance and the reasons for the guidelines.

## Sample Tyro Course Card

Muirfield GC Tyro Course								
Event:-	9 hole Tyro course			Date:-	Sunday 5th February 2017			
Player:-	Player					Marker		
HOLE	METRES	PAR	Hits	Putts	Total	Hits	Putts	Total
1	250	5						
2	175	4						
3	100	3						
4	250	5						
5	100	3						
6	175	4						
7	250	5						
8	100	3						
9	175	4						
	1575	Total						
Player's Signature								
Marker's Signature								

## Guidelines for Parents and Supporters

These guidelines are important to ensure that the players learn about golf for themselves and have to make their own decisions during a match. The parents and supporters should understand that the event is all about the players. It is their event and the main objective is to participate and learn. We all learn from our mistakes, so give them the chance to learn from theirs.

Parents and Supporters are very welcome and encouraged pull buggies, but are they not officially caddies and must not give advice about grip, swing, stance, aim, club selection, or shot selection. They should encourage and congratulate the players, and should not criticise any aspect of their play. They can assist with raking bunkers, attending the flag, scoring cards and telling the players whose turn it is to play. They can act as spotters and help find balls, and make sure the players keep moving along. They are responsible for the Pace of Play for the group and must ensure that no time is wasted during play. When not assisting with any of the above, they must walk along the edge of the fairway or tree line (not in the centre of the fairway) to ensure they do not hold up the group behind.

## Pace of Play

A very important aspect of teaching golf to young players is to get them to understand the basics of Pace of Play. Parents can play a significant role with pace of play. The guidelines following should be taught to both players and parents.