



“North American Junior Golf Leagues are designed as both an entry point into the game of golf, as well as an avenue for “enhanced” practice for more advanced players by way of weekly on-course matches. ”

League Format/Rules:

Age Divisions/format:**

{**Age Determination Date is player’s age as of January 1 for the SPRING Season; and July 1 for the FALL Season}.

- **FOUNDATIONS** Division (Ages 6-11**)
 - On-course play is 5 holes; Scramble format
- **SKILLS** Division (Ages 12-15**)
 - Play 6 holes; Super-scramble (choose best drive/play own ball in)
 - Attempts will be made to pair Skills Division players by school based on registration requests
- Players in each division are paired up in teams of 4 or 5 players per team.
- Players will tee off from age-appropriate tee locations
 - FOUNDATIONS: Use the NAJG League tee-maker system
 - SKILLS: Use the golf course’s most-forward tee box
- The teams with the lowest aggregate scores in each Division are determined to be the winning team for the season and receive prizes/trophies.

On-Course Match Procedures:

I. FOUNDATIONS DIVISION

Scramble Format – each player hits tee shot; team members will play from best drive/approach shot/1st putt, etc. until holed out

- Maximum Team score of Bogey per hole
 - Team score is aggregate of all 5 holes
- Teams with 4 players: 1 player may hit an extra shot per stage (drive/approach/putt, etc.)
- Players will tee off from locations on tee boxes or in the fairway designated by the ***NAJG Tee marker system*** (see next page and separate Tee Marker System summary guide)

NAJG Leagues – Tee Marker System™ (Yardage ranges based on Par)

White (Age 10-11) ** Yellow (Age 8-9) ** Blue (Age 6-7) **

Par 3	80-100	70-90	50-70
Par 4	175-250	150-220	135-150
Par 5	250-320	225-260	215-235

*(**Coach will have discretion over where any player tees off according to player ability)*

II. SKILLS DIVISION

Super-scramble format -- all team members will hit tee shot; then choose the BEST drive and each player plays his/her own ball until holed out.

- Maximum per-hole score of Double-bogey per player
 - For pace-of-play considerations, player must ‘pick up’ once double-bogey has been reached; do not continue to play on that hole.
- Teams with 4 players (OR 3 players if your League has 4-player teams) -- can rotate having 1 player hitting an extra DRIVE per hole (so the team has 5 or 4 drives to choose from); however, no other shots are rotated during the play of the hole.
 - TEE LOCATION: All players will tee off from the golf course’s most-forward tee box that is NOT otherwise considered a “Junior” tee
- After the tee shot, players will play his/her own ball “as it lies” on the course and follow all other USGA Rules of Golf, with the following exceptions:
 - Once the preferred tee shot is chosen, each player may place his/her ball within 1 club-length of that spot (no nearer the hole).
 - Original condition must be maintained; i.e. – fairway, first cut, rough, bunker, etc.
 - All Out-of-Bounds is played as a lateral hazard (drop 2 club-lengths from OB line no nearer the hole); 1-stroke penalty
 - Lost ball may be played in similar fashion (drop 2 club-lengths from nearest point where ball was “assumed” to be lost); 1-stroke penalty
- TEAM SCORE: Aggregate total of 3 best scores per player/per hole for all 6 holes will add up to be the TEAM score for that week.

III. BOTH DIVISIONS:

Golf Carts:

- During matches, players are required to walk as they play each hole; with the following stipulations:
 - Bags may be placed on coach/parent spectator carts**
 - Players may ride in a cart from green to the next tee
 - **SKILLS-DIVISION PLAYERS: are encouraged to carry own bag/use push cart, but is not required.
 - At NO time may ANY Junior Golfer drive a golf cart during any NAJG League practice or match

Refreshments:

- Players are reminded to be well-hydrated and nourished before and during on-course play, and should bring their own refreshments in this regard OR be prepared to purchase from host club prior to starting play.

IV. COACHES/TEAM LEADERS

Each team has a team “coach”, which is usually a parent that is knowledgeable about golf and leads the team around course during the match; helps decide what shot they should play; gives basic tips to players (where to aim, how to hit a certain chip, etc.).

- Team Coaches are NOT expected to be advanced-level players OR PGA Teaching Professionals; and are not expected to provide advanced instruction on or off the course. Primary responsibilities of the coach are:
 - Email/ text communication with the team (practice & match reminders, etc)
 - Gather the team prior to the match and get to start hole on time
 - BASIC tips during match for players such as where to aim, how a putt breaks, etc.
 - FOUNDATIONS Division: keeping players at safe distance during teammate shots
 - SKILLS Division: Reminders to players to pick-up if max score reached
 - Keeping Score & reporting into NAJG League system
- SKILLS-DIVISION TEAMS – Local high school players (Juniors & Seniors preferably) are encouraged to apply through the local league captain to lead a SKILLS Division team; and specifically, a team that is primary made up of players connected to his/her high school’s feeder school.

Scoring/Standings

Scores are entered by the coach into the Sport Jumble system following the team’s round for that week.

- Scores are simply entered as the aggregate score for that week, based on whether it is a Foundations or Skills team
 - ****BEST PRACTICE** for keeping score: keep up with scores on a course scorecard; then can easily be entered into the Sport Jumble site later that evening after the match.

Weekly Standings:

- Each team’s WORST match score/weekly total in any given week during the season is thrown out; leaving a season total of 7 scores (5 scores in the Fall season) that are counted towards the final tally for each team.
 - The Leaderboard system in Sport Jumble automatically keeps up with standings based on this formula mentioned above.
- Tie Breakers for both Divisions:
 1. Lowest score in any week; or continued in order below if tie still not broken:
 2. Lowest "worst" score
 3. Week 8 score
 4. Week 7 score (regression continued until tie is broken)

PLEASE DO NOT HESITATE TO CONTACT US AT 706-389-0924 OR TEAMS@NORTHAMERICANJUNIORGOLF.COM WITH ANY QUESTIONS BEFORE OR DURING THE LEAGUE SEASON.