

CISD JUNIOR HIGH GOLF RULES 2018

1. General Rules:

- a) Double par limits on all holes (junior high plays 9 holes). To keep the pace of game, if you are hitting a 6 on a par 4, and you are still not on the green then pick it up and record double par (8).
- b) Boys play from the white tees & girls from the red tees.
- c) You may improve your lie one scorecard length without taking a stroke. This applies to fairway only, not on the green or in sand! Under wet conditions we will use "lift, clean and place."
- d) When you hit into the water, record a 1 stroke penalty and place the ball on the other side of the water. We do this to keep the pace of game.

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| "Lift, clean and place" – This means you can mark your ball (place a marker into the ground right behind the ball), then lift the ball, clean the ball and then place it back within 6 inches of the original position, no closer to the hole. This applies "through the green" which means anywhere except in a hazard or sand. |
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2. Scoring Instructions:

- a) Be sure to begin keeping score on the hole you are assigned to start on.
- b) Trade score cards with another person in your group. You are to keep track of their hits and write their score on the card. You may keep your own score under their score (on the bottom of the card).
- c) Be sure to verify their score at the end of each hole (as you are walking off the green). Any disagreements must be addressed immediately. Should a decision not be agreed upon, mark the hole and take it up with the coach.
- d) After 9 holes, the total must be added up. Each golfer will sign the bottom of the card, then the card will return to its original owner in order to be turned into a coach.
- e) Each junior high can bring 5 golfers. The highest score is thrown out, with the 4 lowest scores added together for a team score. In the case of a tie, the 5th score will serve as the tie breaker.

3. Out-of-Bounds and Lost Balls:

- a) Out-of-bounds and lost balls are required to take a stroke.
- b) Golfer may hit a provisional ball if they believe their ball is lost or o.b. If you find your original ball, play it and pick up the provisional. Hitting the wrong ball is a penalty. Hitting a provisional ball will save time when you discover that the original ball is o.b. If you end up playing the provisional, you are lying 3.
- c) Same rule pertains to a shot hit from the fairway out of bounds. Hit a provisional from the original position and then determine which ball is playable. Any time you play the provisional ball, it counts as an extra stroke.

4. Sand Bunkers:

- a) When entering the sand bunker, always enter from the low side, so as not to break down the integrity of the design. Take a rake with you and put it near your ball location. Thus, it will be available for grooming immediately after you hit your ball.
- b) Reminder – do not ground your club in the sand. It is a one-stroke penalty!

5. Pace of Game:

- a) Keep up with the group in front of you. Pace of play, limit all practice swings to 2.
- b) Play “ready golf” rules (refer to handout).
- c) On the green, the closest person to the hole should mark their ball and tend the flag for other golfers.
- d) When a ball reaches a green, each player should mark it, without waiting to be asked to do so. Be aware of other players’ lines. Do not walk on them. The proper place for the marker is directly behind the ball. If another player prefers you to move your marker out of their line, then ask them which direction.
- e) If a player hits a long putt that stops short of the hole, that player has the choice to finish putting out.
- f) All putts must be holed out, no “gimmes”.

6. Carts:

- a) Push/Pull carts can be used by both girls and boys.

7. Yardage Books and Range Finders:

- a) UIL prohibits the use of any electronic range finders during competition. Since it is impossible for 5 coaches to check nearly 100 golfers, we have decided no range finders of any kind.
- b) Yardage books are allowed and can be purchased in the pro-shop.
- c) General yardage rules: red marker (100 yards out); white marker (150); blue marker (200).

8. General Course Management and Etiquette:

- a) Repair all ball marks and divots, and rake bunkers after hitting out.
- b) Do not rest your bag of clubs on the tee box or greens.
- c) Each golfer should abide by the course’s rules (i.e. collared shirt, soft-spike shoes, etc.)